

## **CCYS Soccer Game Play**

**Ball Size:** The ball size depends on age group.

K/1<sup>st</sup> grade- size 3.

2<sup>nd</sup>/3<sup>rd</sup>- grade size 4.

U12 (4<sup>th</sup>/5<sup>th</sup>/6<sup>th</sup>) and up- size 5.

**Players:** Two teams of equal numbers. Max players per team is 11 (Goalie + 10 field players) for U12 and older. Team size is reduced by age. We play with 8 players for 3<sup>rd</sup> grade and below. If a team is short on players, both coaches can agree to play less kids on the field, or if one team is missing multiple players, opposing team can share players to provide ample playing time for all players. Only registered players can play in games. Players can only be borrowed from the opposing team/game that you're currently playing. See "Reminders" for more details.

### **Player Positions:**

**Goalkeeper:** Usually the last line of defense to stop the opponent from scoring, this player protects the net. Also known as the keeper or goalie, this is the only player allowed to use their hands and arms to block shots and pick up the ball while the game's in play. These special rules only apply in the designated penalty area. When a goalie steps outside their penalty box, they must function like a regular field player. Also, they cannot use their hands to play the ball if a teammate passes it directly to them during gameplay or off a throw-in. They wear a different color jersey than the rest of the team, so everyone on the field can tell them apart from other positions (teams may use a pinnie to designate the goalie).

**Defenders/Backs:** These are the field players closest to the net. They are responsible for protecting the goalie, blocking shots, and stopping the other team's offensive players from passing, receiving, shooting, and scoring.

### **Midfielders:**

Midfielders play mostly in the middle of the field. If the team's working as a well-oiled machine, midfielders are the gears that connect the defensive and offensive lines, transitioning the ball and making sure everything is moving smoothly. Mids usually see the most action during a game.

### **Forwards:**

Forwards, or strikers, are the primary attackers and play closest to the opponent's goal. Their main objective is to score as often as possible. They are usually the quickest on the field and must have exceptional ball control. They should be able to take a shot from all angles, even directly off a pass. It is also important that any offensive player avoids being offside at any time.



Coaches have the discretion to set up their side of the field however they want, but common set up for U12 and older is four forwards, three mids, three defenders, and one goalie.

**Substitutions:** A substitution can only be performed when the ball is not in play and your team has possession. (Ex) it's a throw in for your team, or goal kick for your team. Substitutions cannot be made when the ball is in play (even if your goalie has the ball in his/her hands... this is still in play). Players needing subbed in need to wait at the center sideline, on their side of the field, and the referee will blow the whistle and call in the subs at their discretion. No subs are allowed during the last 2 minutes of the game. See “Reminders” for more details.

K/1<sup>st</sup> and 2<sup>nd</sup>/3<sup>rd</sup> grade teams can only sub during the break between quarters, unless a substitution is required (player injury, player being disruptive and only at the ref’s discretion).

**Starting the Game:** The game begins at the center of the field. The team who kicks off, passes the ball to a teammate at the referees’ signal. The ball can be passed back or kicked forward at kick off. The opposing team is not allowed to enter the center circle until the team kicks off. The starting kick must be indirect to score (touch any team’s player first).

**Game in Play:** As long the ball stays in the field the game is in play. The only exceptions are when the referee blows his whistle for an infraction or offside. The ball is considered in play if it is inside the end lines and side lines. Furthermore, it is still in play if it has contact with the line. Therefore, the ball may be touching the outer part of the end line or sideline and still be considered in play (This applies if the ball is in the air as well). Contact with the goal post, corner flag, and referee back in the field is still considered in play. The referee is considered a fixture of the field.

**Ball out of play (Out of Bounds):** If the ball crosses the sideline, it is a throw in. The team who did not touch the ball last before the ball crossed the line gets the throw in. If the ball crosses the end line two things may occur; If the team that is defending that end line touches it out it is a corner kick, If the team attacking that end kicks it out it is a goal kick. If both feet are not in contact with the ground during the throw in, or the foot touches the line during the throw, the ball is turned over to be thrown in by the other team. In the K/1<sup>st</sup> grade age group the referee may give the child throwing another chance if the foot is lifted or across the line. They will also explain to the child how to properly do it.

There are no offsides on throw ins, and you cannot score directly from a throw in (after the first contact of play is made, offsides and active/regular game play rules apply). A proper throw in is both feet need to have contact with the ground at time of throw. Also, the arms need to move from back of the head to the front over the head. No side throws allowed.

**Goal Kicks:** A goal kick is given when the attacking team touches the ball last before it leaves the end or goal line. The referee will set up the ball on the goal box line for 3<sup>rd</sup> grade and under, and sometimes U12. U12 and older players may set up their own goal kick. The opposing team is not allowed inside the penalty box when the kick is taken. All players should be at least 12 feet away from the kicker/ball until kicked.

**Corner Kicks:** A corner kick is given when the defending team touches the ball last before it goes over their end or goal line. The corner kick is taken from the corner kick area. The ball needs to be on or inside the lined area. It is a direct kick so the ball can go directly in the goal without touching a person. The nearest defender/opposing team needs to be at least 12 feet away from the corner kicker.

