

# Haverford Soccer Club Fall Intramural Rules

## Coaching Goals and Responsibility

- Coaches are responsibility to keep the Fun in the Fun League
- The coaches may make the league as competitive as they can, so long as FUN comes first
- If one team is short players, the coach with more players shall offer a group to the other coach who can pick some of them to fill the team
- Teams should only have a maximum of 2 coaches on the sideline
- Parents should not be behind the goals and should stand on the other side to the coaches and players
- If both teams are short, you may play with less players, pull goals forward, make a game of it, but only if the sum of both teams is too low to play the intended game size
- A team should always have at least one sub
- If teams are playing short, all players EXCEPT ONE SUB must be on the field.
- No Slaughter / Player Dignity Rule
  - at a 4 goal differential the losing coach must add a player and inform Referee
  - at a 6 goals differential the leading coach must pull a player and Inform Referee
    - **The leading coaches' is responsible to ensure goal differential does not exceed eight (8). Have your players kick non-dominate foot, lend them your best players. If the differential exceeds 8, the referee will end the game. Teams will be asked to mix players and coaches 50/50 and resume as a scrimmage as time allows**
  - Both coaches shall strive to preserve the dignity of all players!
  - In the event of an unavoidable lopsided final score, both coaches shall contact the club with an explanation
- Coach and Parent Ejections follow a three-step rule
  - Referee will ask for both coaches assistance to modify behavior ( his or parents)
  - Referee will warn both coaches if it continues to effect game , game will be stopped
  - Referee will eject coach or ask coach to eject parent
  - Coaches are expected to follow referee's direction on the field, and should email the league after the game if any concerns

## General Rules

- All Rules are in accordance with Eastern PA Youth Soccer unless noted
- All teams shall report to the assigned field fifteen minutes prior to the scheduled start.
- All players shall wear shin guards and appropriate footwear.
- Opposing coaches and players should shake hands after each game.
- No alcoholic beverages will be consumed or allowed near the playing area.
- In the absence of a referee, a coach or parent (one) shall monitor play
  - If either coach feels that the game cannot be played safely without a licensed referee, the game should not be played or should be abandoned.
  - The primary concerns of the monitoring adult are the safety and enjoyment of the players.
  - Haverford SC has provided a whistle to every coach as a contingency.
- Players shall play at least 50% of the game.
- U7, U8, U9 and U10 have age specific developmental rules for goal kicks, fouls, throw-ins and no PK's.
- U11-U19 play normal soccer rules with 9v9 or 11v11 and field sized to be determined and they have slightly different playing times. U11, U12 play with a size 4 ball
- U13-19 play on a size 5 ball
- All groups have specific game lengths
- NEW National Rules – there is no heading for any players playing soccer if they are U11 years and under!

# Under-6 and Under -7 Playing Rules

The only difference between U6 and U7 is that U7 may have a referee at each field and the field may be slightly larger. The coaches shall coach U7 from only the sidelines and should encourage good treatment of the young referees learning their game. U6 coaches are encouraged to be nurturing and where necessary to achieve that goal may enter the playing field for limited times.

## General Club Rules

- Each team will report to its assigned field at its assigned time
- Each team will have two coaches who are assigned up to 12 players.
- All coaches shall hold an up to 25 min “warm-up/ practice session”
- The league has suggestions and support to assist new coaches for their “training session”
- After the practice session, divide the team into two groups (A and B)
  - o equal talent
  - o different combinations each week
- Both group A’s should play and both teams group B should play
- Games must end on time even if you start late

## Soccer Rules Modified

**Rule I**-The Field: 30x20 yards

**Rule II**-The Ball: Size three (3)

**Rule III**-Number of Players: (Four and no Goalkeepers)

**Rule IV**- Off Sides: None

**Rule V**-Duration of the Game:

- A. The game shall be divided into four (4) equal, eight (8) minute quarters.
- B. There shall be two (2) minute break between quarters and a two (2) min halftime.

**Rule VI**-The Start of Play:

Kickoffs: the field should be marked with a circle, normal is for defenders to be behind the circle.

**Rule VII**-Fouls and Misconduct:

- A) No yellow or red cards shall be issued to players
- B) Players with difficulty controlling themselves should be sent off the field to calm down.

