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Discovery Youth Soccer League

YOUTH SOCCER LEAGUE INFORMATION AND RULE BOOK

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DISCOVERY YOUTH SOCCER LEAGUE MISSION STATEMENT

Discovery Youth Soccer League is reinvigorating developmental youth soccer by creating a unified and sanctioned soccer league for all recreational players to compete.

Objective and Goals:

The Discovery Youth Soccer League youth soccer program is designed to give all boys and girls, through participation in practices and competitive games, the opportunity to learn and improve the fundamentals of the game of soccer.

Coaches:

- Shall, first and foremost have the welfare of each child as their main objective.
- Must have reasonable knowledge of the game.
- Should always serve as a positive role model for their team in all league matters.
- Main focus should be emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment of the experience.

Sportsmanship:

All members of the team as well as, coaches and spectators will behave appropriately toward other players, coaches, spectators, and officials at all times. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- Player, coach or spectator ejection from the game
- Player, coach or spectator ejection from the league
- Player, coach or spectator suspension
- Forfeit of game

At any point during the game, the officials have the authority to eject players, coaches and spectators. The Parks and Recreation Department has the final authority on determining the duration of suspension or other penalty. Any player (if he/she has a way home) and/or coach ejected from the game must leave the playing area immediately. Failure to do so may result in forfeit of game. Anyone ejected from a game will be suspended for the next game.

Administration:

The Discovery Youth Soccer League Department facilitates the youth soccer program. Decisions that are rendered by the Parks and Recreation Department are final. The National Federation of State High School Associations Rule Book and the Federation International de Football Association (FIFA) are governing body of rules for our leagues unless superseded by specific youth sports program rules as set forth by the Discovery Youth Soccer League Department.

Protests:

A officials' decisions in all matters are final. There shall be no protests except in cases of violation of the minimum playing requirements. Intent to protest must be so noted in the scorebook by an umpire at the request of the coach within five minutes of the conclusion of the

game. The protest must then be reported to the Parks and Recreation Department by the protesting coach the next working day. Report may be made in person or by phone.

Uniforms & Equipment:

- Conform to FIFA with the following exceptions:
- Shin guards are MANDATORY
- A player must not use equipment or wear anything that is dangerous to himself or another player (this includes any kind of jewelry).

General League Rules:

Fouls and Misconduct: Conform to FIFA with the exception that no cautions or ejections will be issued to players.

Fouls and Misconduct: Conform to FIFA with the following exceptions:

All fouls shall result in an indirect free kick with the opponent five (5) yards away.

The referee must explain ALL infractions to offending player.

Team Composition: Co-ed teams and games are permitted.

The Start and Restart of Play: Before a kick-off at the start of the match, there will be a coin toss and the team that wins the toss will pick which goal it will attack in the first half of the match or if they would like to start with the ball.

Game Time:

Games will start at the scheduled time. It is required that a team has the minimum number of uniformed players to start or continue a game. There will be a 5-minute grace period from the scheduled starting time. The umpire's watch serves as the official time.

Weather Policy:

The umpire/supervisor has final say on whether a game will be temporarily suspended or postponed due to inclement weather or poor field conditions. If lightening is in the immediate area, the game will be suspended immediately.

If a game must be suspended because of these conditions, the head referee or league supervisor shall declare it an official game if at least one complete half or more of the game has been played. If less than one-half has been played, the game will resume from point of interruption. If the game is unable to resume that day and is not considered a complete game, the game will be rescheduled and will be treated as a new game.

Weather Hotline:

www.rainoutline.com

U4 – U8 League Rules

The Field of Play:

Dimensions: The field of play must be rectangular, and the length must exceed the width.

Length: minimum 25 yards

Width: minimum 15 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. Four corner arcs each with a two (2) foot radius.

Goals: 6 feet wide x 4 feet tall

The Ball: Size three (3).

The Number of Players (4v4): A match is played by two teams, each consisting of not more than Four (4) players. There are NO goalkeepers FOR U4-U6. Goalkeepers for U6-U8. The maximum number of players on a roster should not exceed nine (9).

Substitutions: Are appropriate at any stoppage with the permission of the referee and are unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Every player on the team will play an equal amount of the total playing time.

The Duration of the Match: The match shall be divided into four (4) equal, eight (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 halftime interval of five (5) minutes.

Kick-off: During kick-off all players must be in their own half of the field of play. The opponents of the team taking the kick-off should be at least 4 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is considered in play when it is kicked and moves forward.

The kicker must not touch the ball again until it has touched another player.

Free Kicks: Free kicks are all indirect. The ball must be stationary when the player takes a kick and the kicker must not touch the ball again until it has touched another player.

Opponents must be four (4) yards away from the ball until it is considered in play.

The Goal Box: Rather than having a goalie, there will be a box in front of each goal. The ball should not be touched by either team when it is inside the box. If the offensive team touches the ball inside the box, the defensive team will be awarded a goal kick as a result. If the defensive team touches the ball inside the box, the offensive team will be awarded a goal as a result. If the ball stops inside the box, the defensive team will be awarded with a goal kick.

