

Tantasqua Regional Youth Soccer, Ltd.

P.O. Box 680, Fiskdale, MA 01518-0680

Rules of the Game and Interpretations

Prologue:

It is the intention and main objective of this League to teach the youth of the Tantasqua Regional School District rules, regulations, and fundamentals of the sport of soccer.

The Laws of the International Football Association Board (F.I.F.A.), in reference to the latest edition, as modified here, will be used.

Law One: The Field of Play

1. Existing lines are used regardless of the straightness or clarity. The Touch Lines are considered to be part of the playing field.
2. The Field of Play for the Bantam division includes a **no shot** area, appearing similar to the goal area for other divisions. The intent of the no shot area is to protect the goalie.
3. Coaching:
 - a. Pee Wee division will allow **a maximum of two coaches, one from each team**, to be on the Field of Play if no referee is available. Their presence is to act as both coach and referee.
 - b. In all other divisions coaching is permitted only from the area along the Touch Lines. The referee may require that the coaching area be limited within specified points if, in his or her judgment, the coaching is causing undue interference with the progress of the game or with the coaching of the opposing team.
4. Spectators, substitute players and coaches must remain approximately five feet away from the Touch Lines. Coaches are responsible for helping to enforce this rule. Spectators must be located on the opposite side of the field from both teams. No one is permitted behind the Goal Line, excluding the Bantam division.
5. Dimensions of the Field of Play:
 - a. Pee Wee Division: 20yds x 30yds, half line, 4 yard center circle radius
 - b. Bantam Division: 30yds x 40yds, 5 yards from goal line x 3 yards on either side of goal no shot box, half line, 5 yard center circle radius, 1 yard corner arcs
 - c. Freshmen Division: 40yds x 50yds, 6 yard goal area, 9 yard penalty area, 12 yard penalty spot, 10 inch diameter penalty spot, 6 yard penalty spot radius, half line, 6 yard center circle radius, 1 yard corner arcs
 - d. Sophomore Division: 50yds x 80yds, 6 yard goal area, 14 yard penalty area, 10 yard penalty spot, 10 inch diameter penalty spot, 8 yard penalty spot radius, half line, 8 yard center circle radius, 1 yard corner arcs
 - e. Junior/Senior Division: 70yds x 110yds, 6 yard goal area, 18 yard penalty area, 12 yard penalty spot, 1 foot diameter penalty spot, 10 yard penalty spot radius, half line, 10 yard center circle radius, 1 yard corner arcs.

Law Two: The Ball

1. The correct game ball will be provided by each team.
 - a. Pee Wee and Bantam divisions will use size #3.
 - b. Freshmen and Sophomore divisions will use size #4.
 - c. Junior/Senior division will use size #5.

Law Three: Number of Players

1. Teams may use all assigned players as substitutes.
2. At the discretion of the referee both teams may substitute under the following conditions **only**:
 - a. Injury.
 - b. At the request of the player.
 - c. When given a warning by the coach or referee (Pee Wee division) or shown a yellow card by the referee (all other divisions).
 - d. At the end of each quarter or half.
 - e. Pee Wee division only: At the discretion of the coach.
 - f. All other divisions: After a goal, a goal kick, or when either team has possession for throw-in and is substituting.

Note: Any player who is bleeding shall be required to leave the game until the bleeding has stopped or the injury bandaged to the approval of the referee.

3. Substitutes must be at the half line and ready to enter the field of play. The coach must get the attention of the referee and wait for the referee's signal before any substitute player enters the field. **Exception:** At the end of a quarter or at halftime.
4. All players on a team are to be given an equitable opportunity to play during the game/season. As a minimum, each player must play the equivalent of one complete half of each game when he or she is present.
 - a. Pee Wee and Bantam divisions: Every player must have played in the previous three quarters of the game before any player is allowed to play a fourth quarter, on penalty of forfeit.
 - b. Freshmen, Sophomore and Junior/Senior divisions: Every player must play at least half a game before any player is allowed to play a complete game, on penalty of forfeit.

