

DIVISIL

Discovery Youth Soccer League

YOUTH SOCCER LEAGUE INFORMATION AND RULE BOOK

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 their fundamentals in 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 teaching the rules and fundamentals, participation, and personal enjoyment of the experience.
- Shall strive to give each player present an equal share of playing time.
- Will all be screened by complimentary and mandatory background checks

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, can result in one or more of the following in this order:

- Player, coach or spectator ejection from the game
- Player, coach or spectator suspension from future games
- Player, coach or spectator ejection from the league

Serious infractions can warrant a yellow card. This serves as a caution that the infraction will not be tolerated again. If the same offender has another serious infraction, they can receive a red card which forces them to be removed from the game. At any point during the game, the officials have the authority to eject players, coaches and spectators. The DYSL Board of Directors has the final authority on determining the duration of suspension or other penalty. Anyone ejected from the game must leave the playing area immediately. Failure to do so may result in forfeit of the game. Anyone ejected from a game will be suspended for the next game.

Administration:

The Discovery Youth Soccer League Staff facilitates the youth soccer program. Decisions that are rendered by the DYSL Staff are final. The Federation International de Football Association (FIFA) provides the governing body of rules for our league unless superseded by specific rules as set forth by the Discovery Youth Soccer League.

Uniforms & Equipment:

- Conform to FIFA with the following exceptions:
- Shin guards are mandatory for all players
- Soccer cleats must be worn, no baseball or football cleats allowed
- Teams must have matching jersey colors with player numbers on the back. No duplicate numbers on jerseys allowed
- A player must not use equipment or wear anything that is dangerous to herself/himself or another player (this includes any kind of jewelry).

General League Rules:

Fouls and Misconduct: Conform to FIFA laws of the game. The referee should explain, or a minimum identify infractions to the players.

Team Composition: We offer Girls and Boys divisions. Co-ed teams are permitted in Pre-K and K divisions.

The Start and Restart of Play: Before a kick-off at the start of the match, there will be a coin toss. The team that wins the toss will either pick which goal it will attack in the first half 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 referee's watch serves as the official time.

Weather Policy:

The referee and facility supervisor will have final say on whether a game will be temporarily suspended or postponed due to inclement weather or poor field conditions. If lightning is in the immediate area, the game will be suspended immediately and will

resume when the lighting is deemed out of the area by the Field Marshall or Referee. If the lighting delay continues for more than 30 minutes the game will be called off and rescheduled.

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:

All DYSL facilities and their current playing status can be found on the link below:

www.rainoutline.com

Pre-K and K Rules for 4v4

General:

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

Field Markings:

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

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 Pre-K and K. The maximum number of players on a roster should not exceed eight (8).

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 player and a coach enters the field to check on said player, the player must come off the field.

Playing time:

All coaches should make an effort to allow every player on the team to play an equal amount of the total playing time.

The Duration of the Match:

The match shall be divided into four (4) quarters, each 10 minutes in length. 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.

Throw Ins: There will not be any throw ins at this age. Players will kick the ball in from sideline.

1st - 2nd Grade Rules for 5v5

General:

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

Field Markings:

Distinctive lines not more the five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated by a circular stripe at the midpoint of the halfway line. 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 Number of Players (5v5):

A match is played by two teams, each consisting of not more than Five (5) players. There are goalkeepers for 1st and 2nd Grade 5v5. The maximum number of players on a roster should not exceed ten (10).

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 player and a coach enters the field to check on said player, the player must come off the field.

Playing time:

All coaches should make an effort to allow every player on the team to play an equal amount of the total playing time.

The Duration of the Match:

The match shall be divided into two (2) halves, each 20 minutes in length. 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.

Throw Ins:

Players will be allowed a second chance should they commit a foul throw in. If on the 2nd try they fail again, the opposing team will be awarded the throw in opportunity.

Head Balls:

Head balls are not allowed at this age. If the ball strikes a player's head, an indirect free kick will be awarded to the opposing team.

Build Out Line:

Opposing players must move behind the build out line before the taking of a goal kick. They must remain behind the build out line until the ball is put in play.

3rd - 4th Grade Rules for 7v7

General:

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

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 by a circular stripe at the midpoint of the halfway line. 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

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 twelve (12).

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:

All coaches should make an effort to allow every player on the team to 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.

Head Balls:

Head balls are not allowed at this age. If the ball strikes a player's head, an indirect free kick will be awarded to the opposing team.

Throw Ins:

Players will be allowed a second chance should they commit a foul throw in. If on the 2nd try they fail again, the opposing team will be awarded the throw in opportunity.

Build Out Line:

Opposing players must move behind the build out line before the taking of a goal kick. They must remain behind the build out line until the ball is put in play.

5th - 6th Grade Rules for 9v9

General:

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

Field Markings:

Distinctive lines not more the five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated by a circular stripe at the midpoint of the halfway line. 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 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 sixteen (16).

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:

All coaches should make an effort to allow every player on the team to 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.

Offside:

The offside rule will be enforced at this age group.

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.

Head Balls:

Head balls are not allowed at this age group

Throw ins:

We will do throw ins at this age. In the event of a foul throw in, possession is given to the opposition.

7th Grade & Older Rules for 11v11

General:

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

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 by a circular stripe at the midpoint of the halfway line. 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 twelve (12) yards from the midpoint between the goal posts

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 eighteen (18).

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:

All coaches should make an effort to allow every player on the team to play an equal amount of the total playing time.

The Duration of the Match:

The match will be divided into two (2) equal halves, 35 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 kicker must not touch the ball again until it has touched another player.

Offside:

The offside rule will be enforced at this age group.

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 automatically equal a successful slide tackle.

Throw Ins:

We will do throw ins at this age. In the event of a foul throw in, possession is given to the opposition.

Head Balls:

Head balls are allowed at this age.