



## 4SRYSA Force Rec – Spring 2020 Game Rules



### 2013 (U7) and 2014-16 (U6) Divisions

#### **Game Length:**

2 - 24 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. Players are not allowed to stand inside the arch to wait for the ball or defend the goal. A player may enter the arch in an attempt to kick the ball in the goal or kick the ball out of the goal area, however.

#### **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.

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.

**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:**

2013 and younger – there are no penalty kicks. All fouls kicks are indirect (must touch another player) except for corner kicks.

#### **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**

Scores, points and standings are not kept in 2013 (U7) and younger games.

**Substitutions:**

Any number of substitutions allowed throughout the game. Substitutions should only occur during stop of play.

**Ball Size for games:** 2013 and younger- Size 3

**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. Cleats should be soccer or turf cleats. For safety reasons, no baseball cleats are allowed.