

OXFORD TOWNSHIP PARKS & RECREATION COMMISSION

Youth Soccer League Rules

LEAGUE FORMAT

The Youth Soccer League is designed as a learning league where recreation and having fun is the number one priority. All coaches, supervisors, referees and staff are there to teach and encourage all players. Rules will be enforced.

1. Maximum number of players (all divisions) on the field at any time will be 8, including the goalkeeper.
2. Minimum number of players to start the game is will be 5 (all divisions).
3. Minimum number of players will equal opposing team. Ex. Team (A) has 5 players Team (B) has 8 players; Both Teams must use the same number of players **NO EXCEPTIONS**.
4. Teams will not be allowed a grace period. When a team has the required minimum number of players (5) the game will begin immediately.
5. Players on the roster must be given equal playing time and rotated in positions regularly. Any deviation from this rule must be cleared by the Recreation Supervisor.
6. Games postponed or canceled after at least ½ of the game is played will be considered complete games.
7. No Protests will be allowed.
8. Game ball size is Bronze 3, Silver 4, Gold 4, and Platinum 5.
9. Teams will line up for an after game handshake. Good sportsmanship must be displayed.
10. The only forms of spectator response directed to players, coaches, officials and league supervisor; before, during, or after the game is hand clapping and verbal encouragement. Any display of poor sportsmanship will not be tolerated.
11. In the event of adverse weather conditions, only the league director, site supervisor or referee shall be empowered to cancel the game. Games may be postponed by the league director, site supervisor or referee before or during the course of the game, when the conditions of the fields or prevailing weather conditions, present a hazard to the players.
12. In the event of a player injury the referee will stop play and all players are to take one knee. The injured player will automatically be required to sit out until the next stop age of play.

KICK OFF The winner of the pre-game coin toss chooses which goal to defend or the right to kick off. If the winner chooses which goal to defend, the other team kicks off. At the kick off, all of the players starting for each team must be in their own half of the field. The team not kicking off must be outside the center circle and at least 10 yards away. The ball must be kicked from the center of the field, forward and travel at least the circumference of the ball and may not be touched twice by the player kicking off or the other team will be given a free kick. Teams change ends of the field at half time and the other team will get a chance to kick off. After each

goal is scored, a kick off is awarded to the team scored upon. A goal may not be scored directly from a kick off.

GOALS The entire ball must cross over the entire goal line. It is the position of the ball that counts. A goal may not be scored directly from a throw-in, a kick off, or an indirect kick.

OUT OF PLAY The entire ball must cross over the entire sideline or end line before it is considered out of play. Only the position of the ball determines whether it is out of bounds, not their player's feet. If the ball does go out of bounds, it may be put back into play in three different ways: a throw-in, a corner kick, or a goal kick.

THROW-INS If a team kicks or deflects the ball completely over the sideline, whether in the air or on the ground, the other team takes a throw-in at the point where the ball crosses the line. The ball must be thrown with two hands equally, directly over the head. The thrower's feet must not be picked up off the ground while the ball is being thrown, although a run up to the line is permissible. The thrower may not touch the ball again until another player has touched it, therefore he may not throw it to himself. Opponents may stand as close as they like. A goal may not be scored directly from a throw-in. If the player commits an incorrect throw-in on the initial attempt the other team will be awarded the ball.

CORNER KICKS If the defending team last touches the ball and it travels over the team's own end line; the attacking team is given a corner kick. For a corner kick, the ball is placed in the corner area nearest to where the ball went out. **A goal may be scored directly from a corner kick. All opposing players must be 10 yards away.**

GOAL KICKS If the attacking team last touches the ball, and it travels over the defending team's end line, the defense takes a goal kick. The ball is placed anywhere within the penalty box in front of the goal. None of the kicking team's opponents is allowed inside the penalty area. If the ball fails to leave the penalty area or if it is touched twice before it leaves or is not put into play properly, redo the kick there is no change of possession. The goalkeeper can take the kick, but cannot pick up the ball and punt it. The ball must leave the area and come back before he can do that. **NEW RULE for the Bronze and Silver divisions. All goal kicks are "keeper in possession." This means they can just run out and throw it, put it down and kick it or drop kick it.**

OFFSIDES (This rule will be taught and enforced in all age groups)

The offside rule generally provides that a pass cannot legally be made to an off-ball attacker is ahead of the ball and in the attacking half unless there are at least two defenders (one of whom may be the goalkeeper) between him and the goal when the ball is passed to him by a teammate.

Under the offside rule, an off-ball attacker who is in his opponent's half of the field must stay even with or behind the ball or, if he goes ahead of the ball, he must stay even with or behind the second to last defender until the ball is played or touched by one of his teammates.

Five things must occur before an attacker can be in the offside position:

- 1) He must be across the halfway line, in his opponent's half of the field (i.e. in the half of the field with the goal which his team is attacking).
- 2) He is closer to his opponents' goal line than the second -last defender.
- 3) He is ahead of the ball
- 4) He is not receiving the ball directly from a goal kick, a corner kick or a throw-in.
- 5) His team has possession of the ball, so that the ball is being played or touched by one of his teammates.

There is NO offside if a player receives the ball directly from: throw-in, corner kick and goal kick.