Exception: A coach may override this rule for disciplinary reasons, but that coach must inform the opposing coach and the referee prior to the start of play. Coaches are responsible for enforcing these rules.

Law Three: Number of Players (continued)

5. No player may play more than one half of any game in the same basic position (i.e. forward, halfback, fullback or goalie) on penalty of forfeit.

Exception: Sophomore and Jr/Sr Divisions.

6. Pee Wee division will consist of two, four player teams. Goalkeepers are not used in this division. Games will not be started with fewer than three players fielded per team. When a team fields only the minimum number of players, the opposing team may field only one additional player. However, when an opposing team is unable to field a second team at the minimum number of players, the team with the majority of players **must** supply a player(s) to the opposing team so that both teams will have two teams of equal strength. In this case, pinnies must be worn to distinguish opposing teams.
 - a. Once a player scores a goal that player must wear a pinnie of a different color than the player's or opposing team to distinguish them as being the playmaker and they may not score again until someone else on their team scores. The pinnie is then given to the new scorer who becomes the playmaker for their team. The intent is to develop playmakers rather than one player who will score all the goals for their team. At the start of a new quarter neither team is required to wear a pinnie. Also, the team that is losing by more than 2 goals does not have to wear the pinnie until they are back within 2 goals.

Note: 'Own Goal', no change in playmaker.
 - b. When the ball goes out of bounds, the game shall be restarted by a throw-in from the nearest touch line regardless of where it went out. Peewee division exception: in the peewee division kick-ins are used instead of throw-ins. Kick ins are from the nearest touch line designation of where the ball went out of play and should NOT be returned to play via a corner kick or goal kick
7. Bantam division will consist of two, five player teams. Games will not be started with fewer than four players fielded per team. When a team fields only the minimum number of players, the opposing team may field only one additional player. However, when an opposing team is unable to field a second team at the minimum number of players, the team with the majority of players **must** supply a player(s) to the opposing team so that both teams will have two teams of equal strength. In this case, pinnies must be worn to distinguish opposing teams.
8. Freshman division is to be played with six player teams. Games will not be started with fewer than four players fielded per team. When a team fields fewer than six players,
 - a. The opposing team may field only one more player, or
 - b. They may use **ONLY** players from another team of the same division and town as their own team. **HOWEVER, they may NOT have more than six players.** Pinnies must be worn to distinguish opposing teams.

Law Three: Number of Players (continued)

9. Sophomore division is to be played with eight player teams. Games will not be started with fewer than five players on a team. When a team fields fewer than eight players,

- a. The opposing team may field only one (1) more player, **or**
 - b. They may use **ONLY** players from another team of the same division and town as their own team. **HOWEVER, they may NOT have more than eight players.**
Pinnies must be worn to distinguish opposing teams.
10. Junior/Senior division is to be played with eleven player teams. Games will not be started with fewer than seven players on a team. When a team fields fewer than eleven players,
- a. The opposing team may field only one (1) more player, **or**
 - b. They may use **ONLY** players from another team of the same division and town as their own team. **HOWEVER, they may NOT have more than eleven players.**
Pinnies must be worn to distinguish opposing teams.

Law Four: Player's Equipment

1. Mandatory player equipment: Team jersey, shin guards, shorts, stockings and soccer cleats or turf shoe. A player is **not** allowed to play without their team jersey, shin guards nor with any cleats other than soccer cleats. Shin guards must be completely covered by the player's stockings.

Exception: Pee Wee division **only**, sneakers or soccer cleats may be worn.

2. Casts, splints, braces and other devices shall not be worn without the permission of the League Referee and the player's physician. The referee is the **sole judge** as to whether a player is allowed to play, based on the safety of all the players.
3. **Prohibitive player wear:** Earrings, necklaces, bracelets, watches, rings, metal or hard plastic hair clips, long pants (unless shin guards and socks are worn over their pants), hats, visors, etc. are not permitted. **Player safety is the first concern.**

Law Five: Referees

1. Two or three referees will normally be assigned to each game, *when possible*. Pee wee and Bantam division will typically have one referee per game

Law Six: Linesmen

1. When only one referee is available, each team must provide one linesman to assist the referee if requested by the referee.

