



Naperville Yard COED Youth Recreational Soccer League 2022 – 2023 Winter League Rules



As of October 24, 2022

General

- Age divisions are based on grade in school (see player eligibility on page 2).
 - Players may play up an age group, not down
- **Shinguards and socks are mandatory. Players who are not wearing shinguards will not be allowed to play.**
- Referee(s): all decisions made by the referee are final
- Cleats and turf shoes are allowed. No metal bottoms.
- No jewelry allowed (watches, etc). Earrings must be taped or removed.
- No eye glasses allowed unless they have a strap. Players are strongly encouraged to wear contacts or sports goggles.
- If both teams are wearing the same color, the HOME team (1st team listed) must change.
- No gum, food, or spitting on the field
- Teams will be coached by parent volunteers and/or Naperville Yard staff.
- Only players on the roster and 1-2 coaches per team are permitted on the field.
- The Naperville Yard will provide the game ball.

Hallways & Spectators

- Parents / Guardians are not permitted on the field during the game unless they are the team's coach or they are ushered by the manager, referee, or team coach for an injury.
- **Spectators who enter the field to argue with a coach, the official, or a Naperville Yard staff member will be issued a red card and must leave the building for the remainder of the day.**
- No warming up in the hallways before a game.
- No passing, throwing, or playing with soccer balls or any other type of athletic equipment in the hallways.
- Please do not congregate to the front doors of the Naperville Yard for team meetings.
- The playroom is closed for everyone except those attending an Over the Top Birthday party!

Laws

USSF (United States Soccer Federation) rules apply except for the modifications noted below,

Winter 1 & Winter 2 - Format

- All teams will play 4v4
 - A team with less than 3 players at the start of the game must forfeit. The opposing team will receive a 5-0 win.
- Length of game: 43-minute running clock.
 - If an injury stops play for more than 15 minutes then the game will be cancelled and a make-up game will be scheduled. Games with less than 15 minutes will not be made up.
- Games start on time – please be ready to go on time and leave the field right after your game is over.
- No slide tackling
 - Defensive slide tackle inside the box results in a PK
- No offsides
- **Fields 3A, 3B, 4A, & 4B**
 - All boards, walls, and curtains are considered in play.
 - Any netting is out of bounds. The restart is an indirect kick for the opposing team at the spot.
 - Anything that hits the ceiling will be considered out and will be taken from the spot the ball hits the ceiling.
 - If the ball goes past the curtain the restart is a goal kick.
- **All fouls are indirect.** In the event the referee needs to stop the game, the restart will be a drop ball.
- Substitutions are unlimited and on the fly.
- Defensive players in a wall need to be 5 yards from the ball.

Kick Offs

- Occur at the beginning of the game, at the start of the second half (if needed), and after a goal is scored.
 - Winter - There is no halftime unless agreed upon by both coaches and the referee at the start of the game. The clock will continue to run during the halftime.
- The ball is in play when the it is kicked and clearly moves.
- The kicker must not touch the ball again until it has been touched by another player.
- A goal may not be scored directly from a kick off. The result is a goal kick for the opposing team.

Goal Kicks

- Can be taken anywhere inside the penalty area (goal box).
- Ball cannot travel in the air past the half line on a goal kick unless touched first by a player.
- *The ball is in play once the kick is taken; it can be played before leaving the penalty area.
 - The defending team must remain outside the penalty area until the ball is in play.

Goalkeepers

- No punts or drop kicks
 - Penalty is a direct kick from the center circle for the opposing team.
- Ball placed down by the goalkeeper and then kicked may travel in the air past half.
- **Throws may pass the half-line in the air.**
- If the goalkeeper throws the ball into their own net, it is considered a goal.
- After a save is made and the goalkeeper puts the ball down on the ground, he/she may not pick it up again.
 - Penalty is an indirect kick to the opposing team at the top of the penalty box.
- Goalkeeper has 6 seconds, after gaining possession, to release the ball.
 - Penalty is an indirect kick for the opposing team at the top of the penalty box.
- Goalkeeper may not pick up the ball if it is passed back by their teammate.
 - Penalty is an indirect kick to the opposing team on the top of the penalty box.

Headers

- Due to Naperville Yard grade divisions, we will not allow players in the u6, u8, and *u10 divisions to commit purposeful headers.
 - **In the event the u10 & u12 divisions are combined**, no u12 player may commit a purposeful header.
 - Purposeful headers will result in an indirect kick for the opposing team at the spot where the header occurred.

Penalties

- The Naperville Yard, and its officials, have the right to eject players, parents, and/or coaches from the league and/or the facility for misconduct.
- **Blue Card: 2-minute penalty.** Offending team will play a person down until penalty is up or opposing team scores a goal. Teams will receive a blue card for persistent fouling, repeated foul language, a hard foul, or spitting on the field.
- **Yellow Card:** 2 blue cards equals a yellow which is a **4-minute penalty** and your team will play a person down until penalty is up or opposing team scores.
- **Red Card:** Red card equals 1 game suspension plus a fine which will be determined by fighting, spitting, extreme language, etc. Offending team plays down a person for 5 minutes, regardless of the score.

Player Eligibility

- All players must submit a birth certificate or other proof of age (Passport, State ID) before the player's first game
- Roster Max: 9 players; 2 coaches max.
- All Naperville Yard house teams will be coed.
- All players must be registered in the Naperville Yard league in order to play.
- Naperville Yard Staff can roster check a team at any time.

Player Eligibility Continued

- Coaches are allowed to request a roster check of another team **BEFORE** a game.
 - The Naperville Yard will check **BOTH** teams anytime a coach requests a roster check.
 - Any player not on the roster must immediately leave the field. If the player returns to the field and plays, the team will forfeit the game.
- Age groups are based on academic school year
 - U6 Kindergarten (Pre-K children accepted), size 3 ball
 - U8 1st & 2nd grade, size 3 ball
 - U10 3rd & 4th grade, size 4 ball
 - U12 5th & 6th grade, size 5 ball
 - If u10 & u12 must combine, a size 4 ball will be used

Slaughter Rule:

If the winning team is ahead by 5 goals, the opposing team may add a 5th player (5v4). The 5th player is removed when the score is within 3 goals. The losing team may continue to add an extra player after each additional goal (5+) to a maximum of 8 goals. Once goal differential is reduced to 3 goals all additional players should be removed to resume 4v4 play. Teams that win 2 games (within the current session) by 5+ goals will move up to the next division.

Example #1

Blue is beating Orange 5 - 0 -> Orange team adds a 5th player.

The orange team scores 2 goals (5-2) -> Orange must remove their 5th player to resume 4v4 play.

Example #2

Blue is beating Orange 5 - 0 -> Orange adds a 5th player (5v4).

Blue scores their 6th goal (6 -0) -> Orange adds a 6th player (6v4)

Blue scores their 7th goal (7-0) -> Orange adds a 7th player (7v4)

Blue scores their 8th goal (8-0) -> Orange adds an 8th player (8v4)

Blue scores their 9th goal (9-0) -> No additional players are added for Orange

****Coaches do not have to add the 5th player if they do not want to. If the opposing team goes ahead by 6 goals, the losing team can add 2 players even if they did not add the first. ****

Results & Playoffs

- Schedule & standings will be posted to www.NapervilleYard.com
- Goals are capped at 5.
 - If a team wins 7 – 0, the score will be recorded as 5 – 0.
- All teams participate in playoffs. No advancement.
- Winter 2: Medals are awarded to all u6 players.
- Winter 2: Trophies are awarded to the 1st & 2nd place teams in the u8, u10, and u12 divisions.