

# ***FAIRHOPE RECREATION SOCCER RULES REGULATONS***

## ***Section I Administration***

## ***Section II Rules Governing Play***

## ***Section III Board Actions Effecting Play***

### ***SECTION I***

#### **I. TEAM ASSIGNMENTS**

A. The Recreation Committee will be responsible for and shall participate in the initial team assignments.

1. Players will be divided into age groups according to their birth year of each playing season.
2. Within these age groups, players will be divided into teams according to experience and ability to form as evenly balanced teams within an age group as possible.
3. After play begins, league director will assign replacement players to teams to fill vacancies as they occur. Replacements will be assigned in such a manner that the age, experience and ability, balances are maintained, as far as possible, on all teams within the age group.

#### **II. TEAMS**

A. Teams shall be organized into age groups per USYS birth year matrix. A soccer year runs from August of one year through July of the following year. A player's Age Group for the Fall and Spring season is based on the ending season of the soccer year, so the Spring season. For example, Fall 2019 and Spring 2020 is part of the 2019-20 soccer year.

#### **Fairhope Soccer Age Groups:**

1. U5-U6
2. U7-U8
4. U-9U10
5. U11-U12
6. Intramural – Middle School Aged & High School Aged

B. No official game score is kept in age groups U8 and below, and no league standings are maintained.

C. Practice: U8 & below 1-2 days/week or at least 3 practices before games begin then 1 game/1 practice ratio is plenty for this age group for about 45 minutes. U10 & above—2 days/week or at least 3 practices before games begin then 1-2 practices/1 game or 2 games/1 practice, no more than 3 touches per week for about 45 minutes.

D. With the approval of the Recreation Committee Chairperson and Club Director, a player will be allowed to play up one age group, if it is in the best interest of the player and the league.

E. Players are not allowed to play “down” in age groups.

***F. Fairhope recreation players are NOT allowed to participate on both Recreation & Competitive/Travel team during the same season.*** However, a recreation player will be permitted to “guest play” with a Fairhope Academy team as per Director of Coaching’s recommendations.

G. Age groups may be altered, by a majority vote of the Recreation Committee and Club Director, to allow for adequate participant numbers and or teams in each age group.

### **III. PLAYERS**

A. Required to have a soccer ball, water bottle, wear shin guards and soccer cleats. No football or baseball cleats allowed. Uniforms and/or jerseys are required during game day.

During cold weather warm-up suits, etc. may be worn under the uniform; the uniform must be visible at all times.

B. Each player shall play at least one-half (1/2) of the game, however, this rule does not apply in the event of an injury to the player.

C. Players who fail to attend practice regularly may be limited to one (1) quarter per game when they have missed 25% of their team’s practices and may be excluded from playing in games when their absence from practice reaches 50%. However, before invoking this provision, the player must be warned of the impending action in a timely manner which would permit him/her to take corrective action and the group Commissioner must be notified and investigate prior to any disciplinary action being taken.

D. Players found guilty of unsporting behavior on or off the field of play may be dropped from the team roster at the discretion of the Fairhope Soccer Club Disciplinary Committee after due hearing.

E. Players playing with a cast are allowed to play as long as the cast is properly padded & wrapped over. Players **MUST** have written permission from a physician that they can play. ***Permission form MUST be given to the referee during each game as long as cast is present. Referee has FINAL decision on ability of play.***

#### **IV. COACHES**

A. The Recreation Committee will assign coaches to teams after registration has closed.

B. All volunteer coaches/assistant coaches **MUST** register with Alabama Soccer Association for a background check prior to the start of the season. Background checks are good for 1 (one) year. All volunteer coaches/assistant coaches **MUST** complete required concussion training, sexual abuse training & safety certification as per Alabama Soccer Association.

