



## 4SRYSA Force Rec – Spring 2020 Game Rules



### 2012 (U8) – 2006 (U14) Divisions

#### **Game Length:**

League Play -

2 - 24 minute halves. 5 minute half time.

Playoffs -

2 - 20 minute halves. 5 minute half time.

#### **Game Format:**

5 v 5 with mini goals. No goalies. No player may use their hands while the ball is in play.

#### **Goal Arch:**

The purpose of the goal arch is to prevent injuries by reducing the risk of players running into the goal. And to prevent players from playing “goalie” and blocking the goal.

No player may enter into the arch and touch the ball on offense or defense. If an offensive player touches the ball in the arch, it is a goal kick. If a defensive player touches the ball in the arch, it is a penalty kick for the offensive team.

#### **Build Out Line:**

Must be roughly half the distance between the end line and the half line and used for goal kicks. Only 2 offensive players may be in the offensive half but behind the build out line for goal kicks. The 2 offensive players must remain behind the build out until the ball is in play.

#### **Offsides:**

No offsides called.

**Headers:** - Deliberate heading is NOT allowed in games for the U8 (2012) - U14 (2006) birth year games.

If a player deliberately heads the ball in a game, an **indirect** free kick will be awarded to the opposing team from the spot of the offense. Unlike a direct free kick, a goal may not be scored directly from the kick; the ball must first come into contact with another player (from either team). If the ball goes into the goal without touching another player, a goal kick is awarded.

**Out of Bounds:** All Kick-ins from the sides, goal kicks anywhere on the goal line, corner kicks at the corner, and kick-offs are indirect free kicks. Goal kicks may not cross the midfield line in the air. Reattempt goal kick.

**Goal Scoring:** Goals must be scored from the offensive half of the field. Goals shot from the defensive half are not allowed. The restart is a goal kick by the defensive team.

**Five Yard Rule:** In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

#### **Penalty and Foul Kicks:**

Penalty kicks are awarded for a defensive Goal Arch infraction. The penalty kick is taken from the field centerline. A missed goal is a dead ball and is followed by a goal kick from the goal line. An offensive Goal Arch infraction results in a goal kick.

**Rec Rule:**

A team may add one player (for a total of 6) whenever the goal differential is 4 or more. The team will be reduced to 5 once the differential has been reduced to 2.

**Goal Cap:**

All players are allowed to score a maximum of 4 goals in a game. Loss of possession and a goal kick will be awarded for any goal(s) beyond the player limit.

**Scoring, Points**

Score and points will be kept in 2012-2006 (U8-U14 games). Points will be awarded for wins, ties, losses.

**Points**

Win = 3 points

Tie = 1 point

Loss = 0 points

**The referees' decisions are final. No challenges to calls are to be made during the game.**

**Ball Size for games:** 2012 and older- Size 4

**Team Uniforms and Equipment:** All players must wear team shirts, shin guards and cleats or turf shoes during play. Shin guards must be worn under the socks. No portion of the shin guard should show. Cleats should be soccer or turf cleats. For safety reasons, baseball cleats are not allowed.