



Naperville Yard COED Youth Recreational Soccer League 2023 – 2024 Winter League Rules



General

- Age divisions are based on grade in school (see player eligibility on page 2).
 - Players may play up an age group, not down
 - **Winter 2: NO TRAVEL SOCCER CLUBS AND/OR PLAYERS**
- Referee(s): all decisions made by the referee are final.
 - **Spectators, as well as the coach of the spectator's team, 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 facility. A game will not continue unless the spectator and coach are removed. The clock will continue to run.**
- Length of game is 43 minutes, running clock, with subs on the fly. After each game, the clock resets to 45 min. Teams have 2 minutes to get on the field and get ready to start.
 - If an injury stops play for more than 15 minutes, the game will be canceled and a make-up game will be scheduled. Games with less than 15 minutes on the clock will not be made up.
- Acceptable footwear: soccer cleats / turf / indoor flats, or sneakers.
- **Shin guards and socks are mandatory. Players who are not wearing shin guards will not be allowed to play.**
 - *Rookies: Shin guards go underneath the soccer sock.*
- No jewelry allowed (watches, etc). Earrings must be taped or removed.
- 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 a max of 2 coaches per team are permitted on the field. No player bags or jackets on the field.
- The Naperville Yard will provide the game ball as well as pinnies for goalkeepers.
- In an effort to keep teams from running up the score, all games are capped at 5 goals per game.

Hallways & Spectators

- No warming up in the hallways or on a different field; This includes passing/throwing/shooting/kicking a ball and running. Teams may stretch in the hallway as long as they do not congregate in front of a door or near a staircase.
- 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,

- **All teams will play 5v5 (including goalie)**
 - A team with less than 3 players at the start of the game must forfeit. The opposing team will receive a 3-0 win.
 - A team can decide to play with 4 players instead of 5. The Coach must notify the referee when they add the 5th player.
- **No slide tackling**
 - **Defensive slide tackle inside the box results in a PK**
- No offsides
- Defensive players in a wall need to be 5 yards from the ball.
- **Build out line will be used for u10 & below: the line is halfway between the top of the box and half line.**
- **All free kicks are indirect**
 - In the event the referee needs to stop the game, the restart will be a drop ball.
 - A purposeful header by a player in the u6, u8, or u10 division will result in an indirect free kick.
- **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 result in an indirect free kick.
 - If the ball goes past the curtain the restart is a goal kick.
 - Goalie boxes extend to the wall, allowing goalkeepers to pick up the ball next to their goal post on the outside of the goal.

Kick Offs

- The ball is in play when 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. Restart is a goal kick for the opposing team.
 - If the ball hits any player and then goes into the goal, the result is a goal.

Goal Kicks

- Can be taken anywhere inside the box
- **Build out line (u10 & below): defending team must wait behind the line until ball is put into play.**
- *The ball is in play once the kick is taken; it can be played before leaving the penalty area.
- **Ball cannot travel in the air past the half line on a goal kick unless touched first by a player.**
 - The result is an indirect kick from the center circle for the opposing team.

Goalkeepers

- No punts or drop kicks (ball must bounce 3 times before being kicked)
 - Penalty is an indirect kick from the center circle for the opposing team.
- Throws may pass the half-line in the air.
- Ball placed down by the goalkeeper and then kicked may travel in the air past half.
- If the goalkeeper throws the ball into their own net, it is considered a goal.
- Goalie may not throw the ball into the opposing goal and have it counted as a goal, unless touched by another player.
 - Result: Goal kick for opposing team
- 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.
- Goalie should wear a jersey / pinnie color different from his/her team and opposing team.

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 league combines the u10 & u12 divisions**, 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 equal 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

- **Parents/guardians must submit a birth certificate or other proof of age (Passport, State ID) for their child before the player's first game.**
- Roster Max: 12 players; 2 coaches max.
- All players must be registered and rostered in the Naperville Yard Winter league, with a signed waiver
- Naperville Yard Staff can roster check a team at any time.
- 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 *4 ball
 - If u10 & u12 must combine, headers will not be permitted

Slaughter Rule:

- If the winning team is ahead by 6 or more goals the opposing team may choose to add a 6th player (5v6). The player is removed when the score is within 3 goals.
- Scores are recorded with a 5-goal differential. ****Winter II: scores are recorded with a 3-goal differential****
 - Example: A game resulting in 10-0 will be recorded as 5-0.

Results & Playoffs

- Schedule & standings will be posted to the Naperville Yard Recreational Winter Soccer website
- All teams participate in playoffs
 - If a playoff game is tied at the end of regulation, there will be a PK shootout. Best of 3 goals wins.
- Winter 2: Medals are awarded to all u6 players regardless of placement.
- Winter 2: Trophies are awarded to the 1st & 2nd place teams in the u8, u10, and u12 divisions.

THANK YOU FOR JOINING US!