**GOAL:** The ball must cross the goal line to be a goal. Therefore, if the ball is still in contact with the end line in the inner part of the goal it is not a goal. If the goalie has the ball in hands and steps backward over the line, that counts as a goal. This rule is not always enforced in the K/1<sup>st</sup> grade age, but referees will use that as a teaching moment remind the kids to watch out for the line.

**Slide Tackling:** k-3<sup>rd</sup> Grade teams cannot slide tackle ever. 4<sup>th</sup> Grade-12<sup>th</sup>Grade may slide tackle if another player is not in direct close control of the ball.

### **How long is a game? Can vary by the game day schedule/events**

K/1<sup>st</sup> grade games are four quarters, 10 minutes long each, with a 5 minute halftime.

2<sup>nd</sup>/3<sup>rd</sup> grade games are four quarters, 12 minutes long each, with a 5 minute halftime.

U12 games are two 24-minute-long halves, with a 5 minute long halftime.

U18 games are two 30-minute-long halves, with a 5 minute halftime.

Once the referee has started the clock, it does not stop until the time is up. There are no time outs. Urge your players (especially if they are young) to use the restroom before the game starts. Players personal water bottles will be at least five feet away from the playing field on the coaches' side. No sharing or splashing water is allowed.

**NO HANDS!** Only the goalie can use their hands. The definition for hand ball is any part of between your fingers (including nails) to your upper arm. Your top shoulder is actually legal to use. One side note about goalies- the goalie is not allowed to use their hands if the ball was kicked back to them intentionally by any of his/her teammates. This rule is not enforced in the K/1<sup>st</sup> grade groups. A player can protect themselves with hands/arms and not be called if they do not push outwards against the ball. Refs have the discretion on calling a hands ball when it comes to "Playing ON." Example of "Playing On" is when team A touches the ball but team B

immediate receives the ball and is in position. For grade k-3<sup>rd</sup> “Playing On” should not be called since they are working on the basic fundamentals. Grades 4<sup>th</sup>-12<sup>th</sup> calls of “Playing On” are rare but do happen.

**Offsides:** Only an attacker can be considered offsides. The offsides rule does not apply to the team without the ball. A player is offsides when they are closest to the defending team goal or end line than both the ball and the opponents second last player when the ball is played (passed to or passed into an area in which the player engages in play). Offsides is only enforced in U12 grades and up. K-3<sup>rd</sup> grade teams should start learning this because referees won't allow cherry pickers and will ask offensive players to not hang out behind the opposing teams' defenders, but an offsides call won't be made.

**Fouls and Misconduct:** The referee has the obligation of catching and enforcing infractions of the rules. Misconduct may have one or a combination of the following consequences:

1. Direct Kick
2. Indirect Kick
3. Yellow Card - Warning and removes that player off the field for two minutes. A third yellow is a Red card, see Red Card Rules.
4. Red Card - Direct expulsion from the game with possible further repercussions

**Common Misconduct Behaviors Are:**

- Fouls (pushing, tripping, pulling, overly aggressive play)
- Hand balls
- Vulgar behavior (spitting, verbal threats and insults, bad sportsmanship behavior etc.)

**Free Kicks:** There are two types of free kicks in soccer- direct and indirect.

Indirect kicks are awarded for less violent or interruptions to the game. It is awarded at the spot the ball was last and does not need a referee's whistle to restart.

The direct kick, on the other hand, can be directly kicked to goal on the restart whistle by the referee.

Any free kicks occurring inside the goal box is not allowed to have defenders, only the kicker and the goalkeeper.

**The Penalty Kick:** A penalty is awarded when the defending team commits an infraction or foul inside the penalty box. The ball is placed on the penalty spot and the shooter must kick the ball in one forward motion without touching the ball twice. The goalkeeper must remain on the goal line until the shooter strikes the ball.

**Tournament:** U12 and older players get to have an end of season tournament. Some rules are different during a tournament. Tournament rules will be handed out at the time of a tournament. Tournaments last the whole day/two days and are generally double elimination.

