



BEAUFORT COUNTY PALS

YOUTH SOCCER RULES

FALL 2018

General Game Rules

Team Bench Area:

Coaches/Teams must be separated by half way line and each coach and team member must stay on their side of the half at all times. **Spectators and parents are not allowed to be on the same side of the field as team benches** (parents and spectators on one side, both teams on other side). Coaches are responsible for the conduct of their players and fans—refer to code of conduct. Please keep your bench area clean.

Uniforms :

All Coaches must be in their Coaches Shirt supplied by the Athletic Department. Any Coach not wearing a Coaches Shirt will not be permitted on the sidelines. No player is allowed to wear shoes with a toe cleat, jewelry, or shorts that have pockets or zippers. Please have a different colored shirt available for goalies to wear for the 7-16 age groups.

ALL PLAYERS MUST WEAR "AGE APPROPRIATE" SHIN GUARDS. NO SHIN GUARDS = NO PLAY

Equipment:

Equipment (cones and balls) necessary for practices and games will be issued by PALS to the coaches. The soccer coordinator will collect all equipment after the last scheduled game. Any lost/missing equipment must be reported to PALS. During the games the coach must share any PALS equipment with the other teams if necessary.

Weather Information:

Call after 3:30 p.m. during the week and after 8:30 a.m. on Saturdays for the latest rainout information:

Bluffton.....255-6724

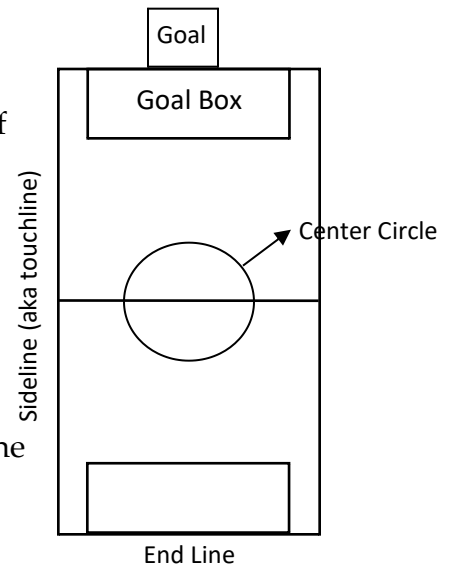
Beaufort.....255-6748

(Rainout phone numbers along with Facebook and Twitter addresses will be located on all schedules)

7 and Under Rules

Law 1 – The Field of Play:

- Dimensions: The field of play must be rectangular.
- The length of the touchline must be greater than the length of the goal line.
- Field: 40 x 25 for 4 B, 5-6 B, 4-5 G
- Field: 53 x (30) for 6-7 G
- Field Markings: A circle with a radius of four (4) yards is marked around it.
- Goal Area: Two lines are drawn at right angles to the goal line three (3) yards from the inside each goalpost. These lines extend into the field of play for a distance of three (3) yards and are joined by a line drawn parallel with the goal line.
- Goals: 6' by 8'



Law 2 - The Ball: Size three (3)

Law 3 – The Number of Players: A match is played by two teams, each consisting of not more than **6 players including the goalie**. If a team does not have enough players to field a team they may borrow a player from the opposing team. The opposing coach will choose the player.

- Substitutions: At the end of each quarter or half.
- Playing time: Each player shall play a minimum of 50 % of the total playing time.

Law 4 – The Referee: An official coach will be used. One coach per team is allowed on the field. Assitants can help with out of bounds calls.

Law 5 – The Duration of the Match: The match shall be divided into four (4) equal 6-minute quarters.(6-7 Girls 8-minute quarters) There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Law 6 – Offside: Under 7 – None / 6-7 Girls – Off sides should be enforced.

Law 7 – Fouls and Misconduct: The referee/coach/parent must explain ALL infringements to the offending player. Repeated poor sportsmanship or conduct by a player would result in the player being removed from the game.

Law 8 – Free Kicks: Opponents are at least four (8) yards from the ball until it is in play. All free kicks are indirect including kickoffs.

Law 9 – The Penalty Kick: None.

