

SYSO RECREATION LEAGUE RULES – updated 10/2009

Applicable to all leagues:

FOR LEAGUES 1 & 2 THERE WILL BE NO MORE COIN TOSS.
THE HOME TEAM GETS THE BALL FIRST.
AT THIS LEVEL THE TEAMS WILL NOT CHANGE SIDES AS IT IS TOO
CONFUSING FOR THE YOUNGER PLAYERS (4 to 7 years old). THERE IS
NO PURPOSE TO THE COIN TOSS AS NO ADVANTAGE EXISTS. THIS WILL
MEAN THERE IS ONE LESS DETAIL TO DEAL WITH PRIOR TO GAME
START FOR BOTH COACH AND REFEREE.

SLIDE TACKLING –

Slide tackling will not be allowed at any age level ! This will be considered as a Dangerous Play under the Laws of the Game.

The proper action to be taken depends on the league as injury is more likely in leagues 3 and 4.

Leagues 1 & 2 – explain the infraction to the player. Begin by telling the player they must stay on their feet. If this continues make it clear that this not allowed as slide tackling can cause injury. If the player persists in slide tackling, the referee must ask the coach to intervene by taking the player off the field and explain and discourage slide tackling.

Leagues 3 & 4 – SYSO considers this a foul in leagues 3 & 4 (within FIFA rules this is interpreted as a dangerous play for this level). Call the foul and award a direct kick. Telling the player they must stay on their feet and that slide tackling is not allowed as slide tackling can cause injury. If the player persists in slide tackling he/she is to be warned that they may receive a yellow caution card. Explain to the coach that the player has been warned. If the infraction happens again, then a yellow caution card can be issued. The name of the player is to be reported to the league. However, the purpose of issuing a yellow caution card is not to “take names” but rather to impress the severity of this violation.

4 Goal Rule

In the event that one team has a 4 goal lead over their opponent, the team with the lead must reduce the number of players on the field by one and “play down”. Once their opponent has brought the score back to within 3 goals, the leading team may again play full sided. If the lead is extended by additional goals, the leading team must pull players for each additional unanswered goal scored. A player is allowed back onto the field for each goal scored. Therefore - a 4 goal lead requires a team to play down one player; a 5 goal lead requires a team to play down 2 players and so on

LEAGUE SPECIFIC RULES BEGIN ON NEXT PAGE

Shelton Youth Soccer – Recreation League Game Rules

As of 10/05/2009

LEAGUE 1 SPECIFICS

The following are the playing rules specific to League 1 boys and girls.

- FIELD SIZE** Approximately 30 by 20 yards. No center circle.
- GOAL SIZE** Approximately 6 feet by 3 feet.
- BALL SIZE** Size 3 – Home team to supply game ball
- TEAM SIZE** **4v4 no goalkeeper**
- GAME DURATION** Four 10 minute quarters with 2 minute breaks between quarters 1 & 2 and 3 & 4 as well as a 5 minute half time. Running time (only stop clock at end of periods)
- SUBSTITUTIONS** Only upon a break in play, injury, or player request. To accommodate our younger players, substitution rules will be relaxed providing they do not hold up a game.
- OFFSIDE** Will not be called.
- FOUL** All fouls result in an indirect kick and the referee must explain the infraction.
- GOAL KICKS** A goal kick can be taken from anywhere in the goal area.
- FREE KICKS** **Always indirect.** No kicks will be taken by the attacking team within the defending team's goal box. There are no penalty kicks.
- THROW-INS** The same player must be allowed a second throw-in if an infraction is committed on the first attempt. The referee must explain the infraction.
- SLIDE TACKLES** Not allowed.
- COIN TOSS** No coin toss. The home team will have the opening kick-off to begin the game. The following quarters will then alternate.
- 4 GOAL RULE** See previous page

Note: Home team wears white

LEAGUE 2 SPECIFICS

The following are the playing rules specific to League 2 boys and girls.

