

SUMMER SOCCER – GAME RULES

Reading United Soccer Club's Summer Program is recreational, instructional, and non-results oriented. No standings are kept. Please keep this in mind if your team is dominating another team, and do not "run up" the score. The rules of play are summarized below.

1. **CANCELLATION OF THE GAME:** Games are only cancelled because of lightning and/or thunder. We follow the Town of Reading Lightning Policy which states: "*The FIRST sign of lightning or thunder will suspend any games/practices from continuing at that moment*". Practices can be cancelled if the coach calls the players ahead of time. Only the Referee can cancel games, so please do not call the coordinators! If coaches decide between each other to cancel the game, THE HOME TEAM COACH is responsible for notifying the Referee Coordinator, Jack Zorabedian at 781-771-2312.

2. **THE FIELD:**

- The Grades 1 & 2 (U8) and Grades 3 – 5 (U11) groups will play at the Collins Field at Parker Middle School on small fields with the larger set of goals (if the small goals from Micro have not been removed, place them behind the larger goal).
- Cones or flags may be used to mark the corners of the field. Due to lining restrictions on the turf fields, there may be NO centerline or center circle, as well as a goal box and a penalty area. Both coaches will help to set the cones and goals at the field. Be sure the goals are secure. Do not allow players or spectators to hang/swing from nets or goals.

3. **THE BALL:** Either coach may provide the game ball.

- U-8 will use a size 3 ball
- U-11 will use a size 4 ball

4. **PLAYERS:** The goalkeepers must wear a shirt of a different color than his team and the opponent. An old T-shirt from home is recommended.

- U-8: 6 v 6 (5 players and a goalie) This may need to be adjusted if one team has too few players. BOTH coaches should agree and the referee should be made aware .
- U-11: 8 v 8 (7 players and a goalie). This may need to be adjusted to 6v6 if one team has too few players. Again, coaches and referees should be on the same page.

5. **DURATION OF GAME:** All players must receive equal play for every game they attend.

- U-8: Four 10- minute periods; 2 per half
- U-11: Four 12-minute quarters; 2 per half

6. **SUBSTITUTES:**

- U8 & U-11: Either team may make unlimited substitutions after a goal, on any goal-kick, after an injury stop, and after the quarter and half-time interval. On a throw-in, if the team with a throw decides to substitute players, then the opposing team may also sub. No subs on a corner kick or any infraction
- Substitutions are made with the Referee's permission

If play is stopped for an injury, the injured player MUST leave the game until the next available substitution opportunity. Either team may make unlimited substitutions after the injury. Any injured (sick or overtired!) player should be substituted as needed.

7. **PLAYERS' EQUIPMENT:**

ALL PLAYERS MUST WEAR SHINGUARDS!! Players will also wear their team shirt, any type of shorts, socks (preferably knee socks to cover shin pads), and sneakers or soccer shoes with rubber or plastic cleats (no metal). No player will be allowed to play wearing hard casts or metal splints or any jewelry, especially earrings – even if taped! The goal keeper shall wear a jersey of a different color from his own teammates and the opponents. Coaches may wish to bring an old t-shirt from home for this purpose. Players bleeding or with blood on themselves or on their uniform will not be allowed to play until bleeding has stopped and blood has been cleaned.

8. **REFEREE:** The referee assignor is Jack Zorabedian, 781-771-2312. The referees are youth referees who are learning how to officiate games. They will keep time and will signal the start and stop of play. Referees will assist players with throw-ins and restarts and will explain any infractions. The referee may terminate a game in case of unsafe conditions (lightning, extremely wet field, darkness, etc.). Referees have the final word on questions of the rules. **DO NOT ARGUE WITH THE REFEREE!!**

Note: If you have a problem with the officiating in a game, do not approach the referee on the field. After the game, feel free to call your age coordinator, the referee assignor, or a board member to discuss the problem. If there is no referee for the game, please report that to the Summer Soccer Coordinator or the Referee Assignor.

9. **COACHES:** Are Responsible for the safety and supervision of the players. Players should be encouraged to bring a water bottle to both practices and games. There should be at least one coach/parent on the sideline to supervise the players. Coaches should have substitutes ready to enter the game at the appropriate time.

- U-8: MAY have one coach on the field per team with the players (prefer NO coaches on field).
- U-11: There are NO coaches allowed on the field.

10. **START OF PLAY:** Games will begin promptly at 6:30 PM. Both teams should be at the field no later than 6:20 PM. A coin toss will determine which team gets the ball. The team kicking first will kick the ball from the middle of the center circle. The ball must go forward (toward and into the other team's end). Players from both teams must be on their own side of the midfield stripe, and all players except the kicking team must be outside the center circle, and at least 10 yards from the ball. A goal may be scored directly from the place kick. After a goal, the defending team will restart with a kick from the center spot.

At the end of the first QUARTER, teams will **NOT change ends**, and after a 2 minute water break, the team that kicked off, will kick off again. Teams will switch ends only at halftime. To start the second half, the team that did not kick off first will take the place kick. This team will also have the kick-off to start the fourth QUARTER.