### **Soccer Rules and Reminders For All:**

- \* If you borrow players to field a team (regular season), the team borrowing takes the automatic loss, but the game will proceed. See additional Rules for borrowing.
- \*Goalie, the opposing team cannot kick the goalie when they have hands on the ball. The goal doesn't count, and refs will make a call depending on the action.
- \*Parking, vehicles may be towed if blocking or parking is a hazard (see signs).
- \*At game Kick off, any player must first come in contact with the ball after the kickoff to count as a goal (its and indirect kick and not a direct kick).
- \*Field Supervisors Kevin and Ali will be monitoring CCYS events as support for refs, coaches and players, spectators etc(among other tasks) with yellow and red cards. Cards can be given before, during and after games by the head field supervisor and or head refs.
- \*Yellow card (for a player) is 2 minutes out of the game (player must immediately return to his/her coaches' area. Third yellow is a red and player must sit out the game and half of the next. A substitute is allowed (from your team).
- \*Red card (for a player), player is out of the game and no replacement sub allowed. Player will be out a full 60 minutes of play time (goes over into next games) and or not eligible to play in tournaments/games until the CCYS sports committee reviews the case.
- \*Yellow card for a coach, coach must leave the field for 30 minutes (time does transfer over to the next game).
- \*Red card for a coach, coach will be replaced by an assistant coach and or Kevin/Ali Dubisar to continue the game. The red carded coach must leave the property for the season and cannot return until the Sports Committee completes a full review.
- \*Red card for spectator(s), spectator must leave the property for the season and cannot return until the Sports Committee completed a full review. Most cases this person will be trespassed. Cards may be given before, during and or after games which will carry over.
- \*k-3rd Grade Teams can only sub during the 2-minute breaks between quarters \*Unless the ref calls the player off due to an injury/medical\* (no shoe tying, water etc).
- \*4th-12th Grade Teams sub by having the player on the half field line. When it's your ball and dead, the ref will call the player on/off (when the ref is ready). The team that doesn't have the ball cannot sub until they do have it on a dead ball and or if the opposing teams subbing at the same time. No subbing the last two minutes of the game.
- \*Injury, if the ref calls the Coach onto the field due to an injury, the injured player should be subbed out for a minimum of two minutes for screening.
- \*Games will start on time so don't be late. If your late, you'll have less playing time. Have the correct full uniform on and be ready to play. Practice, participation and sponsorship matter.
- \*No Dogs, Smoking or Drugs on any of the property, the players thank you.
- \*Only the players on our CCYS roster (for your individual team) should be playing in your game. If you don't have enough to field a team then you could see if the opposing team could share or if you'll be playing down players to match such as 7v7 with the k-6th or 9v9,10v10 with the 7th grade and up. (Players cannot skip a game to play on another's team). If a coach borrows a player, the player must be subbed out when the original team player(s) arrives. Rostered players cannot sit out and watch borrowed players compete. If a player is injured and cannot play, then that player should be sitting with the spectators (unless he/she attends for team support). All teams have a cap so everyone's in the same boat.

- \*Donations: Onsite donation boxes (black locking mailboxes on the fields). We have two donation boxes around the CCYS fields, please note what you'd like to see it used on.
- \*Only one Coach and one pre-approved assistant coach on the coach's side during games (no siblings, additional assistants etc.. during games).
- \* Spectators and Teams have designated areas/zones.
- \*Double Games, look over your schedule carefully as teams vary by having one or two games a day.

The thousands of youth and community thank you very much for this opportunity and fun season of soccer games.

Please don't ever attend if you're sick and arrive early enough to find a comfortable parking spot (don't block people in). Please see our Facebook page or website for additional information, updates, modifications and expectations that we have for our spectators, coaches and players. This is going to be an awesome season and all the players thank you for giving them the opportunity to play. Thank you for helping make this happen in a safe and rewarding environment.

### **Reminders:**

- \*Only registered players can participate and only at the correct/approved grade levels.
- \*Teams have set caps so that everyone gets good playing time (attendance, participation, discipline and sportsmanship matter).
- \*Uniforms are required during games (no modifications). Raincoats etc.... can be worn under the playing uniform.
- \*Games/practices are always rain or shine. Please don't attend if you're sick.
- \*No smoking, drugs or alcohol on any CCYS properties, in our parking lots or activities.
- \*When the locked in game schedules comes out, games are played to that schedule (no makeup games). Due to insurance requirements, legal concerns and policy, CCYS teams will not have pickup games or practice with teams that are not affiliated with CCYS.
- \*Teams that scrimmage at practice can only do so against the same grade level/CCYS team. The coaches will keep this time as a teaching opportunity/learning experience such as stopping the play to get players in position, reminders, practice a play or redo a shot etc. so that it's not an official game. Field space needs to be considered/approved as we have many teams overlapping the same areas.
- \* Only one coach and one pre-approved assistant coach are allowed on the "players/coaches" side during games (no extra family, sibling multiple volunteers etc..). No coaching from the parents' side of the playing field/No sitting or coaching from behind the soccer goals.
- \*No Dogs or pets allowed on any CCYS property or activities at all.
- \*Many youth/players and volunteers help assist with reminding/educating families/friends/adults/ and community about the rules. If our volunteers report back that you didn't comply or etc... a field supervisor may require you to leave the premises.

**Please know that our refs are on our older soccer teams and or youth in our community that are in training. When available, we have adult refs for our U18 games. Every week we have refresh meetings with our Refs, cover any concerns, issues, and common soccer ref training refreshers. All players, Coaches etc. must respect the refs calls. If a Coach notices anything being missed or not accurate, that Coach should let the Field Supervisor know when the game is over so that it can be addressed during our weekly Ref Training.**

**Forms can be found and printed off from our website:**

**[www.cooscountyyouthsports.com](http://www.cooscountyyouthsports.com)**