

City of Hanahan Recreation Department

Youth Soccer Game Day Rules

Objectives

To provide recreational soccer leagues in a family environment.

Hanahan Recreation will play all games following FIFA Laws of the Game league with the following modifications to allow for changes to game length & format, player numbers, substitutions, and safety.

Officials

All officials over the age of 18 working these matches will hold a current USSF badge or SCHSL approval. If not, their name will be submitted to the City of Hanahan for a background check approval. The official will report all scores in the ArbitersSports system and make notations of cautions, ejections and injuries under "Comments."

Hanahan Soccer Facilities

There will be a facility supervisor at each game. They are Rec Department employees, and as such, represent the final authority for each situation not handled by the referee.

Game Length and Player Numbers Adjustments

Division	#per side	Minimum #	Length	Ball Size	Halftime	Offside
U10	8v8	6	4 (10 min) quarters	4	5 min	Yes
U13	9v9	7	4 (12 min) quarters	4	5 min	Yes
U16	11v11	7	2 (30 min) halves	5	8 min	Yes

Game Format

Pregame

- Prior to the game, the referees will check the shin guards and cleats of all players for safety.
- The referee will also make sure all jewelry is removed (tape may not cover piercings).

Kick-off

- The referee will conduct a coin toss to determine which team will have kick and teams' starting sides. Present at the coin toss will be at least 1 representative from each team.

Game

- Each quarter/half will start with a kickoff alternating teams to take the kick.
- Breaks between the 1st and 2nd quarter as well as the 3rd and 4th quarter will be no more than 2 minutes.
- The teams will switch sides at the half.
- Games will be played with a running clock. Time may be added, at the discretion of the referee, for injuries.
- There is no overtime period, games may end in a tie.

Postgame

- Teams will line up and shake hands with opponents in a show of good sportsmanship.

Player Safety

- No Slide Tackling in any age group – restart with an IFK for infractions or DFK if player fouled opponent in the process of sliding. Sliding without an opponent in the ball playing vicinity is allowed.

To promote safety, the following precautions have been added (as per the direction of SCYS)

- U10 Goalkeepers - No punting, drop kicks or kicking of bouncing balls. Restart is an IFK. (Indirect free kick - a free kick that cannot score a goal unless it is touched by 2 players. The ball becomes live when it is kicked and moves but must be touched by another player before it can enter the goal. A touch, then kick does not constitute the 2-touch requirement.)
- No Heading U10 or U12– restart with an IFK for the infraction of intentional heading.

Goalkeeper possession U10's:

To promote a fair release of the ball by a goalkeeper with possession in hand, the opponents must back out of the penalty area beyond the penalty arc. The official will indicate an invisible line parallel to the goal line and it will be recognized as the build out line. The goalkeeper can then choose to throw the ball to a teammate, put the ball at his feet and kick or pass to a teammate. The goalkeeper may not punt the ball or kick from a bounce. The ball may not be attacked or touched by an opponent until it has either passed the build out line or been touched by a teammate of the goalkeeper.

Throw-Ins

A second attempt will be allowed during regular season games for U10's and U13's as this is a learning league. No second attempt will be allowed during tournament play.

Offside

ONLY - Obvious Offside will be called in all leagues/age brackets. This is to discourage "Cherry Picking".

Substitutions

It is the expectation of the league that **all players play a minimum of 50% of the game.**

U10's and U13's – Unlimited Substitutions may be made at the following times:

- Substitutes must check-in and stand in the substitution zone at center field prior to the following substitution opportunities:
 - Prior to a throw-in in your favor or your opponent's throw in if throwing team is subbing.
 - Prior to any goal kick
- Substitutes may enter from the bench during the following opportunities:
 - After any goal scored.
 - During halftime or quarter breaks
 - After an injury, by either team, when the referee stops play and the injured player is substituted.

U16 - Unlimited substitutions at any stoppage at the approval of the referee as per FIFA law. Substitutions may be disallowed if they prevent a quick restart by an opponent.

Substitutes must be standing in the substitution zone prior to the stoppage except after a goal has been scored, an injury or during halftime break. If, in the opinion of the referee, the substitutions are used as a time-wasting tactic, a caution may be issued to the coach.

Player Uniforms

Players will be checked prior to the match for compliance to the uniform policy.

- The minimum uniform requirements are matching shirts or jerseys with a six (6) inch number on the back. The recommended uniform is a matching shirt, shorts, and socks.
- Each player **MUST** wear shin guards. **NO EXCEPTIONS!!!**
- Each individual team must provide a different color shirt for their goalie. It may not match either team's field players' color. Players that play the goalie position are encouraged to provide their own different colored shirt.
- Athletic shoes or shoes with molded cleats may be worn. No steel, metal, replaceable or "screw-in" cleats may be worn.
- No Jewelry: except for religious or medical medals. Religious and medical item must be taped to the body, and the referee must be notified prior to the game.

Piercings and bracelets may not be covered with tape or band aids.

Team Bench Area

Coaches/Teams must be separated by the halfway line and each coach and team member must **ALWAYS** stay on their side of the half. They cannot stand in the substitution area at center field. Coaches may not enter the field or stand behind the goal during the game. A referee may request the assistance of a coach to tend to an injured player. Spectators and parents **ARE NOT ALLOWED** to be on the same side of the field as the team benches or behind the goals. Parents are to sit across the field from their team's bench. (Parents and spectators on one side and players and coaches on the other side). Coaches are responsible for the conduct of their players, parents and spectators.

Injuries and Ejections

All injuries and ejections will be reported to the facility supervisor. Ejections will require the "issuing official" to email the assignor with a report including name of player, team and reason for ejection. Details pertinent to the incident must also be included.

Forfeits & Match Adjustment

A 10-minute grace period will be given to the **first game of the season**. If a game starts late because of coaches and/or players, then each quarter/half will be shortened equally to adjust to the allotted field time usage and allow any other games to start on time.

All other games – GAME TIME is FORFEIT Time. If either team (or both) are not able to field the minimum number of players to play, they automatically forfeit.

If a game is suspended due to weather or other circumstances, the league may opt to reschedule. However, games that play 2 FULL quarters or one FULL half are counted as official and will not be rescheduled.

Rule Clarifications:

During any free kick, the ball is not live unless it is kicked, and it **moves**. Once the ball is kicked, it may not be played by the same person until someone else touches it. This would be considered a double touch infraction and an indirect free kick would be awarded to the opponent. A tap on top of the ball does not constitute a kick. It will not allow for a second person to put the ball into the goal during an IFK situation. In clarification, a tap on top prior to a free kick does not constitute a double touch if the person who taps the ball, then kicks it.

Drop balls are now uncontested. Any drop ball in the penalty area – the ball goes directly to the keeper. Drop balls outside the penalty area, the ball goes to the team that had possession when play was stopped. The person taking the drop may not score unless the ball is touched by another player.