



Naperville Yard RECREATIONAL 5v5 Soccer League



2019 – 2020 Rules

General

- Age divisions are based on grade in school
 - 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 (earrings, necklaces, bracelets, etc.)
- No eye glasses allowed unless they have a strap. Players are strongly encouraged to wear contacts or sports goggles.
- No gum, food, or spitting on the field
- Parents may volunteer coach
- Only players on the roster and coaches (2) are allowed on the field

Laws

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

- **U6 – u13** will play 5v5 (including goalie). The minimum needed for a game is 4 players.
- **U6** will play two 20-minute halves with no more than 2 minutes allowed for half time.
- **U8 – u13** will play with a 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
- All boards, glass, and curtains are considered in play. Any netting is out of bounds. If a ball goes past the curtain the result is a goal kick.
- A goal may **not** be scored directly from a kick off. The result is a goal kick for the opposing team.
- Substitutions are unlimited and on the fly.
- All fouls are indirect. In the event the referee needs to stop the game, the restart will be a drop ball.
- Defensive players in a wall need to be 5 yards from the ball.
- Anything that hits the ceiling will be considered out and will be taken from the spot the ball hits the ceiling.
- **Forfeits:** The minimum to play is 4 players. Teams that cannot make a game at its scheduled time must forfeit. If possible, we will find another team to play the game (which does not count). Please notify the Naperville Yard Youth Sports or General Manager at least 48 hours in advance so we can find a team to fill in.

Kick Offs

- Occur at the beginning of the game, at the start of the second half, and after a goal is scored.
- The ball is in play when the ball is kicked and clearly moves.
- The kicker must not touch the ball again until it has been touched by another player.

Goal Kicks (New Law Revised)

- Can be taken anywhere inside the penalty area.
- 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
- 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 on 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

- Based on the advice of the US Soccer Medical Committee, effective 2/11/16 “ Illinois Youth Soccer has banned heading for players aged 10 and younger (u11 and younger age brackets) at all Illinois Youth Soccer activities including but not limited to Illinois Youth Soccer Member League play, practices, and tournaments. 11 year olds playing u11 are prohibited from heading the ball. If a player is playing an older age group, players 10 and younger should not be heading the ball regardless of the age group in which they play. A purposeful header by a player in a **u11 or younger age bracket** shall result in an indirect kick awarded to the opponent.”
- Due to Naperville Yard grade divisions, we will not allow players in the u12 league to commit purposeful headers. Purposeful headers will result in an indirect kick for the opposing team at the spot where the header occurred.

Penalties

- If a player continues to foul or does a hard foul the referee will have the player sit for a few minutes
- 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.

Player Eligibility

- All players must be registered in the Naperville Yard league in order to play
 - Any team playing with an unregistered player will forfeit the game
- All players must submit a birth certificate or other proof of age (Passport, State ID)
- Age groups are based on school year
 - U6 Pre-K/Kindergarten, size 3 ball
 - U8 1st & 2nd grade, size 3 ball
 - U10 3rd & 4th grade, size 4 ball
 - U12 5th & 6th grade, size 4 ball
 - U13 7th grade, size 5 ball

Scoring

- Win = 3 players
- Tie = 1 point
- Loss = 0 points
- Forfeits – the non-forfeiting team is awarded a 3-0 win
- U6 – scores will not be recorded
- Goal differential capped at 3 per game (Example: 5-0 win will be recorded as 3-0. 6-1 win will be recorded as 4-1.)

Tie-Breakers

- Head to head competition
- Goal differential
- If tied teams are both in the play-offs, a coin flip will determine seeding
- If only one of the tied teams would be in the play-offs then a play-in game may be required.
- For playoffs only – if a game is tied at the end of regulation, there will be (if necessary) 2x5 minutes of overtime until a goal is scored. If a goal is not scored during OT, both teams will do 3 penalty kicks followed by sudden death PK's. Any player on the bench may take the PK's.