

Tyngsboro Sports Center (TSC) Soccer Rules for Lined Field

Unless otherwise stated all FIFA rules apply

1. There are both Direct Kicks and Indirect Kicks
2. THROW-INS will be used to put the ball back in play.
3. NO OFFSIDES
4. 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**
5. Balls hitting the ceiling, 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. **Indirect**
6. Substitutions are unlimited and may be done "ON THE FLY". Subs must be at the center line and must be touched by the player leaving the field. Play on the field must be at least FIVE(5) yards away from the subs entering, if play is disrupted in any manner, restart by opponent. **Indirect**
7. Balls are put back in play within FIVE(5) seconds. Failure to do so awards a free kick to the opposing team. **Indirect** Five seconds is in the opinion of the referee from when to start counting. 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 free kicks -
9. A ball shot at the end of a half/game must cross the goal line before the buzzer sounds in order to be counted.

PENALTIES

1. Penalties in the referee's opinion are as follows;

Updated: January 2015

- 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. "SLIDING" is not allowed - 2 minutes.
 - a. Slide tackling - 2 minutes, down a player.
 - b. Slide to play without endangerment - (turnover-restart)
 - c. Slide tackling within the goal area - (penalty kick)
- 3. "SPITTING" is not allowed - 2 minutes
- 4. "SWEARING/PROFANITY" is not allowed - 2 minutes
 - a. Directed at official (red card)
- 5. Any normally indirect free kick offense by the defense in the penalty area will result in a restart from the penalty mark with a direct free kick.
- 6. Attackers may not obstruct the keeper within the goal area.

Indirect

- 7. "CONSECUTIVE PENALTY RULE"
 PLAYER
 - a. First penalty (2 minutes)
 - b. Second penalty (5 minutes)
 - c. Third penalty (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.
8. “2 MINUTE PENALTIES FOR SPECIFIC OFFENSES”: Team plays shorthanded until opponent scores a goal or the penalty expires.
9. “5 MINUTES PENALTIES FOR SPECIFIC OFFENSES”: Team plays shorthanded for five (5) minutes no matter how many goals are scored.
10. EXAMPLES “2 MINUTE PENALTIES”: “Professional Foul with handling (not stopping a goal), Hard/Dangerous play, Sliding or Substitution violation. As needed by referee for control - similar to caution.
11. EXAMPLES “5 MINUTE PENALTIES”: Send off offenses as listed by USSF/FIFA rules. Hard/Dangerous play.
12. When a penalty kick is called for a foul within the goal area the two (2) minutes penalty will be served unless the penalty kick results in a goal.
13. “FIGHTING/ROUGHING/THIRD PERSON IN”
 - a. First Offense: RED CARD (ejection/suspension for two (2) games)
Second Offense: RED CARD (ejections/suspension for session) (If there are less than 50% of the games remaining in a session, the individual will be suspended from the current 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 or parents and guests of all players on the team they are coaching.

14. **MATCHING PENTALTIES:** 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. Twelve (12) 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) minute halves (running time), 203 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**

GOALKEEPER

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

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.