#### **C. Side-Line Coaching**

1. At no time shall the coaches be permitted to “run” the sideline. He/she shall be confined to the center of the field, to ten yards towards the direction of his/her own bench area.
2. Each coach shall be on the same touchline, opposite the spectators. ***No more than two (2) coaches are permitted in the team area during a game. No spectators are permitted in the team areas during a game.***
3. No coach or parent is allowed to stand at or near the goal or in the area immediately beyond the goal just beyond the goal line and coach or give direction to any player.

D. Coaches found guilty of unsporting behavior during practice or league game will be reported to the Fairhope Soccer Disciplinary Committee.

E. The coaches shall not participate on the Fairhope Soccer Disciplinary Committee. The coaches shall not participate on the Fairhope Soccer Disciplinary Committee. Disciplinary Committee shall be made up by Recreation Chairperson, Club Director, Academy Director and Head Referee Assignor.

## **V. PLAYING SCHEDULE AND TEAM STANDINGS**

A. Game day schedules will be posted online at least 1 week prior to the season starting.

B. Teams' standings, (for age groups that maintain records and standings,) shall be determined on a point system.

1. Winning teams receive three (3) points.
2. Losing team receives zero (0) points.
3. Teams involved in a tie receive one (1) point each.
4. Games not rescheduled in this time period will result in zero points (0) being awarded to both teams.

C. Scoring will be determined by:

- Points
- Goal Differential up to 4
- Goal Scored
- Goals against
- Head-to-head
- Shootout

D. Games canceled (usually due to weather) shall be rescheduled within a timely period before season end. If a coach has a scheduling conflict, they must inform the Scheduling Admin immediately. Both coaches of the teams involved shall agree on an acceptable make-up time and obtain approval from Scheduling Admin.

## **VI. OFFICIALS**

A. Whenever possible, officials shall be scheduled for each game by the referee assignor as indicated below:

1. U-6 4 v 4: Format, no officials, coaches shall oversee the game.
2. U-8 4 v 4: Format: one referee will be assigned, usually a training ground for new referees.
3. 5 v 5 Format: 1 (one) referee will be assigned.
3. 7 v 7 Format: 1 (one) referee will be assigned; 1(one) assistant may be assigned
4. 9 v 9 Format: 1 (one) referee will be assigned; 1(one) assistant may be assigned

B. An official shall rule on any point not covered in these rules, according to the guidelines set out in the FIFA Laws of the Game.

C. The officials will monitor and rule on conduct, both on and off the field, for players, coaches and spectators. Warnings and or disqualifications may result in objecting to decisions, for unsporting behavior or interfering with the playing of the game and for foul or abusive language. **ARGUING WITH THE REFEREE IS UNACCEPTABLE.**

D. The officials shall be responsible for:

1. Acceptable playing conditions.
2. Proper conduct of the game.
3. Keeping the score and the official time.
4. Decisions to suspend or terminate a game.
5. Reporting ejected players and coaches to the head official who in turn shall notify the Rec Committee Chairperson within 24 hours for disciplinary action.

E. The officials will not participate on the Fairhope Soccer Disciplinary Committee but may act as advisors.

F. If any time during the season, an issue or complaint occurs, use the following chain of command:

1. Referee Coordinator
2. Recreation Chairperson
3. Club Director
4. FSC President

**SECTION II.**

**I. RULES GOVERNING PLAY**

A. The Fairhope Soccer League shall be bound by the rules of the Alabama Soccer Association (ASA), US Youth Soccer Association, (USYSA,) the Federation International Football Association (FIFA,) and the United States Soccer Federation (USSF,) except as modified below.