Direct Kicks The ball must be stationary when the kick is taken. Free Kicks are taken. Free kicks are taken from the place where the infringement occurred. All opponents must be at least 10 yards from the ball. If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.

Penalty Kick The goalie can move side to side on the line, they cannot move forward. No player is allowed between the ball and the goal line (all the way across the field); everyone must be outside the penalty area.

FOULS All fouls & misconducts shall result in a direct free kick and include:

1. Kicking or attempting to kick
2. Tripping
3. Jumping at
4. Holding
5. Pushing
6. Striking or attempting to strike
7. Handball, a player may not intentionally use any part of the hand or arm (all the way up to the shoulder) on the ball while it is in play. A handball should be called if the touch is unintentional or if the hands and arms are stationary and pressed against the body for protection. This is a highly discretionary call.
8. Charging fairly when not within playing distance of the ball.

INDIRECT FREE KICKS The referee must explain to the offending player why a free kick is being awarded to the other team. The indirect free kick will be placed where the infraction occurred. Opponents must be ten yards away. The kicker may not touch the ball again until another player touches it. A goal may not be scored until the ball has been played or touched by a second player of either team. The attacking team within the defending team's goal box shall take no free kicks. The ball shall be placed at the penalty area line. If a free kick is awarded to a team inside its own penalty area none of the kicking team's opponents is allowed inside the penalty area and must be 10 yards away when the kick is taken. The ball must be kicked out of the area before it is in play. If the ball fails to leave the penalty area or is touched twice before it does the opposing team will be awarded the ball. A goal may not be scored directly from an indirect kick.

FOULS Fouls and misconducts result in an indirect free kick.

1. Obstructing, a player may not lean into or screen an opponent when the ball is not within playing range. A player's intention must always be either to play the ball or to shield a ball that is near enough to play.
2. Dangerous play, a player may not play in a fashion that could result in an injury to an opponent or to himself, i.e. high kicking, which is kicking the ball above chest level of an opponent; low heading near a swinging foot; or lying on the ball, this includes slide tackling.
3. Charging the goalkeeper, kicking or attempting to kick the ball when it is in the goalkeeper's possession.
4. **All purposeful headers will now result in an indirect free kick.**

GOALKEEPER A ball in the penalty area can be handled by the goalkeeper as soon as it begins to cross the line. It is the ball's position not the goalkeeper's that matters. He can catch, deflect, punch, roll, dribble, or throw the ball while in this area. If the ball is out of the penalty area and the goalie touches it with his hands, it is ruled a handball and an indirect free kick will be given to the opposing team. The goalkeeper may not delay the game by holding the ball longer than 5 seconds. After this time they must put the ball in play or it is an indirect kick. An exception is if someone is preventing them. Another player shall not charge a goalie in possession of the ball. One hand on the ball constitutes possession.

PLAYER CAUTIONS

1. Persistently infringes the Laws of the Game
2. Dissents from any decision by the referee
3. Is guilty of unsportsman like conduct
4. Enters the game without the referee's permission

PLAYER EJECTIONS

1. Is guilty of violent or serious foul play
2. Uses foul or abusive language
3. Persists in misconduct after being cautioned

SUBSTITUTIONS shall be made: (FREE SUBSTITUTION AT ANY TIME FOR BRONZE DIVISION ONLY)

1. After an injury by either team, when the referee has stopped play
2. In between quarters or half-time
3. After a goal, by either team
4. Prior to a throw-in, in your favor
5. Prior to a goal-kick, by either team
6. A player may only enter at the halfway line and only after the referee has been notified and the player leaving is completely off the field of play.

GAME LENGTH Bronze/Silver: Four – 12 minute quarters with a 5 minute halftime and 1 minute breaks between quarters.

Gold/Platinum: Two 25 minute half with 5 minute break at halftime.

PLAYER EQUIPMENT Shin guards are MANDATORY! Footwear shall be a soft-cleat soccer shoe or sturdy tennis shoes (no cloth shoes) and all jewelry must be removed. Athletic supporters are recommended but not required. **Any player not complying with the equipment rules will not be allowed to play.**

PLAYER ELIGIBILITY All players must be registered and a waiver must be signed by a parent or legal guardian before a child will be placed on a team. **Players may play for only one team and once assigned, must remain on that team. The Parks & Recreation Staff will assign players to a team. A player should never be promised a position on a team or allowed to play without being registered.** Players not registered and not listed on a team roster, should be reported to the Parks & Recreation Office and will forfeit any games played in. **All players must play in the appropriate division. There is no moving up or down in a division for any reason.**

UNSPORTSMANLIKE CONDUCT Any player, coach or parent who engages in sportsmanlike conduct (e.g. fighting, punching, kicking, disrespect to officials, fans, or coaches, etc.) will be removed from the remainder of the game, and will be suspended for the following game. Very severe incidents will be reviewed by Parks and Recreation Director, whom will determine appropriate suspension.

SUPERCESSION OF RULES Any coach, parent, or volunteer who knowingly violates the rules set by Oxford Township Parks and Recreation will be immediately removed of all coaching responsibilities for a term to be determined by the Parks and Recreation Director.