

WATERBURY YOUTH SOCCER

GAME RULES & OFFICIALS' TIPS

GAME RULES

Players & Time:

- Grades 1/2, 3/4, and 5/6 all play two 25-minute halves (5-minute halftime)
- Grade 1/2 plays 5v5 with no goalie
- Grade 3/4 plays 7v7 including a goalie (Goalies must wear a color different from BOTH teams)
- Grade 5/6 plays 9v9 including a goalie (Goalies must wear a color different from BOTH teams)
- Coaches may not agree to play with more players or for different lengths of time

Fouls & Free Kicks:

- There are 2 Types of Free Kicks: (1) Direct Free Kicks & (2) Indirect Free Kicks
 - Fouls resulting in a Direct Free Kick: (typically infractions that end in “ing”)
 - Tripping, Holding, Charging, Pushing, etc., and
 - Deliberately Handling the Ball
 - Fouls resulting in an Indirect Free Kick:
 - Obstruction
 - Offside
 - Delay of Game
 - Intentional Pass-Back to Goalie
 - Deliberate Header
 - Build-out Line Violation

An Indirect Free Kick must be touched TWICE before it will count as a goal.

- No penalty kicks. Fouls occurring inside the penalty box will result in a Free Kick at the nearest point on the penalty box. (This is the 18-yard-line for 3/4 and 5/6, and the equivalent box on the 1/2 fields.)
- Drop Balls occurring inside the box must also be moved to the nearest point on the penalty box.
- The defensive team must stand back at least 10 yards from a person taking a Free Kick.

Substitutions:

- Coaches must ASK the Official to substitute. If permitted, blow your whistle and waive on the players.

- Coaches may substitute under five circumstances: (1) on own throw-in; (2) on own corner kick; (3) on any goal kick; (4) when there is an injury; and (5) any time the other team is legally subbing players.
- Players must wait at the Centerline for permission to substitute. No “subbing from the bench.”

Offside:

- Definition: When a Player is (1) in the opponent’s half of the field, (2) ahead of the ball, and (3) has fewer than two opponents between him/her and the goal.
 - Note: At the 3/4 level offsides begins at the build-out line
- When Called: When the Offside Player is passed the ball by a teammate (or otherwise becomes directly involved in the play)
- Offside does not apply on throw-ins, goal kicks, or corner kicks.

Throw-Ins:

- Must be made with two hands over the head and both feet on the ground. Ball must go completely over the head.
- Feet may touch the line, but no feet may cross the line.
- Opponents must stand back 3-feet from the thrower.
- Foul throws in Grades 1-2 can be retaken. At 3/4 a foul throw results in a warning and a re-throw. Explain the rule and let them try again. Foul throw in Grade 5/6 results in an immediate possession change.

3/4 Build-out Line:

- Build-out line only applies to Grade 3/4 games and is marked on the field halfway between the centerline and the top of the penalty box
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build-out line until the ball is put into play.
- After the ball is put into play by the goalkeeper (first pass), the opposing team can cross the build-out line and play resumes as normal
- The goalkeeper is not allowed to punt the ball
- A build-out line infraction – either the goalkeeper punting the ball or the opposing team not honoring the build-out line restriction - results in an indirect kick.

Other Rules:

- A Goal Kick is in play when the ball is touched. The opposing team must be outside of the penalty box in 5/6 and behind the build-out line in 3/4.
- A Goalie cannot pick up a back-pass from his/her own teammate (indirect Free Kick on 18-yard line)
- Use a Drop Ball to restart play in the event of an injury, an inadvertent whistle, interference (such as a dog running into play), or any other situation where you need to stop play while the ball is still in play. A Drop Ball should take place where the ball was when play was stopped and the ball is dropped to the team that was in possession. (No contested dropped balls.)
- A ball is not out of bounds until the entire ball crosses over the white line. Similarly, a goal is not scored unless the entire ball crosses over the goal line.