FIELD SIZE	Approximately 45 by 35 yards
GOAL SIZE	10 feet by 5.5 feet
BALL SIZE	Size 3 – Home team (white shirt) to supply game ball
TEAM SIZE	6v6 Play 5 plus a goalkeeper – (unless otherwise instructed by League Director due to team roster sizes).
GAME DURATION	Two 22 minute halves with a 5 minute half-time Running time (only stop clock at end of periods)
SUBSTITUTIONS	At any throw-in, goal kick, injury, after any goal or between halves. At corner kicks and fouls at the Referee's discretion.
OFFSIDE	Will not be called
FOULS	All fouls result in an indirect kick and the referee must explain the infraction
GOAL KICKS	Conform to FIFA rules
FREE KICKS	Always indirect . No kicks will be taken by the attacking team within the defending team's goal box. There are no penalty kicks.
THROW-INS	The same player must be allowed a second throw-in if an infraction is committed on the first attempt. The referee must explain the infraction.
SLIDE TACKLES	Not allowed
COIN TOSS	No coin toss. The home team will have the opening kick-off to begin the game. The second half will begin with the visiting having the kick-off.
4 GOAL RULE	See previous page

Note: Home team wears white

LEAGUE 3 SPECIFICS

The following are the playing rules specific to League 3 boys and girls.

FIELD SIZE	Approximately 50 by 30 yards
GOAL SIZE	14 feet by 6 feet
BALL SIZE	Size 4- Home team to supply game ball
TEAM SIZE	8v8 7 plus a goalkeeper (unless otherwise instructed by League Director due to team roster sizes).
GAME DURATION	Two 25 minute halves with a 5 minute half-time Running time (only stop clock at end of periods)
SUBSTITUTIONS	At any throw-in or goal kick, player injury, after any goal or between halves. At corner kicks and fouls at the Referee's discretion.
OFFSIDE	FIFA Law XI
FOULS	Conform to FIFA Laws of the game
GOAL KICKS	Conform to FIFA Laws of the game
FREE KICKS	Conform to FIFA Laws of the game
THROW-INS	During the first 3 weeks of the season, the same player will be allowed a second throw-in if an infraction has occurred. After the first 3 weeks of the season, throw-ins will conform to FIFA Law 15.
SLIDE TACKLES	Not allowed
COIN TOSS	Prior to game time, the referee will preside over the coin toss. The winner of the coin toss will decide which goal they will defend to begin the game. The other team then selects if they wish to have ball first. In the second half sides will be switched and the alternate team will take possession first.
4 GOAL RULE	See previous page

Note: Home team wears white

LEAGUE 4 SPECIFICS

The following are the playing rules specific to League 4 boys and girls.

FIELD SIZE	100 by 50 yards Field Width – Subject to change
GOAL SIZE	16 feet by 7 feet – subject to change
BALL SIZE	Size 5- Home team to supply game ball
TEAM SIZE	11v11 Play 10 plus a goalkeeper – subject to change based on field size and/or roster size.
GAME DURATION	Two 25 minute halves with a 5 minute half-time Running time (only stop clock at end of periods)
SUBSTITUTIONS	At own throw-in or goal kick, player injury, after any Goal, or between halves. At corner kicks and fouls at the Referee's discretion.
OFFSIDE	Conform to FIFA Laws of the game
FOULS	Conform to FIFA Laws of the game
GOAL KICKS	Conform to FIFA Laws of the game
FREE KICKS	Conform to FIFA Laws of the game
THROW-INS	Conform to FIFA Laws of the game
SLIDE TACKLES	Not allowed
COIN TOSS	Prior to game time, the referee will preside over the coin toss. The winner of the coin toss will decide which goal they will defend to begin the game. The other team then selects if they wish to have ball first . In the second half sides will be switched and the alternate team will take possession first.
4 GOAL RULE	See previous page

Note: Home team wears white