Law 10 – The Throw-In: When the ball goes out of play over the side-line, restart the game with a throw-in. The throw-in must be delivered by both hands from behind and over the head with each foot either on the side-line or on the ground behind it. A goal cannot be scored directly from a throw-in. A second chance should be given for a correct throw-in.

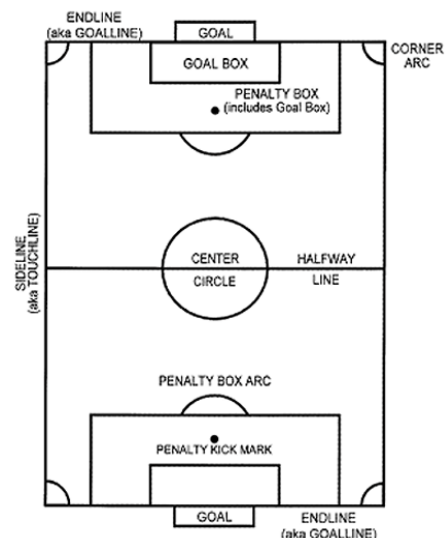
Law 11 – The Goal Kick: When the ball goes out of play over the end-line and the attacking team last touched the ball, restart the game with a goal kick. The ball is placed on the ground from the goal box outer line and must be stationary when kicked. Opposing players must stand at least five yards from the ball. The ball must exit the goal box before it can be played by another player.

Law 12 – The Corner Kick: When the ball goes out of play over the end-line and the defending team last touched the ball, restart the game with a corner kick by the offending team. The ball is placed with the corner arc closest to where the ball went out of play. Opposing players must stand at least five yards from the ball. A goal can be scored directly from a corner kick.

7-16 age group rules

Law 1 – The Field of Play:

- Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
- 7-16 Age Groups: Field Dimensions are 70 x 45
- Field Markings: A center circle with a radius of eight (8) yards marked around it.
- Goal Area: Two lines are drawn at right angles to the goal line three (6) yards from the inside each goalpost. These lines extend into the field of play for a distance of three (6) yards and are joined by a line drawn parallel with the goal line.
- The Penalty Area: A penalty area is defined at each end of the field as follows: 12 yards
- Goals: 7-16 age groups Dimensions 6' by 18'



Law 2 – The Ball: 7-12 Boys & 8-12 Girls age groups (4), 13-16 age groups (5)

Law 3 – The Number of Players (including a goal keeper). If a team does not have enough players to field a team they may borrow a player from the **opposing team only**. The opposing coach will choose the player. The game will be an official if a referee is used during the game.

- 7-12 Boys & 8-16 Girls age groups- 9 players max – no more than 12 on a roster (6 player minimum) 9v9
- 13-16 Boys: 8v8
- 7-16 age groups- Each team will play the same amount of players on the field. (EX: Team 1 has 8 players and Team 2 has 9 players. Teams would play 8v8.)
- Substitutions: Teams may substitute on their possession during throw-ins and any goal kick and goals.
- Playing time: Each player shall play a minimum of 50% of the total playing time.
- Ejected player: The team with the ejected player will play one less player vs their opponent.

Law 4 – The Referee: PALS registered officials. All rule infringements shall be briefly explained to the offending player.

Law 5 – The Duration of the Match:

- 7-12 age groups- Two (2) equal halves of twenty (20) minutes each.
- 13-16 age groups - Two (2) equal halves of twenty-five (25) minutes each.
- There shall be a half-time interval of five (5) minutes for all.

Law 6 – Offside: An offside foul is called when an offensive player, or attacking player, is passed the ball and there are not at least two opponents between him or her and the goal line. Usually, these are the goalkeeper and one other defender, but not necessarily. The penalty for an offside foul is that the other team is given possession of the ball.

Law 7 – Fouls and Misconduct: Soccer is a contact sport and there will be some jostling and bumping to get to the ball; this is allowable. Occasionally fouls will occur. Fouls include:

- Kicking or attempting to kick a player
- Tripping an opponent
- Jumping at an opponent
- Charging an opponent
- Striking or attempting to strike an opponent
- Pushing an opponent
- Making contact with an opponent before contacting the ball when tackling
- Holding an opponent
- Spitting at an opponent

- Handling the ball deliberately (except the goalkeeper in the goal box)
- Playing in a dangerous manner
- Charging fairly when the ball is out of the players reach
- Obstructing an opponent when not playing the ball
- Charging the goalkeeper
- As goalkeepers: picking up a ball that has been kicked to them by one of their own teammates, or picking the ball up again after having released it into play.