**II. RULE MODIFICATIONS----**

A. The following table of rules modifications keyed to the particular " Standard Law of Game " is adopted for use by Fairhope Recreation Soccer:

		<b>4v4</b>	<b>5v5</b>	<b>7v7</b>	<b>9v9</b>
Law 1	Field of Play	30-35 yds x 20-25 yds Goals 4x6ft	50 yds x 35 yds; Goals: Bownet	35-45yds by 55-65 yds; Goals: 6.5 x 18.5ft	45-55 yds x70-80 yds; Goals:

			6.5 x 18.5 ft.		6.5 x 18.5 ft.
Law 2	Ball Size	3	5	4	4
Law 3	Playing Format; Roster Size	4v4 7 players	5v5 7-9 players	7v7 10 players	9v9 12 Players
Law 4	The Player Equipment	Conform to FIFA, No jewelry, shirt tails tucked in	Conform to FIFA, No jewelry, shirt tails tucked in	Conform to FIFA, No jewelry, shirt tails tucked in	Conform to FIFA, No jewelry, shirt tails tucked in
Law 5	The Referee	U6 -No Referee assigned, both coaches on field U8-One referee, usually a training ground for new referees	One Referee	One Referee	One Referee
Law 6	The Assistant Referee	None	None	None	None
Law 7	Duration of Match	U6-4x8 minute quarters; U8-4x10 minute quarters: (2 minutes between quarter & 5 minute half)	2x25 halves 5 minute half-time periods	2x25 halves 5 minute half-time periods	2x25 halves 5 minute half-time periods
Law 8	The Start and Restart of Play	Opponents must be 4yds away from ball on all restarts; Teams will switch sides at half. All quarters will begin with a kick-off	Conform to FIFA	Conform to FIFA	Conform to FIFA
Law 9	The Ball In and Out of Play	Conform to FIFA	Conform to FIFA	Conform to FIFA	Conform to FIFA

Effective September 2007, rev. 2.1.21

Law 10	The Method of Scoring	Conform to FIFA	Conform to FIFA	Conform to FIFA	Conform to FIFA
Law 11	Off sides	None	Yes	Yes	Yes
Law 12	Fouls and Misconduct	Conform to FIFA, except that ALL infringements must be explained to the players	Conform to FIFA	Conform to FIFA, except that opponents must be 10 yds from ball	Conform to FIFA
Law 13	Free Kicks	All free-kicks are indirect, all players must be 4 yds	Conform to FIFA	Conform to FIFA	Conform to FIFA
Law 14	Penalty Kick	None	Conform to FIFA	Conform to FIFA	Conform to FIFA
Law 15	The Pass-In(Throw In)	<b>No Throw-In; only kick-in or pass-in</b>	<b>No Throw-In; only kick-in or pass-in</b>	Conform to FIFA	Conform to FIFA
Law 16	Goal Kick	Goal kick taken at in the vicinity of goal	Conform to FIFA	Conform to FIFA	Conform to FIFA
Law 17	Corner Kick	Conform to FIFA	Conform to FIFA	Conform to FIFA	Conform to FIFA
	Kicks	Opposing players must be 4 yds from all kick-free kick,kick in, kick off, corner kick,etc.	Opposing players must be 10 yds from all kick-free kick, kick in, kick off, corner kick,etc	Opposing players must be 10 yds from all kick-free kick,kick in, kick off, corner kick,etc	Opposing players must be 10 yds from all kick-free kick,kick in, kick off, corner kick,etc
	Goalkeeper	NO	YES-No Punting	YES-No Punting	YES

**HEADING RULE:** Deliberate heading is not allowed in U12 and below games

If a player deliberately heads a ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offence

If a deliberate header occur within the goal are, the indirect free kick should be taken on the goal are line parallel to the goal line at the nearest point to where the infringement occurred.

**BUILD OUT LINE:**

The build out line promotes playing the ball out of the back in a less pressured setting

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

The opposing team must also move behind the build out line during a goal kick until the ball is put into play

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense

If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

The build out line will also be used to denote where offside offenses can be called

Players cannot be penalized for an offside offense between the halfway line and the build out line

Players can be penalized for an offside offense between the build out line and goal line

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line



However, the goalkeeper can put the ball into play sooner but he or she does so accept the positioning of the opponents and the consequences of how play resumes

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play

Coaches are responsible for addressing these types of issues with their players

Referees can manage the situation with misconduct if deemed appropriate

Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

- U6 & U8 - Build out line is midfield
- U10 & above - Build out line is equidistant from midfield to goal line

