

Tyngsboro Sports Center (TSC) Soccer Rules for BOARDED FIELD

PLAYING USING THE OOB LINES:

Unless otherwise stated all FIFA rules apply

1. Ball out of bounds when it goes outside of either side white line. Throw in rules apply. End zone walls are in play.
2. NO OFFSIDES.
3. Kickoffs may go in **any direction** after the officials whistle . **direct** and must be passed to a teammate before kicker can touch ball again. If touched twice by same player a **indirect is awarded**
4. Balls hitting the ceiling or top netting, will be kicked back in play from spot under point where the ball hit the ceiling, unless that would be inside the attacking area, then the kick will be taken from the attacking area line nearest the point of contact with the ceiling or top netting. **indirect**
5. Substitutions are unlimited and may be done "ON THE FLY". Players leaving the field must be within THREE (3) yards from the door when the substitute enters the field. Play on the field must be at least FIVE (5) yards away from the door, if play is disrupted in any manner, restart by opponent. **indirect** NO JUMPING OVER THE BOARDS (2 minutes penalty)
6. Keeper may not kick the ball over three lines in the air on a GOAL KICK. Restart from line at the boards closest to goalie who committed the offense. **indirect**
7. Balls are put back in play within FIVE (5) seconds. Failure to do so awards a free kick to the opposing team. Five seconds is in the opinion of the referee from when to start counting. **indirect** Example: do NOT substitute your whole team and then expect five seconds.
 - a. U10 and below; waiver of the 5 second rule

8. All players must be THREE (3) yards from the ball on kicks and throw-ins - (2 minutes if habitual)

PENALTIES

1. Penalties in the referee's opinion are as follows:
 - a. Blue Card -- 2 minute penalty
 - b. Yellow card - warning (2 or 5 minutes - referee's opinion)
 - c. Red card - Five (5) minute penalty, automatic game and one game expulsion (next league game). Team will play shorthanded for five (5) minutes.

Note: Players receiving a red card and playing in more than one league must sit out a 24-hour period before playing in another league.

2. Boarding is NOT allowed and strongly enforced. Minimum 2-minute penalty

Boarding Clarification

When play occurs near the boards on the boarded field, players must observe the following safety rules:

- players must not place both hands on the boards to obstruct the opposing player (indirect)
- defenders must play the ball not the other player when play approaches the boards. Directing the player with the ball into the boards instead of playing the ball is a foul. (restart direct for the other team)
- preventing the player with the ball from going between the defender and the boards by squeezing the player into the boards is a foul. (restart direct to the other team)
- player contact into the boards with force is called boarding and will result in a minimum of 2 minutes penalty. (restart direct to the other team)
- defenders are allowed to position themselves at the boards. If the player with the ball initiates the contact into the defender, the foul is on the player with the ball and the restart goes to the defender.

3. "SLIDING" is not allowed - 2 minutes
 - a. Slide tackling - 2 minutes down a player
 - b. Slide to play ball without endangerment - (turnover restart)
 - c. Slide tackling within the goal area - (penalty kick)
4. "SPITTING" is not allowed - 2 minutes
5. "SWEARING/PROFANITY" is not allowed - 2 minutes
 - a. Directed at official - (Red Card)
6. Any normally indirect free kick offense by the defense in the penalty area will result in a restart from the top of the attacking area line with a direct free kick.
7. Attackers may not obstruct the keeper within the goal area.
indirect
8. Players may not use their hands on the boards to assist themselves while playing the ball. Contact with the boards with hands is allowed for protection and/or safety - (restart by the opponent) **indirect**
9. "CONSECUTIVE PENALTY RULE"
 PLAYER
 - a. First penalty (2 minutes)
 - b. Second penalty (5 minutes)
 - c. Third penalty (5 minutes/team plays shorthanded/player ejected from game)
 1. First RED CARD (player ejected/ one game suspension)
 2. Second RED CARD - player suspended for entire season. (If a player is rostered in more than one league, RED CARDS will be considered cumulative)
 TEAM
 - a. Any team that receives Four (4) RED CARDS in one session will be ejected from the league. (NO REFUNDS)
 RETURNING TEAM/PLAYER
 - a. Any team or player returning from any suspension will be considered on probation. If this team or player receives (player ONE, Team TWO) RED CARD (S) that team or player will be suspended indefinitely.
10. "2 MINUTE PENALTIES FOR SPECIFIC OFFENSES": Team plays shorthanded until opponents score a goal or the penalty expires
11. "5 MINUTE PENALTIES FOR SPECIFIC OFFENSES": Team plays shorthanded for five (5) minutes no matter how many goals are scored.

12. EXAMPLES "2 MINUTE PENALTIES": "Professional Foul" with handling (not stopping a goal), Hard/Dangerous play, Boarding, Sliding or Substitution violation. As needed by referee for control - similar to caution.

13. EXAMPLES "5 MINUTE PENALTIES": Send off offenses as listed by USSF/FIFA rules. Hard/Dangerous play and Boarding.

14. When a penalty kick is called for a foul within the goal area the two (2) minute penalty will be served unless the penalty kick results in a goal.