When a foul occurs, the referee shall stop the game. The referee should give a VERY brief explanation, without slowing the flow of the game and then restart the game with a free kick at the point of the foul.

Law 8 – Free Kicks: All fouls result in the opposing team being given a free kick from the point of the foul. The ball is placed on the ground and kicked. The other team must stand at least 8 yards away for all except the 13-16 age groups and they will be 10 yards away.

- Indirect Free Kick – the ball must be touched by a player other than the kicker before a goal can be scored.
- Direct Free Kick (for serious fouls) – a goal can be scored directly from the kick.

Law 9 – The Penalty Kick: Occurs when there is a serious foul or hand ball in the penalty box.

Law 10 – The Throw-In: When the ball goes out of play over the side-line, restart the game with a throw-in. The throw-in must be delivered by both hands from behind and over the head with each foot either on the side-line or on the ground behind it. The U10 and U13 will get a second throw the first 2 weeks. A goal cannot be scored directly from a throw-in.

Law 11 – The Goal Kick: When the ball goes out of play over the end-line and the attacking team last touched the ball, restart the game with a goal kick. The ball is placed on the ground from the goal box outer line and must be stationary when kicked. Opposing players must stand at least eight yards from the ball. The ball must exit the goal box before it can be played by another player.

Law 12 – The Corner Kick: When the ball goes out of play over the end-line and the defending team last touched the ball, restart the game with a corner kick by the offending team. The ball is placed with the corner arc closest to where the ball went out of play. Opposing players must stand at least eight yards from the ball except for the U17 Boys and they must stand ten yards. A goal can be scored directly from a corner kick.

Law 13- Tie-Breaker for games that are tied at the end of regulation play: Games will end in a tie.

Law 14- Tie-Breaker for teams that are tied at the end of the season:

1st tie breaker- Head to head

2nd tie breaker- Head to head goal differential

3rd tie breaker-Average total goals against for the season (forfeits or rain shortned games don't count)

EX: Team A- Played 10 games and gave up 20 goals-all games played= 2.0 goals against

EX: Team B- Played 10 games and gave up 20 goals-1 game won by forfeit= 2.2 goals against
Team A would win 3rd tiebreaker due to a lower goals against for the year.

4th tie breaker- Quality of wins. Teams are awarded points for wins.

EX: If there are 7 teams in a league. You would get 7 points for a win over the 1st place team and 6 points for a win over the 2nd place team, etc.

5th tie breaker- One game playoff if time allows.

Law 15- Standings: Teams are awarded 3 points for a victory, 1 point for a tie and 0 points for a loss. Game results can be placed in black mailboxes beside field at buckwalter. (behind field #9 and #1) Or emailed to dketola@bcgov.net.

Law 16-Trophies: 1st and 2nd trophies will be given for age groups 9 and up. (No participation trophies)

Participation trophies will be given out to all age groups 8 and under.

Heading Rules

Rule 305. HEADING

Section 1. This rule is mandatory for all US Youth Soccer conducted events, including Regional and National competitions for the National Championship Series, and National Presidents Cup series. This rule is also mandatory for the US Youth Soccer National League, US Youth Soccer Regional Leagues, and the US Youth Soccer Olympic Development Program.

Section 2. Although not mandatory for US Youth Soccer State Associations, State Associations are strongly encouraged to adopt this Rule for state and local play.

Section 3. All Players age 10 years of age and under shall not head the ball directly from the air in any match or competition, nor shall these players practice heading the ball in any organized team setting. If a player age 10 or younger deliberately heads the ball in a match, the referee shall award an indirect free kick to the opposing team at the spot of the infraction. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award an indirect free kick to the opposing team.

Players age 11 and age 12 shall be permitted to head the ball in any match or competition.

These players may practice heading the ball in an organized team practice or skill session, but coaches shall monitor this practice so that no single player heads the ball more than 25 times per week, regardless of setting. Players age 13 and older shall be permitted to head the ball in

any match or competition and these players may practice heading the ball in an organized team practice or skill session.