

BRAINTREE YOUTH SOCCER
RULES OF PLAY JUNIOR ACADAMEY (Revised 2023)

Braintree Youth Soccer will operate under FIFA rules and National Federation High School rules, except as specifically stated otherwise in these rules. The Executive Board of Braintree Youth Soccer will be the final authority covered by these rules of play or the adaptation of FIFA rules.

1. TEAMS:

1. No team can use a player not on the official roster unless agreed upon by division directors. A coach using a non-rostered player may be subject to disciplinary action by the Executive Board. Playoffs is the exception where ONLY official rostered players will be allowed to participate.
2. Players should be on the field with their coaches at least 20 minutes before scheduled game time.
3. Junior Academy (consisting of Grades 1-2) will play 6 v 6 (5 field players and 1 goalkeeper).
4. Coaches are required to play all their players at least one half of the game during the regular season.
5. Coaches and teams are to take the same side of the field. Spectators must take the opposite side of the field. No coaches or spectators allowed behind the goal lines.
6. There will be no coaching from behind the goal area by either coaches, parents, or other spectators.
7. Coaches & assistant coaches are to remain on their own sideline area. Sideline area is defined as the halfway line to the top of the penalty area. Or in the designated "technical area" drawn out by the league.

0. GAMES:

1. Ball Size:

1. **Junior Academy Grades 1-2:** Size 4

2. Duration of Games:

1. **Junior Academy Grades 1-2:** Two 25-minute halves
2. All games will be running time. Any stoppage will be at the discretion of the referee.
3. The referee will reserve the right to shorten any regular season game or half if in his/her judgment the game began late and will cause the next game to be delayed or that the game is deliberately delayed by a coach or player. The rules applicable to misconduct may be applied in this case.
4. The referee may add time to the game to compensate for injury time, etc., if there is sufficient time remaining in the time window for that game.

0. Substitutions:

1. Substitutions can be made by either team from the halfway line, with the consent of the referee, at the following times:
 1. Prior to a throw-in, if the team in possession of the ball substitutes.
 2. Prior to a goal kick
 3. Prior to re-starts after goals
 4. After an injury by either team when the referee stops plays, both teams can substitute any number of players.
 5. Prior to the re-starts for the beginning of the second half.
 6. No player shall leave the field of play without the consent of the referee.
 7. The referee **MUST** be informed whenever there is a change in the goalkeeper.

0. Equipment:

1. All field players must wear a league jersey or one of similar color to their teammates.
2. Goalkeepers must wear a jersey of a different color or colors from both teams and the referee(s).
3. Shin guards are required of all players and must be worn **UNDER** a player's socks.
4. Mouth guards are allowed.
5. No baseball style hats or bandannas will be worn.
6. No earrings or jewelry of any kind will be worn. Jewelry expressing a medical condition is allowed.
7. Nothing will be used to tie up the hair if it is made of metal, plastic, hard rubber or has sharp edges.
8. **ONLY** soccer style footwear will be allowed during the games. "Soccer" footwear consists of soft toed footwear with rubber style cleats, indoor type soccer footwear or tennis shoes/sneakers. **NO** football, baseball, or any other footwear that has a cleat in the middle of the front toe box area. **NO METAL** cleats will be allowed.
9. No player will be allowed to participate if he/she is wearing a hard plaster cast under **ANY** circumstances, regardless of whether it is wrapped up to make it softer (bubble wrap, etc.).
10. No other dangerous equipment is allowed.

0. Cancellation of Games:

1. If inclement weather occurs on game day or if field conditions are unplayable due to weather, the Division Director, Referee Director and the Executive Board will determine if games will occur.
 1. If the games are cancelled the game **WILL NOT** be rescheduled
2. In the event of electric and/or thunderstorms, the game shall be stopped immediately for the duration of the storm. A mandatory 20 minute

waiting period will ensue Following the LAST lightning sighting in the local area. If the delay extends longer than 40 minute total, the game will be suspended.