15. "FIGHTING/ROUGHING/THIRD PERSON IN"

a. First Offense: RED CARD (ejection/suspension for two (2) games)

Second offense: RED CARD (ejection/suspension for session)(If there are less than 50% of the games remaining in a session, the individual will be suspended from the current session and next session). The severity of the individuals' actions will determine if there will be an additional suspension.

b. FIGHTING (DEFINITION): If a punch is thrown (does not have to make contact) this will be considered FIGHTING.

c. MANAGEMENT/EMPLOYEES/REFEREES: Any type of assault, physical or verbal, spitting, pushing, etc., on any management, employee, or referee will be grounds for permanent suspension from all leagues and building. ALL Coaches are responsible for the behavior of parents and guests of all players on the team they are coaching.

16. MATCHING PENALTIES: Both teams will play shorthanded for the entire penalty. Both players will be out for the entire penalty, even if goals are scored.

NOTE: *Management reserves the right to review ALL incidents and determine the severity of punishment.

PENALTY KICKS:

All kicks are direct and are taken at the penalty mark. All players must be behind the kicker. Player taking the kick can not get their own rebound unless it hits another player. (Restart; Indirect Kick)

PLAYERS/TEAMS

1. a. Five (5) field players
- b. One (1) goalie

- c. Fifteen (15) total players rostered
- d. Team must have FOUR (4) players to start and play the game, if less than 4 rostered players, the game is forfeited and the team may pick up players to play a friendly game. They may only pick up enough to match the other team's total number of players.
- 2. Games consist of TWO (2) twenty-five (25) minutes halves (running time), 2-3 minute halftime. NO overtime.
- 3. All players, youth and adult, must wear approved shin guards, and can wear indoor soccer shoes, turfs, sneakers or cleats (NO METAL CLEATS).
- 4. Earrings, chains, rings, watches, etc., are not allowed to be worn during the game.
- 5. Games must start on time. Team not ready within five (5) minutes of the scheduled time will forfeit the game.
- 6. HOME team kicks off first. **direct**
- 7. A ball shot at the end of the half/game must cross the goal line before the buzzer sounds in order to count.

GOALKEEPER

- 1. Must put ball back in play after gaining controlled possession with the hands within five (5) seconds. Referee's opinion. (Restart outside of penalty area at the top of the box) **indirect Kick**
- 2. Keeper may not throw the ball over the centerline in the air. The ball must touch a player, the floor, or wall before crossing the centerline. (Restart at the centerline) **indirect**
- 3. Keeper may not kick the ball over three lines in the air on a GOAL KICK. Restart from line at the boards closest to goalie who committed the offense.
- 4. Keeper may not dribble the ball with the feet from outside the penalty area into the penalty area and then pick up the ball. (Restart from the top of the attacking area line) **Indirect**. Also, Keeper is not allowed to pick up ball outside the penalty area with hands, must control with feet. **indirect**
- 5. Keeper **"MAY" slide in the penalty area only.**
- 6. A teammate will serve any 2-minute penalties received by the keeper.
- 7. Keeper must serve any 5-minute penalties received.
- 8. Keeper cannot "DROP-KICK" (one bounce) or "PUNT" the ball back into play. **Ball goes to opposing team on offensive line**

9. Keeper "may not" pick up ball, with hands, that has been passed back from teammate with their feet. (redirect or deflected balls are not considered pass backs) **indirect** If ball is headed back to goalie, from a teammate, then goalie "may" pick up with hands

SCORING:

All youth games.

For Recreational Soccer (U10+): The scoreboard will maintain a maximum 5 goal differential - the referee will keep the proper score on his/her card.

For Competitive Soccer: The scoreboard and referee card will reflect the true score of the game, regardless of the differential.

For Competitive and Recreational Soccer: A team may utilize one additional player on the field when the score differential is 5 or more goals. They must remove

the player if the score differential becomes 3 or less goals. Of course, the intent here is to try to balance the game out a bit.

Scores will be posted on our website for all recreational games U12 and up and all competitive games U10 and up.

PLAYING USING BOARDS:

Unless otherwise stated all FIFA rules apply

1. No THROW-INS, balls are kicked from along the boards where the ball left the field of play. **indirect**
2. NO OFFSIDES.
3. Kickoffs may go in any direction after the officials whistle . **direct** and must be passed to a teammate before kicker can touch ball again. If touched twice by same player a **indirect is awarded**
4. Balls hitting the ceiling or top netting, will be kicked back in play from spot under point where the ball hit the ceiling, unless that would be inside the attacking area, then the kick will be taken from the attacking area line nearest the point of contact with the ceiling or top netting. **indirect Kick**
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6 Any normally indirect free kick offense by the defense in the penalty area will result in a restart from the top of the attacking area line with a direct free kick.

7 Attackers may not obstruct the keeper within the goal area. **indirect**

8. Players may not use their hands on the boards to assist themselves while playing the ball. Contact with the boards with hands is allowed for protection and/or safety - (restart by the opponent) **indirect**

"CONSECUTIVE PENALTY RULE"

1. PLAYER
 - a. First penalty (2 minutes)
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 - 1. First RED CARD (player ejected/ one game suspension)
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7. HOME team kicks off first. **direct**

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4. Keeper may not dribble the ball with the feet from outside the penalty area into the penalty area and then pick up the ball. (Restart from the top of the key). **indirect** Also, Keeper is not allowed to pick up ball outside the penalty area with hands, must control with feet. **direct**
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