

Town of Moncks Corner Parks & Recreation Youth Soccer Game Day Rules

Objectives

To provide recreational, learning soccer leagues in a family environment. Participants in this league must adhere to the highest ideals of good sportsmanship. Moncks Corner will play all games according to official FIFA laws with the following modifications to allow for changes to game format, length, 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 Town of Moncks Corner for a background check or approval. The official will report all scores in the ArbiterSports system and make notations of cautions, ejections and injuries under "Comments."

Town 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
U6	6v6	5	4 (6 min quarters)	3	5 min	No
U8	9v9	5	4 (8 min quarters)	4	5 min	No
U10	8v8	6	4 (10 min) quarters	4	5 min	Yes
U13	9v9	7	4 (12 min) quarters	5	5 min	Yes
U16	11v11	7	2 (30 min) halves	5	8 min	Yes

Game Format

Pregame

- Prior to the game, the official will check the shin guards and cleats of all players for safety. They will also confirm no jewelry is being worn by the players.
- The referee will conduct a coin toss to determine which team will have kickoff and team starting side. 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 swap sides at the half.
- Games will be played with a running clock. Time may be added, at the discretion of the referee, for injuries.

Postgame

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

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.

Player Safety

To promote safety, the following precautions have been added:

- 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)

- U8 & 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 U8, U10 or U13– restart with an IFK for the infraction of intentional heading.

Substitutions

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

U8's, U10's and U13's – No substitutions during game stoppages of the first 2 quarters to allow for the players to get a full quarter on the pitch. Those on the bench during the first quarter will get to play the full second quarter. Unlimited substitutions may be made during the 3rd and 4th quarters 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.

Team Bench Area

Coaches/Teams must be separated by halfway line and each coach/team member must always stay in their technical area. This is the area on their side of the half between the circle and the penalty area. Spectators and parents are not allowed to be on the same side of the field as team benches parents/spectators. They should sit across the field from their team and are not allowed behind the goals. Coaches are responsible for the conduct of their players and fans.

Player Uniform Policy

Player equipment shall include jersey, shorts, socks, suitable shoes and shin guards. Athletic shoes or shoes with molded cleats may be deemed suitable. No steel, metal replaceable or screw in cleats may be worn. Shin guards will be worn UNDER the sock. The team members will wear matching jerseys with unique numbers clearly printed on the back except for the goalkeeper. The goalkeeper must be clearly and easily identifiable. Goalkeepers may wear a bib, penne or jersey that contrast **all field players' jerseys**. Additional equipment: Sweat bands and hair control devices may be worn if made of soft material.

Jewelry shall not be worn 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.**

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 during the first game of the season only. If either team (or both) are not able to field the minimum number of players to play, they automatically forfeit. 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. NO GRACE PERIOD FOR ANY GAMES SCHEDULED AFTER THE FIRST GAME OF THE SEASON. GAME TIME IS FORFEIT TIME.

If a game is suspended due to weather or other circumstances, the league may be rescheduled. However, games that play 2 quarters or one 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.