**Rule VIII**-Free Kicks: (all fouls indirect and opponents must be 3 yards away)

**Rule IX**-Penalty Kicks: There are no Penalty Kicks in small-sided games.

**Rule X**-Throw-In: (Replaced by a Kick-in, and MUST BE KICKED, Opponents 3 yards away)

**Rule XI**-Goal Kick:

- A) If the team attempting to score a goal kicks the ball over the goal line outside the goal posts
- B) Opposing team puts the ball back into play with a goal kick.
- C) The Goal Kick should be taken within 2-3 yards of the goal
- D) Opposing players must be at midfield

**Rule XVII**-Corner Kick: (If defenders put ball out of play over then goal line outside of the goal, restart is normal corner kick of the other team)

# Under-8 Playing Rules

U8, U9 and U10 play one game and do not split into two as with the U6 and U7. U8, U9 and U10 all play with essentially the same rules on slightly larger fields, larger goals, longer times and slightly different goal kick restart rules, based on the physical ability of the players to clear the ball for a restart.

## Modification of Rules:

**Rule I**-The Field: 50 x 30 yards

**Rule II**-The Ball: Size three (3)

**Rule III**-Number of Players: 6v6 including keepers, keepers replaced every quarter

**Rule IV**- Off Sides: None

**Rule V**-Duration of the Game:

- A. (4) Equal, ten (10) minute quarters.
- B. There shall be two (2) minute break between quarters and a 2 min half-time break.

**Rule VI**-The Start of Play:

- A. Opponent must be out of the circle, which is scaled smaller on this field.

**Rule VII**-Fouls and Misconduct:

- A. All Fouls are called as Indirect
- B. No yellow or referee cards shall be issued to players.
- C. Players having difficulty will be sent off the field until they calm down.

**Rule VIII**-Free Kicks: Conform to FIFA with the following exception:

- A. All free kicks will be indirect.
- B. Opponents must be (5) yards away.

**Rule IX**-Penalty Kicks: There are no Penalty Kicks in U8, U9, 10 (club rule)

**Rule X**-Throw-In:

- A) General understanding of mechanics
- B) Hands above and start behind the head, back foot at or near the ground
- C) Referees encouraged to call a retake on bad throws, explain
- D) Referees will call the foul on the second throw if poorly thrown

**Rule XI**-Goal Kick: Club rule to promote restart of game:

- A) Initiate the goal kick from the UniBox
- B) Defenders must return to the midfield line to allow ball to get into play

**Rule XII**-Corner Kick: If team defending the goal last touches ball before it crosses goal line, the attacking team puts it into play with an indirect kick from the corner. (Normal)

**Rule XIII** – Pass back (intentional pass back to goalkeeper, goalkeepers can pick up with their hands) is allowed for U8 (club rule)

**Rule XIV** – Goalkeepers are not allowed to punt the ball from their hands

# Under-9 Playing Rules

**Goals: 6x18 feet**

**Rule I-The Field:** The field of play shall be rectangular; 60 x 40 yards

**Rule II-The Ball:** Size four (4)

**Rule III-Number of Players:**

- A. 7v7 including Goalkeepers
- B. Keepers should be replaced every quarter

**Rule IV- Off Sides:** None

**Rule V-Duration of the Game:**

- A. four (4) equal, thirteen (13) minute quarters.
- B. 2 min break between quarters and 2 min half time break

**Rule VI-The Start of Play:** Conform to FIFA, with the following exception:

- A. Opponent must be out of the center circle, which is scaled smaller for this field

**Rule VII-Fouls and Misconduct:** Conform to FIFA with the following exception:

- A. All Fouls are indirect, No Direct and No PK's
- B. No cautions or ejections shall be issued to players
- C. Players with difficulty controlling themselves will be sent off the field to calm down.

**Rule VIII-Free Kicks:** Conform to FIFA with the following exception:

- A. All free kicks will be indirect.
- B. Opponents must be three (5) yards away.

**Rule IX-Penalty Kicks:** There are no Penalty Kicks in U9.

**Rule X-Throw-In:**

- A) General understanding of mechanics
- B) Hands above and start behind the head, back foot at or near the ground
- C) Referees encourages to call a retake and explain and call the general mechanics of the second throw

**Rule XI-Goal Kick: to promote restarts Club rule:**

- A. Goal kick can be initiated anywhere in the penalty box.
- B. Defenders must return to the mid field line to allow ball to get into play

**Rule XII-Corner Kicks:** normal

**Rule XIII-** Normal pass back rules – Goalkeepers are to play with their feet after receiving a ball played back to them