11. **BALL IN PLAY:** The ball is in play anytime it is within the field of play, unless the referee has blown the whistle. The ball must cross completely over the goal or sidelines to be considered out of play. Goalposts, corner flags & the Referee are IN PLAY. If the referee stops play due to an injury or other outside interruption, the referee will restart by dropping the ball between two opponents. The ball will be considered in play as soon as it hits the ground.

12. **SCORING:** A goal is scored when the entire ball passes between the goal posts and under the crossbar and across the end (goal) line by kicking, heading, or deflecting it with the body (NOT THROWN). No player may use his hands to hold, stop, carry, throw or propel the ball in any manner. A goal may NOT be scored directly from a throw-in, or any indirect free kick. That is, a second player, other than the kicker, must touch the ball before it can be considered a goal on these kicks.

13. **OFFSIDE:**

- U-8 (6v6): The offside rule will NOT be applied
- U-11 (8v8): A player is guilty of being OFFSIDE if at the time the ball is played by a teammate, the player is nearer to his opponent's goal line than the last TWO defenders, AND the player is actively involved in or interfering with the play. That is, there must be at least two defenders (usually the last defender and the goalkeeper) between the player and the goal line when the ball is played by his teammate. A player is not guilty of any infraction merely by being in an offside position. Everyone is ON SIDE during a Throw-in, Goal-kick, or Corner-kick.

14. **FREE KICKS:** The ball must be stationary. All opponents must be at least ten (8 YDS) yards from the ball, unless the ball is fewer than 8 yards from the goal. In that case, players may stand in the goal mouth, but both feet must be on the goal line.

- **DIRECT FREE KICK:** A second player must touch the ball before the original kicker can play it a second time. A goal may be scored directly from a direct free kick.
- **INDIRECT FREE KICK:** A goal may only be scored if it touches any other player after initially being played by the kicker.

- **GOAL KICK:** When the attacking team causes the ball to go out of play across the end line and not between the goal cones, the defending team will take a goal kick. This direct kick is taken from a point anywhere inside the goal box. The ball is not considered "in play" and may not be played by any players until it has passed completely outside the penalty area. The kicker may not play the ball a second time without it having been touched by another player.
- **CORNER KICK:** When the defending team causes the ball to go out of bounds over the end line, the attacking team will be awarded a corner kick. This is a direct free kick – a goal may be scored directly from a corner kick. A corner kick shall be taken from a point on the field one yard from the corner cone. The kicker may not play the ball a second time until another player has played it.
- **PENALTY KICK:**
 - ❖ **U-8:** There will be no penalty kicks. Infractions, which would normally require a direct kick inside the penalty area, will result in a direct kick taken from a spot on the edge of the penalty area, in line with where the infraction took place. Defenders may form a "wall" if they so choose.
 - ❖ **U-11:** Penalty kicks will be taken from a spot 10 yards from the goal line in line with the center of the goal. The goalkeeper must stand on his/her line until the ball has been kicked. All other players must be outside the penalty area and behind the kicker, and at least ten yards from the ball. If the kick is missed, and the ball stays in play, it is a "live ball". The original kicker may not play the ball a second time unless it touches another player first. If the kicking team encroaches, the goal **MAY BE** disallowed. If the defending team encroaches, the kick **MAY BE** retaken.

15. THROW-IN: Taken by an opponent of the team that caused the ball to cross entirely over the sideline and out of play. A throw-in will be taken at a point closest to where it went out of play. The throw must be made using both hands making one motion from behind and over the head. The thrower must be standing with both feet on the ground, behind or on the touchline, and be facing the field of play. The ball must be thrown into the field, and is considered in play as soon as it enters the field of play. A goal may **NOT** be scored **DIRECTLY** from a throw-in. The thrower may not touch the ball a second time until another player has touched it. (Penalty – indirect free kick)

- **U-8:** A player making an "illegal" throw-in will be instructed by the referee and given the opportunity to make a correct throw-in.
- **U-11:** There are no retakes on throw-ins; if the throw-in fails or is "illegal", the ball is awarded to the opposing team for a throw-in.

16. FOULS & MISCONDUCT:

- **DIRECT KICK INFRACTIONS:** Kicking, tripping, holding, jumping into, charging from behind or violently, pushing, hitting, handling the ball, dangerous play
- **INDIRECT KICK INFRACTIONS:** Dangerous play, obstruction, interfering with the goalkeeper, deliberate time wasting by the goalkeeper
- **YELLOW CARD MISCONDUCT:** Players guilty of unsporting behavior, arguing with the referee, persistent fouling, very rough play, deliberate time wasting, encroachment on a free kick, entering, re-entering the field, or leaving the field without permission of the Referee – **SHALL** be cautioned and instructed to leave the field and be substituted for until their next scheduled playing time.
- **RED CARD EJECTION:** Any player who uses offensive, abusive, or insulting language, violent conduct (fighting, spitting at another person), serious foul play (attempting to injure an opponent), commits a professional foul, or who receives a second caution **SHALL** be suspended from that game and ordered out of the park, and (subject to review) may not participate in the team's next game.

MOST OF ALL.....

**BE SAFE AND HAVE
FUN!!!**