Law Seven: Duration of the Game

1. Pee Wee division:
 - o minutes per quarter
 - o minutes between quarters
 - o minutes between halves
 - o quarters of play
2. Bantam division:
 - o 12 minutes per quarter
 - o 2 minutes between quarters
 - o 5 minutes between halves
 - o 4 quarters of play
3. Freshman division:
 - o 25 minutes per half
 - o 5 minutes between halves
 - o 2 halves of play
4. Sophomore and Junior/Senior division:
 - o 30 minutes per half
 - o 5 minutes between halves
 - o 2 halves of play
5. The referee will keep time in all divisions. The time will not be extended for any reason. However, time may be shortened to meet scheduling requirements.
6. Should a game have to be stopped or the duration lessened because of weather, it will be considered final upon completion of the first half of play.

Law Eight: The Start of Play

1. At the beginning of the game, the team captains and the referee meet in the center of the field. One captain is asked to call as the referee makes the coin toss. The winner of the toss chooses the direction of play (goal), the loser is given the kickoff (possession).

Note: Prior to the start of play, the referee must verify compliance of Law Four by both teams. Also, team kickoffs alternate each quarter or half and change ends at the half.

Exception: Pee Wee Division does not switch ends at the half.

Law Nine: Ball in and out of Play

1. No modifications to the F.I.F.A. rules.

Law Ten: Method of Scoring

1. Bantam division: No goal is scored if the ball was played inside the **no shot** area.
2. All other divisions: No modifications to the F.I.F.A. rules.

Law Eleven: Off-side

1. Pee Wee and Bantam divisions: No Off-side rule.
2. All other divisions: No modifications to the F.I.F.A. rules.

Law Twelve: Fouls and Misconduct

1. Slide tackles committed against an opponent, in control of the ball, are NOT allowed and therefore considered a foul.
 - a. Slide tackles committed by any player (other than the goalkeeper inside his own penalty area) shall result in a direct free-kick being awarded to the opposing team and the offending player shown a yellow card. (Pee Wee division will issue only a

- warning.)
- b. Slide tackles from behind, shall be considered serious foul play and shall result in a direct free kick being awarded to the opposing team and the offending player sent off the Field of Play and shown a red card.
2. Fighting is considered violent conduct. Any player initiating a fight shall be sent off the Field of Play and shown a red card. A direct free-kick shall be awarded at the point of the foul. The player shall be suspended for the remainder of that game and the next scheduled game. The incident shall be reported in writing to both the Head Referee and the Commissioner of the League by the game's Referee within two days of the incident. A repeat offense will be cause for expulsion for the remainder of the season.
 3. The goalkeeper may not be interfered with or impeded in any manner when he or she has possession of the ball. One hand on the ball shall be considered possession. Interference with the goalkeeper may result in a caution, indirect free-kick, or no goal being awarded. When in doubt, the call goes in favor of the goalkeeper.
 4. No other modifications to the F.I.F.A. rules.
 5. The T.R.Y. Soccer League Board of Directors reserves the right to impose further penalties against any player, coach or parent's misconduct after review of the incident.

Law Thirteen: Free-kick

1. See Law Twelve, 1a and 1b, above.
2. No other modifications to the F.I.F.A. rules.

Law Fourteen: Penalty-kick

1. See Law Twelve, 1a and 1b, above.
2. No other modifications to the F.I.F.A. rules.

Law Fifteen: Throw-in

1. No modifications to the F.I.F.A. rules.

Law Sixteen: Goal-kick

1. No modifications to the F.I.F.A. rules.

Law Seventeen: Corner-kick

1. No modifications to the F.I.F.A. rules.