0. COACHES:

1. DEFINITION: A coach is anyone designated as a Head Coach, Assistant Coach or anyone performing the function of a Head Coach or Assistant Coach. There is a limit of three (3) coaches per team that have CORI's checked and approved by the BYS Board of Directors.
2. No member of the BYS organization will be allowed to perform the function of Head Coach or Assistant Coach on more than two (2) teams without the expressed approval of the Executive Board.
3. Rules of Play: Each coach will be familiar with and honor these Rules of Play.
4. Set an Example: To foster, promote, and enhance youth soccer, all coaches are expected to demonstrate a spirit of cooperation, teamwork, and mutual respect amongst themselves, and with referees, BYS officials and all players.
5. For the safety of all concerned, coaches must support and assist referees in maintaining order before, during, and after any games. Where lack of support has been reported, the Executive Board will investigate and take action. The referee is the sole judge on the field of play; his/her decision shall be final. Protests based on referees' decisions will be dismissed.
6. Coaches are responsible for the conduct of their team members as well as parents and spectators. A yellow or red card issued by a referee against a parent or spectator will be assessed against the coach of that team.

0. CONDUCT:

1. Good Sportsmanship: The primary goal of BYS is to experience and exercise good sportsmanship. All coaches, referees, parents, spectators, and most importantly, players are expected to encourage and promote good sportsmanship.

0. PLAYING RULES

1. All FIFA rules will apply to any situation not covered by BYS rules.
2. To start play, the ball is kicked and moves in any direction; the kicker does not touch the ball a second time until it has touched another player.
3. **FREE KICKS: Direct or Indirect**
 1. In any free kick awarded to the defending team within its own penalty area, the ball must move at which point it is deemed a live ball. All players from the now defensive team MUST be clear of the penalty area.
 2. Any free kick awarded to the defending team in its own goal area may be taken from any point in their own goal area. (This includes goal kicks.)
 3. In any free kick, the original kicker may not touch the ball a second time until it has touched another player from either team. (This also includes kickoffs.)

4. The following infractions will result in a **DIRECT FREE KICK** (a kick that can go directly into the opponent's goal without having to be touched by another player). The kick is awarded from the spot of the infraction.
 1. Pushing or holding an opponent
 2. Kicking or attempting to kick an opponent
 3. Tripping or attempting to trip an opponent
 4. Violent charge
 5. Playing the ball with hands or arms (except for the goalkeeper within his/her own penalty area)
 6. Serious foul play
 7. NOTE: ANY OF THE ABOVE INFRACTIONS COMMITTED BY THE DEFENSIVE TEAM INSIDE THE PENALTY AREA WILL RESULT IN A PENALTY KICK FOR THE ATTACKING TEAM.
5. The following infractions will result in an **INDIRECT FREE KICK** (a kick that must be touched by another player before it can go into the goal). The kick is awarded from the spot of the infraction.
 1. Offside
 2. Charging
 3. Dangerous play
 4. Too many players on the field
 5. Double touch by a kicker on kickoffs or free kicks or a thrower on a throw-in
 6. Obstruction
 7. Kicking or attempting to kick the ball while it is in the goalkeeper's possession
 8. Illegal handling of the ball by goalkeepers (see restrictions on goalkeepers)
 9. Slide tackling of any kind
 10. The offside rule will be strictly enforced from the fifth through the eighth grade.
6. *RESTRICTIONS ON GOALKEEPERS*
 1. A goalkeeper must release the ball within six seconds while taking as many steps as he/she wants. This will be enforced from fifth grade through eighth grade.
 2. A goalkeeper will not parry (slap) the ball intentionally and then play it again with his/her hands until it has been touched by a member of the same team outside the penalty area or a member of the opposing team either inside or outside of the penalty area.
 3. On any occasion when a player deliberately passes a ball to his/her own goalkeeper by means of kicking, the goalkeeper is not permitted to touch the ball with his/her hands. The result of this infraction is an in-direct free kick from the edge of the penalty area from the direction of which the ball entered the area.

