



Penn Legacy Rec Winter Soccer League Rules

FIFA Laws of the game will apply as modified by USYSA and EPYSA as described herein.

1. Duration of games by age, halves and ball size

| <u>DIVISION</u> | <u>LENGTH</u> | <u>BALL SIZE</u> |
|-----------------|---------------|------------------|
| U10 & U12 | 2 x 20 mins. | 4 |
| U15 | 2 x 20 mins. | 5 |

In fairness to groups renting fields after us it is critical that all matches start on time.

Games (or game clock) must start at the time specified.

We cannot run long and reserve the right to modify match length to stay on schedule

There is no stoppage time for injuries.

Halftime shall be 2 minutes.

There are 3 minutes of transition time between matches. Warm up prior to taking the pitch.

2. Number of players

All age groups will play with 5 field players plus a goalkeeper (6 vs. 6).

For matches between different age groups, the younger team may play with an additional field player.

For matches pitting boys vs. girls, the girls team may play with an additional field player

3. Conduct

Coaches, players, and spectators are expected to abide by the Penn Legacy Code of Conduct that was available for review during the registration process.

<http://www.pennlegacy.org/documents/rec/PlayerParentCodeConduct.pdf>

<http://www.pennlegacy.org/documents/rec/CoachesCodeofConduct.pdf>

At the discretion of the Club official or Fieldhouse Management, spectators, coaches and/or players will be ejected from the facility for any disruptive behavior.

4. Equipment

Penn Legacy Rec will provide pinnies & game balls.

Coaches may also elect to use their own equipment or outfit their teams in like colored jerseys.

All players must wear size and age-appropriate shin guards.

All players must wear molded rubber soled cleats or indoor shoes, or sneakers. Players with casts or braces will be permitted to play at the referee's discretion. Jewelry may not be worn during games.

5. Start of Game

Kickoff can be played forward or back, however, you cannot score directly off of the kickoff

6. THERE WILL BE NO OFFSIDES PENALTY. (However, cherry-picking is frowned upon)

7. Substitutions

Substitutions will be allowed on the “fly”. Players should pass one another within 5 yards of the bench area

8. Throw-ins

The team that did not kick the ball out of play over the sideline throws the ball in at the same point that the ball went out. The referee will determine where the ball went out. A player cannot score a goal directly from a throw-in – violation of the rule will result in a goal kick.

9. Goal Kicks

When the attacking team kicks the ball out of play over the end line, the defending team will get a goal kick. The goal kick is taken in the penalty area, no more than 5 yards away from the goal posts. No player may touch the ball on a goal kick until the ball clears the penalty area.

10. Corner Kicks

When the defending team kicks the ball out of play over the end line, the attacking team will get a corner kick. The corner kicks should be taken at the point where the end line and sideline meet. A goal can be scored directly from a corner kick. Defenders must stand 7 yards away from ball on corner kicks.

11. Direct Free Kicks

Defenders must be 7 yards away from the ball on ALL free kicks.
The following violations justify a direct free kick:

- Charging - running at an opponent in a violent or dangerous way
- Hitting/kicking - striking or attempting to strike an opponent
- Holding - grabbing an opponent to keep opponent from the ball
- Pushing - using the hands or arms to push aside an opponent
- Tripping - causing an opponent to trip
- Handballs – intentionally playing the ball with hand or arm

12. Indirect Free Kicks

The following violations justify an indirect free kick:

- Obstruction - a player without the ball and without intention of playing the ball, blocks or leans into an opponent
- Dangerous Play - playing in such a way that could cause injury
- Delay of Game - goalie taking more than 6 seconds to put the ball in play
- Goalkeeper Back Pass Violation - a teammate intentionally KICKS the ball back to the goalie and he/she uses his/her hands.
- Hitting the ceiling –An indirect kick is awarded against the team that hit the ceiling. The ball is spotted where the player kicked the ball (not where the ball hits the ceiling).
- Intentional heading of the ball at the U10 and U12 age level.

13. Headers

Intentional heading of the ball is not permitted at the U10 & U12 age level.

Violations of this rule will result in the awarding of an indirect free kick to the opposing team. If the infraction occurs within the penalty arch the ball will be placed on the arch

14. Penalty Kick

A penalty kick will be awarded when the defending team commits a direct free kick violation inside their penalty area. The goalkeeper must stay on the goal line until the ball is kicked. The kicker cannot play the ball again until another player touches the ball. All Penalty kicks will be taken from the penalty spot.

15. Goalkeepers

Goalkeepers may NOT play the ball with their hands if the ball is intentionally kicked back to them by one of their own players. Goalkeepers are NOT allowed to punt the ball. Balls may be put back into play by throwing or a drop kick. (striking off the bounce)

16. Cautions

A yellow card will be given as a warning.

Players issued yellow cards in consecutive matches will sit out the NEXT scheduled game

NOTE: Chewing gum or spitting on the turf is not permitted. Any player or coach who is found to be chewing gum the first time will be told to get rid of the gum and will be given a verbal warning. Any subsequent player or coach from the same team found to be chewing gum will be cautioned. Any player or coach who spits on the turf be cautioned immediately.

17. Ejection

A red card is given for a second yellow card, a serious foul, or a dangerous act performed in any one game. A red-carded player must leave the playing area immediately.

The team may bring a player on to replace the ejected player.

Any red-carded player must sit out the NEXT scheduled game.

18. ABOVE ALL...

HAVE FUN!