



Sportsplex USA Youth Recreational Soccer Official Rulebook

Program Goals for Your Child

- ✓ To have fun
- ✓ To develop sportsmanship and teamwork skills
- ✓ To increase self-confidence and self-esteem
- ✓ To promote a healthy lifestyle
- ✓ To increase individuality and promote responsibility
- ✓ To develop physical skills
- ✓ To increase positive value system

Sportsplex USA Youth Soccer Spectator's Code

1. Remember that children play organized sports for their own fun. They are not there to entertain you, and they are not miniature pro-athletes.
2. Be on your best behavior. Don't use profane language or harass players, coaches, or officials.
3. Applaud good plays by your own team AND the visiting team.
4. Show respect for your team's opponents. Without them there would be no games.
5. Never ridicule or scold a child for making a mistake during a competition.
6. Condemn the use of violence in all forms.
7. Respect the officials' decisions.
8. Encourage players to always play according to the rules.
9. HAVE FUN! Make it enjoyable for you and your child.

This program is NOT designed to increase competitiveness or aggression. Referees will not tolerate trash-talking, abusive or threatening behavior, or intimidation of any kind.

Referees will use their discretion when enforcing the technical rules (this does not include fouls).

Rule 1-1 Start of Game

1. Games will start at the scheduled time unless an unforeseen incident occurs.
2. Teams should arrive early and be ready to enter the field when the game is ready to begin. Warm-ups should occur prior to the start of the game. The referee will give no more than one-minute of warm-up on the game field.
3. Children will not be permitted to play without shin guards covered by socks.
4. Games will not begin until all non-coaches and non-players have exited the player's bench.
5. A team must have half of their players or 4 players present to start the game.
6. The game will be forfeited if a team has not showed within 5 minutes of starting time. The opposing team will have use of the field for the remainder of their field time.
7. There will be no sharing players from other teams unless approved by the Program Director or staff supervisor.

Rule 1-2 Number of Players on the Field

6 Players with 1 goalie: U7

5 Players with 1 goalie: U10, U12

Rule 1-3 Length of Game

2 20:00minutes Halfs

Rule 1-4 Equipment

1. All players will be required to wear official SPORTSPLEX USA Soccer Jersey. Jerseys representing outside programs or professional teams will not be permitted. (Excluding The Goal Keeper)
2. Goal Keeper must wear penny (provided by the Sportsplex USA) or jersey other than the rest of the team, as to distinguish from the rest of the team.
3. Shin-guards are mandatory and must be covered by socks.
4. Only rubber molded cleats allowed on surface.

Rule 1-5 Kickoff & Free Kicks

1. A kickoff or a free kick must NOT be touched twice in a row by the same person. During the opening kickoff, the offensive player must progress the ball beyond the half field line towards the opposing team's goal.
2. No quick kicks. All players must wait for the whistle from the referee on a free kick or corner kick. All kicks from fouls inside the red zone will be taken from the red line.

All free kicks are direct. Offense may request a 5 yard space from the defense. As a result, the offense must wait for the referee's whistle to play the ball.

Rule 1-6 Slide Tackling

NO slide tackling allowed. Player must stay on his/her feet

Rule 1-7 Goaltending

1. The goalie has unlimited steps (5 seconds to out the ball in play)
2. Drop kick is a live ball.
3. Goalie may not play the ball to himself.
4. Goalie can punt or throw the ball into play.
5. Goalie may not play ball with hands from a direct pass from a teammate.

No interference, rushing or charging the goalie will be allowed while goalie has control of the ball. Control is defined as one hand/finger on the ball.

Rule 1-8 Substitution

1. Free substitution will be allowed at any time.
2. If subbing during a dead ball situation, the referee must blow the whistle when everyone is ready. Coaches are responsible for 1 off, 1 on or 2 off, 2 on.
3. The player must be completely off the field before the SUB comes on the field.

4. EMERGENCY PLAYERS FROM ANOTHER TEAM

- Any team, who is short players, can borrow an emergency player. Emergency players are not allowed to score any goals, play goalkeeper or be a substitute player. Should any emergency player score a goal, the goal will not count and he/she will receive a 2-minute penalty. The maximum number of players a team can borrow is 2 for U13 and above for a total of 8 players and 4 for U10 and below for a total of 10 players. Emergency players must be current league players and have had signed an official roster.

If the whistle is blown for an infraction of the rules, the team that was fouled shall receive a free kick.

Rule 2-0 ZERO TOLERANCE RULE: Any player or coach making threatening comments or actions against any player, coach, spectator, referee, or Sportsplex USA Staff member will be ejected immediately.

- Foul language will not be tolerated. Any player, coach or spectator using foul language will be issued a blue card. The second foul comment will result in immediate ejection from the game possibly resulting in further suspension.

Rule 2-1 Fouls

PERSONAL FOULS (All fouls are ultimately up to the Referee's and/or League Director's discretion)

- Pushing, with any part of the body.
- Tripping, Clipping, Hacking, accidental or not.
- Holding, Grabbing, Tugging of a player and/or uniform.
- Charging into another player, accidental or not.
- Checking a player into the boards, accidental or not.
- Dangerous play, i.e. Sliding, High Kick, Bicycle Kick, Diving Header, **Any Header for U10 and below**, etc.
- Obstruction.