1. BRAINTREE YOUTH SOCCER RULES MODIFICATIONS FOR 6 V 6

1. There will be no offside violations in Junior Academy.
2. A ball put into play from a goal kick or a kick or throw from the goalkeeper must be touched by a player or the ground before it crosses the halfway line. If it does not, an INDIRECT FREE KICK will be awarded at the point the ball crossed the halfway line. Goal kicks will be taken from within the goal area.
3. Penalty kicks will be taken from twelve yards out. Everyone but the kicker and the goalkeeper must stay outside the penalty area, and at least 8 yards from the ball.
4. On all restarts (corner kicks, kickoffs, direct and indirect kicks), opposing players may not be any closer than 8 yards until the ball is played.
5. EVERY PLAYER MUST COME OUT OF THE GAME AT LEAST ONCE EACH HALF (EXCEPT THE GOALKEEPER). COACHES ARE REQUIRED TO PLAY ALL PLAYERS AT LEAST HALF OF THE GAME.
6. All INDIRECT FREE KICKS awarded within the penalty area will be restarted from the point where the ball entered the penalty area closest to the infraction. All opposing players may not be closer than 8 yards from the ball to be put in play.
7. FIELD DIMENSIONS:
 1. An acceptable range for field size is thirty to forty-five yard wide and fifty to seventy yards long.
 2. The penalty area shall be fourteen (14) yards from each goal post and fourteen (14) yards into the field of play, joined by a line drawn parallel with the goal line.
 3. Downsized goals will be used which should be approximately twelve feet wide and six feet high.

Terminology and Procedures:

1. Goal Kick

- a. A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.
 - i. A goal may be scored directly from a goal kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents.
- b. Procedure
 - i. The ball must be stationary and is kicked from any point within the goal area by a player of the defending team
 - ii. The ball is in play when it is kicked and clearly moves
- c. Opponents must be on their own defensive side of the field until the ball is in play

2. Corner Kick

- a. A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.
 - i. A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents.
- b. Procedure
 - i. The ball must be placed in the corner area nearest to the point where the ball passed over the goal line
 - ii. The ball must be stationary and is kicked by a player of the attacking team
 - iii. The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area
 - iv. The corner flag must not be moved
- c. Opponents must remain at least 10 yds from the corner arc until the ball is in play

3. Throw In

- a. A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.
 - i. A goal cannot be scored directly from a throw-in:
 - 1. if the ball enters the opponents' goal – a goal kick is awarded
 - 2. if the ball enters the thrower's goal – a corner kick is awarded
- b. Procedure (At the moment of delivering the ball, the thrower must)
 - i. Stand facing the field of play
 - ii. Have part of each foot on the touchline or on the ground outside the touchline
 - iii. the ball with both hands from behind and over the head from the point where it left the field of play\
- c. All opponents must stand at least 2 yds from the point on the touchline where the throw-in is to be taken.
- d. The ball is in play when it enters the field of play. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly it is retaken by the opposing team.
- e. If a player, while correctly taking a throw-in, deliberately throws the ball at an opponent to play the ball again but not in a careless or a reckless manner or using excessive force, the referee allows play to continue.
- f. The thrower must not touch the ball again until it has touched another player.

4. Direct Kick

- a. Signal
 - i. One of the referees signals the direct free kick by keeping one arm horizontal and pointing in the direction the kick has to be taken. The referee points to the ground with his other hand to make it plain to the third referee and the timekeeper that it is an accumulated foul.
- b. Ball enters the goal

- i. if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- ii. if a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

5. Indirect kick

- a. Signal
 - i. The referees indicate an indirect free kick by raising their arms above their heads. They maintain their arms in that position until the kick has been taken and the ball has touched another player or goes out of play.
- b. Ball enters the goal
 - i. A goal can be scored only if the ball subsequently touches another player before it enters the goal:
 - ii. if an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded
 - iii. if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team