



# Naperville Yard COED Youth Recreational Soccer League 2024 – 2025 Winter League Rules



## General

- Divisions are based on grade in school (see player eligibility on page 2).
- Referee(s): all decisions made by the referee are final.
- The length of the 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 (1<sup>st</sup> 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 coaches (2) are permitted on the field – no spectators
- No player bags or jackets on the field.
- The Naperville Yard will provide the game ball as well as pinnies for goalkeepers.

## 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

USFF (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 5<sup>th</sup> player.
- **No slide tackling**
  - **Defensive slide tackle inside the goal box results in a PK**
- Defensive players in a wall need to be 5 yards from the ball.
- No offside rule
- **The build-out line will be used for u6, u8, and u10. The line is halfway between the top of the box and the half line.**
- **All free kicks are indirect**
  - If 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 blue 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 goal box
- **Build out line (u10 & below): The defending team must wait behind the line until the 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 kick off spot 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.
- A 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.
- The goalie should wear a jersey that is a different color from his/her team and the opposing team.

### Explanation of the Pass Back Rule

If a field player passes the ball to their goalie, the goalie must use their feet. If the goalie uses their hands, the opposing team will receive an indirect free kick from where the infraction occurred.

## Headers

- Due to Naperville Yard divisions, we will not allow players in the u6, u8, and u10 divisions to commit purposeful headers.
  - 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.
- **Yellow Card: 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 be registered and rostered in the Naperville Yard Winter Recreational Soccer League with a signed waiver
- Naperville Yard Staff can roster check a team at any time.
- Divisions are based on academic school year,
  - U6 Kindergarten (Pre-K children accepted), size 3 ball
  - U8 1<sup>st</sup> & 2<sup>nd</sup> grade, size 3 ball
  - U10 3<sup>rd</sup> & 4<sup>th</sup> grade, size 4 ball
  - U12 5<sup>th</sup> & 6<sup>th</sup> grade, size 4 ball
    - If u10 & u12 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 3-goal differential.
  - **Example: A game resulting in 10-0 will be recorded as 3-0**

## Results & Playoffs

- Schedule & standings will be posted to the Naperville Yard Recreational Winter Soccer website
- In the event of an odd number of teams, seeding going into playoffs will be based on score percentage, which can be calculated by points divided by games played.
- 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 1<sup>st</sup> & 2<sup>nd</sup> place teams in the u8, u10, and u12 divisions.

## Tie – Breakers

- Head-to-head competition
- Goal differential (capped at 3)
- Winner of most matches

**THANK YOU FOR JOINING US!**