ADDITIONAL LEAGUE RULES

- The league does not endorse “playing up”. Players will be placed on teams based on age/grade level. Our reasoning for not allowing “playing up” is as follows:
 - The overall maturity of the younger players.
 - The physical size differences.
 - Taking away playing time from the older players who may not be the team stand-outs (and thus rec is their only opportunity to play/experience soccer).
 - Not having the opportunity to play with their close friends.
- If you have questions or concerns about your player’s interactions with his/her coaches, please bring these to the League Coordinators directly (waterburyyouthsoccer@gmail.com)
- All coaches are volunteers who graciously give their time and effort to the WYS program. Please note though, that in addition to requiring background checks, the League Coordinators do have final discretion on determining coaches and rosters.

OFFICIALS' TIPS

General Tips:

- Focus on safety. Check the field and players before each game, and bring any safety concerns to the attention of the coaches or WYS league officials. If a player appears injured, especially if it involves a potential head injury, stop play and allow the coaches to tend to the player.
- Be confident. Officials are human and will make mistakes. The game will go on.
- Always carry a copy of the WYS Game Rules. And know the Rules (Substitution Rules in particular).
- BLOW THAT WHISTLE. Blow it loud.
- USE YOUR ARMS to signal the direction of the call.
- RUN. Cover your half of the field by running all the way to the end line. See diagram below.
- Coordinate who is keeping time and who is keeping score with your partner Official.
- Arrive at least 15 minutes before you are scheduled to officiate.

Pre-Game Coaches Conference:

- While the teams are warming up, introduce yourself to both coaches.
- Explain the length of the halves.
- Explain the Substitution Rules—that they must ask for permission to substitute—and have the players substitute from the Centerline.

Coin Toss:

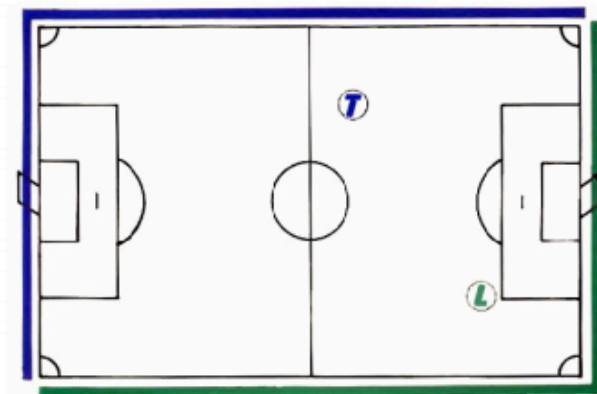
- Conduct a coin toss about three minutes before the start of the game.
- Introduce yourself to the Captains. Have the Captains introduce themselves to each other.
- Visiting Team call Heads/Tails.
- Winning Team chooses the side of the field they wish to attack; the other team gets the ball at the first kickoff

Working the 2-Person System:

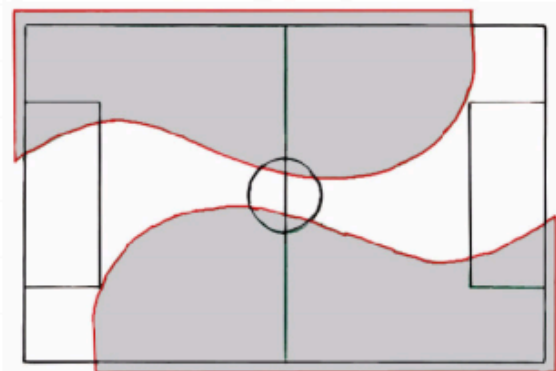
- Grade 3/4 and 5/6 games are officiated in pairs, working together as a team.

- Positioning is 90% of your credibility. In other words, the better position you are in, the more likely fans and coaches will believe your call is correct.
 - Each official is responsible for 1 Sideline and 1 End line, as shown in the diagram below.
 - Each official should position him/herself to cover one of the areas shaded below in the second diagram. Be sure to run all the way to the end line to make an out-of-bounds call.
 - Work as a team: When the ball is deep in the penalty box, and your partner is watching the goal line, drop towards the penalty box to help watch for fouls.
 - When the ball is in your half of the field, your position should be in line with the offside line, which may be either the second-to-last defender or the ball
- In addition to watching for fouls and covering the out-of-bounds, officials should watch for offside.
- It is better to have 2 whistles blown than no whistles blown.

Field coverage responsibility:



Out of bounds responsibility



Field coverage responsibility