

# Naperville Yard and Westmont Yard Travel Soccer Rules

## General

- All of the rules are designed for the safety of the player
- Referee(s) serve as the field authority and/or field judge for all games; their calls and decisions are final regarding all game rulings.
  - Naperville & Westmont Yard will only speak to coaches & parent managers 24 hours after a game
- Schedules are posted on westmontyard.com and napervilleyard.com please check the websites, as occasionally there are game changes.
- Clubs/coaches are liable for any player not registered in the league
- **Shin guards and socks are mandatory**
- Turf shoes and cleats (no metal bottoms) are allowed
- No jewelry allowed (earrings, necklaces, bracelets, watches, etc.)
- In the event both teams are wearing the same jersey color, the **HOME TEAM** must change to a different color (1<sup>st</sup> team listed)
- No gum, food, or spitting in the field area
- Length of game is 43 minutes, running clock, no halftime
- After each game, the clock resets to 45 min. Teams have 2 minutes to get on the field and get ready to start.
- Games start on time – please be on time and ready to go, and please leave the field right after your game is over
- Only players on the roster and coaches (2) are allowed on the field – no spectators
- **Build Out Line (2010-2013 Divisions): Follows USSF rules. It will be halfway between the top of the box and half line.**

## Laws

- USSF rules apply except for the modifications noted below
- U7 – u8: 5v5 (including goalie) **\*Only at Naperville Yard\***
- U9 – u14: 7v7 (including goalie)
- High School: 6v6 (including goalie)
- No slide tackling (defensive slide tackle inside the box results in PK)
- No offside rule
- Goals cannot be scored on a kick off – kick off at the center spot is indirect
- All free kicks are to be taken from the spot of the foul, apart from,
  - Infringement in the penalty area will result in a direct free kick from the top of the box
  - Examples of free kicks from the top of the box
    - Delayed defensive restart
    - Defensive player impeding offensive player
    - Playing in a dangerous manner
    - Goalie holding the ball more than 6 seconds
    - Goalie handles defensive pass
    - Goalie handles defensive throw-in
    - Goalie puts ball down and picks it up again
- Defensive players in a wall or around the ball will need to be 5 yards away
- Throw-ins for out of bounds
- Subs are unlimited and on the fly
- Anything that hits the ceiling will be considered out and will be taken from the spot the ball hits the ceiling – restart is an indirect free kick
- **Forfeits:** Teams will have 5 minutes to assemble a team. Minimum to play is 4 players for 5v5 and 6 players for 7v7.
  - Teams that cannot make a game at its scheduled time must forfeit. We will find another team to play the game (which does not count for standings.) Please notify us as soon as possible for forfeits so we can find a team to fill in.
  - Score will be recorded as a 0-3 loss for team who forfeited
  - Forfeited games will not be rescheduled

## Penalties

- **Blue Card: 2 minute penalty.** Offending team will play a man 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 man 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 man for 5 minutes, regardless of the score.
- Westmont Yard & Naperville Yard reserves the right to eject players and/or parents from the league and/or facility for misconduct.

## Goalkeeper

- No punts or drop kicks (ball must bounce 3 times before being kicked, and ball is live-penalty is direct kick from the center spot)
- Throws may pass the halfway line in the air
- Ball placed down by the goalie and then kicked may travel in the air past half
- If goalie throws the ball into their own goal, 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. Opposing team will get a goal kick.
- Goalie is allowed to bring the ball from outside of penalty area back into the box and pick the ball up as long as it was not passed back from their own team
- Goalie is not allowed to use hands when the ball is passed back from teammate
- Goalie has 6 seconds after gaining possession to release the ball
- Goalie should wear a jersey color that is different from his/her team and the opposing team

## Goal Kicks

- Can be taken anywhere inside the box
- Can be touched before leaving the box
- Ball cannot travel in the air past the halfway line on a goal kick unless touched first by a player or referee

## Headers

A purposeful header by a player in a U11 or younger age bracket shall result in an indirect free kick awarded to the opponent

## Player Eligibility

- Maximum roster size of 18 players for all age groups
- All players must be registered in the Naperville and Westmont Yard league in order to play. Registration includes
  - Name and information on team registration page
  - Copy of IWSL/NISL card on file (or birth certificate if player not a participant in an outdoor league)
  - Electronic submittal of Naperville or Westmont Yard waiver
- A player may only be on 1 roster per league per location
- A player may only play with rostered team for playoffs
- A player can play up, not down
  - A female player may play on a male team as long as the male team is the age of or above the age of the female player
  - A male player may not play on a female team
- A player can only play up only within the same club
- Once the coach has registered the team, no additions may be made to the roster
- If a team players an unregistered player the game will be counted as a forfeit. If both teams have an unregistered player no points will be given to either team. The club is responsible for making sure their roster is complete.

## Roster Checks

- Only coaches are allowed to request a roster check of another team **BEFORE** a game.
- The Naperville and Westmont Yard will check **BOTH** teams anytime a coach requests one
- Any player not on the roster (or any club roster) must immediately leave the field. If the player returns to the field and plays, the team will forfeit the game

## Hallways & Spectators

- No warming up in the hallways before a game
- No passing, throwing or playing with soccer balls in the hallway
- No equipment left in the hallways or outside of player boxes
- Please do not congregate to the front doors of the Naperville and Westmont Yard for team meetings – you are blocking an entrance/exit
- Spectators are not allowed to approach staff for complaints about the game or to check a roster
- The playroom is closed for all non-playing spectators

## Scoring

- Win = 3 points
- Tie = 1 point
- Forfeits – the team that non-forfeits is awarded a 3-0 win
- All scores and standings are posted at NapervilleYard.com or Wesmontyard.com, respectively

### **Tie – Breakers**

- Head to head competition
- Goal differential
- If tied teams are both in the play-offs, a coin flip will determine seeding
- If neither team is in the play-offs then they remain tied
- If only one of the tied teams would be in the play-offs, then a play-in game may be required

### **Playoffs**

- Not every team will make the playoffs
- Only rostered players will be eligible for playoffs – **no exceptions**
- Based on winning percentage, not win-loss record
- If a playoff game is tied at the end of regulation, both teams will take 3 penalty kicks followed by sudden death penalty kicks. Any player on the bench may take the penalty kick. All players must go once before a player may shoot twice.

### **Goals for U8-U10 \*\* Westmont Yard Only\*\***

- If the ball hits the crossbar between the blue tarps it is in play and a part of the goal
- If the ball hits the support pole and goes in the goal it is a goal
- If the ball hits the support pole and goes onto the field of play it is a live ball
- If the ball hits anywhere outside this area and goes out of bounds or in play it is a dead ball (goal kick or corner kick)