Rule XIV – Goalkeepers are not allowed to punt the ball from their hands

# Under-10 Playing Rules

**Goals: 6x18 feet**

**Rule I**-The Field: Typically 60 x 40 Yards

**Rule II**-The Ball: Size four (4)

**Rule III**-Number of Players:

A. 7v7, including Goalkeepers

B. Goalkeepers should be replaced every quarter

**Rule IV**- Off Sides: None

**Rule V**-Duration of the Game:

A. four (4) equal, thirteen (13) minute quarters.

B. 2 min break between quarters and a 2 min half-time break

**Rule VI**-The Start of Play (normal)

**Rule VII**-Fouls and Misconduct: Conform to FIFA with the following exception:

A. All Indirect, No Direct, No PK

B. No yellow or red cards shall be issued to players.

C. Players having difficulty controlling themselves will be sent off the field to calm down

**Rule VIII**-Free Kicks: Conform to FIFA with the following exception:

A. All free kicks will be indirect.

B. Opponents must be (5) yards away.

**Rule IX**-Penalty Kicks: There are no Penalty Kicks in U10.

**Rule X**-Throw-In: (Normal)

A. Referees will be encouraged to call a reasonable effort acceptable, ball must start behind the head, two hands and toe attempted to remain on the ground - but no retakes

**Rule XI**-Goal Kick: to promote restarts Club rule:

A. Goal kick can be initiated anywhere in the penalty box.

B. Defenders return to mid field to allow the restart

**Rule XII**-Corner Kicks: normal

**Rule XIII**- Normal pass back rules – Goalkeepers are to play with their feet after receiving a ball played back to them

Rule XIV – Goalkeepers are not allowed to punt the ball from their hands

# Competitive Divisions

U11/U12, U13/14 and High School U15-U19

*The intent is to play all divisions above U11 with NORMAL soccer rules with the exception of playing time and ball size, number of players and field size.*

These games may be played as 9v9 on a 80 yard field or 11v11 on a 100 yard field depending on registration numbers and field availability. The following list is to help new Coaches be more prepared and outlines what is changed from the previous U9/U10 rules.

**There is no heading for players U11 or younger!**

**Goals: U11/U12 7x21 feet**  
**U13/U19 8x24 feet**

**Rule I-The Field: U11/U12 80x50 yards**  
**U13/U14 100x70 yards**

**Rule II-The Ball: Size four (4) for U11/12 and size five (5) for U13 and above**

**Rule III-Number of Players:**

- A. U11/U12 9v9 including Goalkeeper**  
**U13/U19 11v11 including Goalkeeper**
- B. U11 to U14 shall rotate keeper at half-time**
- C. Substitutions Normal, which means by Referee approval, you may request:**
  - Prior to throw in**
    - Initiated when in your favor (on your throw-in)**
    - Matched (if initiated by the other teams first)**
  - Prior to goal kick by either team**
  - After an injury by either team**
  - At half-time**

**Rule IV- Off Sides: Normal**

**Rule V-Duration of the Game:**

**U11/12 2 halves of 30 min each**

**U13/14 2 halves of 35 min each**

**U15-19 2 halves of 40 min each**

**Rule VI-The Start of Play: normal**

**Rule VII-Fouls and Misconduct: normal with yellow and red cards**

**Rule VIII-Free Kicks: normal**

**Rule IX-Penalty Kicks: yes, normal**

**Rule XI-Goal Kick: normal**

**Rule XII-Corner Kicks: normal**

**Rule XIII- normal, intentional pass-back handled by the keeper is a foul**

**Rule XIV – Assistant referees on 9v9 games may be parents if requested by the referee**

# What Is Offside

(A simple description to those entering U11 and or new to soccer)

- A. ARs, assistant referee, have the primary role for calling Offside **not the center referee**
- B. ARs are not staffed on 7v7 games
- C. A center Referee, when properly in position, rarely has the same clear angle as the Coaches do to judge the pass to the offside players. If there is a consistent concern with play calling please notify the league.
- D. Coaches should not encourage players to wait in offside and thus ineligible positions, especially in games without ARs.
- E. To Be Ruled Offside, a player must
  - a. Be In an Offside Position**
    - i. and thus ineligible to play the ball
    - ii. behind the second to last defender (goalie counts as a defender)
  - b. And Must become involved in the play**
    - i. By directly playing the ball
    - ii. By directly getting in the way of other players
    - iii. If they stand there and wait, it's OK, they can resume when back on side
- F. There is no offside in a corner kick. but there is after the first touch on the ball
- G. There is no offside on a throw in, but there is after the first touch on the ball