Throw Ins: There will not be any throw ins. Rather, participants will kick the ball in.

U9 – U10 League Rules

The Field of Play:

Dimensions: The field of play must be rectangular, and the length must exceed the width.

Length:	minimum 55 yards
Width:	minimum 35 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. There is a center circle with an eight (8) yard radius. Four corner arcs each with a two (2) foot radius.

The Goal Area: Two lines are drawn at right angles to the goal line five (5) yards from each goal post and extend five (5) yards into the field of play joined by a line drawn parallel with the goal line.

The Penalty Area: Two lines are drawn at right angles to the goal line twelve (12) yards from each goal post and extended twelve (12) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goal posts

Goals: The size of the goals will be 18.5 feet wide x 6.5 feet tall. Goals may be smaller.

The Ball: Size four (4).

The Number of Players (7v7): A match is played by two teams, each consisting of not more than seven (7) players, one of which is a Goalkeeper. Minimum number of players to start or continue a game is five (5). The maximum number of players on a roster should not exceed fifteen (15).

Substitutions: At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Each player will play an equal amount of the total playing time.

Duration of the Match: Conform to FIFA except for the match being divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a halftime interval of ten (10) minutes.

Kick-off: All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play. The ball

must be stationary on the center mark. The ball is considered in play when it is kicked and moves forward.

The kicker must not touch the ball again until it has touched another player.

Free Kicks: Free kicks are either direct or indirect. The ball must be stationary when the player takes the kick, and the kicker must not touch the ball again until it has touched another player. Opponents must be eight (8) yards away from the ball until it is in play.

U11-12 League Rules

The Field of Play:

Dimensions: The field of play must be rectangular, and the length must exceed the width.

Length:	minimum 70 yards
Width:	minimum 45 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. There is a center circle with a ten (10) yard radius. Four corner arcs each with a two (2) foot radius.

The Goal Area: Two lines are drawn at right angles to the goal line six (6) yards from each goal post and extend six (6) yards into the field of play joined by a line drawn parallel with the goal line.

The Penalty Area: Two lines are drawn at right angles to the goal line eighteen (18) yards from each goal post and extended eighteen (18) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made

ten (10) yards from the midpoint between the goal posts Goals: The size of the goals will be 18.5 feet wide x 6.5 feet tall.

The Ball: Size four (4).

The Number of Players (9v9): A match is played by two teams, each consisting of not more than nine (9) players, one of which is a Goalkeeper. Minimum number of players to start or continue a game is seven (7). The maximum number of players on a roster should not exceed twenty (20).

Substitutions: At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Each player will play an equal amount of the total playing time.

The Duration of the Match: Conform to FIFA except for the match being divided into two (2) equal halves of thirty (30) minutes each. There shall be a half-time interval of ten (10) minutes.

Kick-off: All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 10 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is considered in play when it is kicked

and moves forward. The kicker must not touch the ball again until it has touched another player.

Free Kicks: Free kicks are either direct or indirect. The ball must be stationary when the player takes a kick and the kicker must not touch the ball again until it has touched another player. Opponents must be ten (10) yards away from the ball until it is in play.

U13 – U14 League Rules

Dimensions: The field of play must be rectangular, and the length must exceed the width.

Length: minimum 100 yards
Width: minimum 75 yards

Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. There is a center circle with a ten (10) yard radius. Four corner arcs each with a two (2) foot radius.

The Goal Area: Two lines are drawn at right angles to the goal line six (6) yards from each goal post and extend six (6) yards into the field of play joined by a line drawn parallel with the goal line.

The Penalty Area: Two lines are drawn at right angles to the goal line eighteen (18) yards from each goal post and extended eighteen (18) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made

ten (10) yards from the midpoint between the goal posts

Goals: The size of the goals will be 24 feet wide x 8 feet tall.

The Ball: Size five (5).

The Number of Players (11v11): A match is played by two teams, each consisting of not more than eleven (11) players, one of which is a Goalkeeper.

Minimum number of players to start or continue a game is nine (9).

The maximum number of players on a roster should not exceed twenty (20).

Substitutions: At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Each player will play an equal amount of the total playing time.

The Duration of the Match: The match will be divided into two (2) equal halves. There shall be a half-time interval of fifteen (15) minutes. U13 & Above = 35 min. halves.

Kick-off: All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 10 yards from the ball until it is in play. The ball

must be stationary on the center mark. The ball is considered in play when it is kicked and moves forward.

The kicker must not touch the ball again until it has touched another player.

Offside: Yes.

Free Kicks: Free kicks are either direct or indirect. The ball must be stationary when a player takes a kick, and the kicker must not touch the ball again until it has touched another player. Opponents must be ten (10) yards away from the ball until it is in play.

Slide Tackling: Referees will instruct caution to players who attempt slide tackles from behind. Slide tackles from the side/front are permitted. However, a successful slide tackle that includes excessive physical or reckless contact will result in either a caution or send-off. 'Getting the ball first' does not equal a successful slide tackle.