(E) PROCEDURAL FOULS (All fouls are ultimately up to the Referee's and/or League Director's discretion)

- Three-Line violation (a ball that travels in the air, over all three lines. A reverse Three-Line is acceptable).
- Passing back to the Goalkeeper.
- Unintentional Handball.

(F) PENALTY CARDS (All cards given are ultimately up to the Referee's and/or League Director's discretion)

• **BLUE CARD:** Indicates a 2-minute penalty. This penalty expires if the opposing team scores during the Power Play. If both teams are given a 2-minute penalty, the penalty does not expire, regardless of which team scores. This penalty does not count towards a Penalty Shootout. The following are (but not limited to) offenses:

1. Encroachment.
2. Intentional Handball.
3. Delay of Game.
4. Slide Tackling with malicious intent.
5. Boarding.
6. Taunting on the field and/or from the bench area.
7. Jumping over the boards.
8. Using foul and/or offensive language towards any player, spectator, or game official.
9. Fouling to prevent a breakaway.

• **YELLOW CARD:** Indicates a 4-minute penalty. This penalty does not expire if the other team scores during the Power Play. The following are (but not limited to) offenses:

1. A second Blue Card.
2. Any foul deemed flagrant.
3. Provoking an altercation (i.e. pushing, poking, short of fighting, or using to ball in so doing).

• **RED CARD:** Indicates an immediate game ejection, 5-minute penalty and possible suspension. Any player who receives a Red Card is immediately ejected from the game and must leave the Sportsplex USA premises. If the player refuses to leave the premises, their team will forfeit the game and Authorities will be notified for trespassing. The ejected player may also receive additional game suspensions, of any length of time, and possible permanent suspension. Furthermore, the ejected player is not permitted to enter the Sportsplex USA premises, for any reason, during the suspension, unless approved by management. The ejected player may be replaced on the field; however his/her replacement must serve the 5-minute penalty. This penalty does not expire if the opposing team scores during the Power Play. The following are (but not limited to) offenses:

1. A third Blue Card.
2. Elbowing: Intentionally elbowing a player above the shoulder.
3. Fighting.
4. Leaving the bench area during an altercation with the opposing team.
5. Spitting at an opponent, spectator or game official.
6. Persistent use of abusive/threatening language or behavior toward any player, spectator or game official.
7. Bodily contact with any game official.

Rule 2-2 Tobacco, Alcohol, and Drug Paraphernalia

1. All SPORTSPLEX USA facilities including the parking area and Bill Cleator Park have been designated Tobacco, Alcohol and Drug Free. Use of these substances are prohibited at any time.
2. Any person using these substances will be asked to extinguish or discontinue use immediately. Should the person choose not to comply, he/she will be asked to leave premises immediately.
3. Any player, spectator or coach who arrives to Sportsplex USA under the influence of drugs or alcohol will be asked to leave the premises immediately. All coaches who violate this rule will immediately lose their coaching privileges and may be suspended indefinitely from any Sportsplex USA program.

Rule 2-3 Fighting

1. Any player who participates in or attempts to initiate a fight or altercation with another player will be immediately ejected from the game. All fighting ejections will result in league suspension pending review from the Indoor Soccer Director.
2. Any player who is ejected for starting a fight, attempting to start a fight, intentionally injuring another player, or attempting to intentionally injure another player will be issued an indefinite league suspension.
3. Written protests will not be accepted from participants suspended for fighting or intentionally injuring another player.

Rule 3 Fair Play Rule

1. If the winning team is leading by **THREE** points, the losing team may put another player on the field, if the winning team is leading by **SIX** the losing team may put another player on the field until the score gets to within two points and.

2. It is the responsibility of the individual coach to abide by this ruling. Referees will be in charge of monitoring this rule.

Rule 4 Water Breaks:

There will be a 1minute water break each half between 12minutes and 8minutes when there is a stoppage in play. When the water break is taken is up to the referees digression.

Appendix

Foul – Any action deemed by the referee to interfere, cause injury, or potentially cause injury to any player, coach, spectator, or official.

Corner Kicks – Occurs at referee’s whistle after ball is kicked out of play by defending team beyond their defensive goal line. Corner Kicks will take place at referee’s spot.

Player – Any person officially enrolled in the Sportsplex USA Soccer League.

Fighting – Any participant who uses or attempts to use any body part, equipment, or material to intentionally injure another player, coach, or participant.

Referee – Sportsplex USA Staff or volunteer who enforces official Sportsplex USA Soccer rules during all league and playoff games.

Ejection – The act of being removed from the game and Sportsplex USA premises by a Sportsplex USA staff or volunteer.

Foul Language – Any form of intentional or unintentional expression; spoken, written, demonstrated or perceived that is offensive to the witness being Sportsplex USA staff, volunteer, participant or spectator.

ADULT INDOOR SOCCER

Are you interested in playing adult indoor soccer?

Sportsplex USA offers adult men’s or coed leagues 7 nights a week! We have leagues for players of all skill levels and abilities.

Bring your own team or register as an individual player. League fees are only \$64 per player (average).

For more information, please visit www.sportsplexusa.com

To register, contact Anthony Paz at
619-334-1000 or Anthony.paz@sportsplexusa.com