

Ages 11-13 Soccer Rules



FOR YOUTH DEVELOPMENT
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

Tuckahoe YMCA
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YMCA Soccer

9v9

Soccer Ball: Size 5

Time: 25-minute halves, games can end in a tie (there are NO shoot-outs)

Referee: A Referee will be assigned to each game

GAME RULES:

Equal Playing Time: All players should be given an equal amount of playing time and an equal opportunity to play all positions. All players must play at least half the game.

Equipment: All player wear shin guards. Molded cleats are optional. All jewelry, watches, necklaces, earrings, etc... must be removed before the game. Shin guards shall be completely covered by socks. Players must wear the assigned uniforms. Referees will check equipment prior to the start of the game.

Sideline Control: Both teams shall be assembled on the same side of the field and neither will cross the midfield line. Coaches should maintain sideline control of players. Specify a location for the players to be during quarter breaks and at times when they are not playing. Spectators will be on the opposite side of the field from the players and coaches.

The Game: The referee determines first possession by a coin toss. All players must be in their own half of the field prior to the kick off. Defensive players must be outside of the center circle (or 7 yards if circle not painted) for a kick off. The kick off is a direct kick, therefore the kicker must not touch the ball until the ball is touched by another player.

Changing the Number of players on the field at the game: The teams will play the specified number of players by rule. The minimum number of players is 7 to play/start the game. To change the number of players for a game it must be coordinated by the YMCA staff and the Referee in cooperation with the coaches. A team with a full roster of players will not have to play with fewer players.

The Referee: One is assigned to each game. We will not yell at the official for their decisions. Their decision is final. Please remember we are a role model for your team by not arguing calls made by the referee.

Substitution Rules;

You may substitute on your possession of a throw in or corner kick. Both teams can substitute after a goal or on a goal kick. The referee may allow both teams to substitute when the ball goes out of play if it doesn't interfere with the flow of the game. It's up to the referee to make that decision based upon game conditions.

Substitutions cannot be made on a indirect or direct free kick.

The Ball is Out of Play when: the ball has COMPLETELY crossed the goal line or sideline (a ball on the line is in) and when the referee stops play.

A Goal is Scored When: the ball has COMPLETELY passed over the goal line between the goal posts and under the crossbar (a ball on the line is not a goal). The referee will signal that a goal has been scored.

Throw-ins: When the ball has completely crossed the sideline (touchline), it is put back into play by a throw-in: the ball is to be thrown in from behind the line at the place where the ball went out of bounds. The ball should be thrown over the head with both feet on the ground at release. A goal cannot be directly scored from a throw-in. Possession will change with an illegal throw-in. Once the ball is in play, the thrower cannot touch the ball until after another player does.

The Ball is Out on the Team whose player has last touched the ball. Possession is given to the opposing team.

Goal Kick: When the ball has completely crossed the goal line and was last touched by a player on the attacking team, it is put back into play by a kick from the defending team. The ball is placed within the inner goal box. The ball must clear the outer goal box (penalty area) before being played, or the ball will be re-kicked. Coach should select a defensive player to take these kicks before the quarter begins.

Corner Kick: When the ball has completely crossed the goal line and was last touched by the defending team, it is put back into play by a kick from the corner (on the same side that it went out) from within the 1 yard-arch.

Goalkeeper: The GK can use his/her hands anywhere within the penalty box. The GK has 10 seconds to either roll, throw, kick or punt the ball from inside the penalty box. Once the GK has put the ball on the ground (bouncing & catching is legal) they may not pick it back up until another player has touched the ball. CAUTION: The GK may not handle the ball if passed from the foot of a defensive player. GK backing up into the goal with the ball will result in a goal for the opposing team. When the goal keeper has possession of the ball no players should attempt to kick/discard the ball from the goal keeper.

Heading of the ball is prohibited and will result in an indirect free kick from spot of infraction

Slide Tackles are strictly prohibited and will result in an indirect kick from spot of infraction.

Free Kicks: Direct Kick – a goal can be scored directly against the offending side. Indirect Kick – a goal cannot be scored unless a player other than the kicker has touched the ball before it enters the goal. For all free kicks, the offending team must be at **least 10 yards from the ball until it is kicked.**

Penalty Kick: A direct free kick taken at the penalty mark. All players except the player taking the kick and the GK must stay outside the penalty area and at least 10 yards from the ball until it is kicked. A penalty kick is awarded for any foul which was flagrant and denied a player a scoring opportunity from within the penalty area.

Off Sides: Off sides will be called at the discretion of the referee. **If a player is off sides, involved in the play, and/or has created a clear advantage for his/her team, OFFSIDES will be called.** If a player is merely lagging behind and gets caught in a return drive, offside **should not** be called. The key is whether there is an **advantage created.**

Slaughter Rule: If a team is ahead by 4 goals a player will be taken off the field playing a man down – 5 goals – 2 players off the field and so on

YMCA Philosophy

The goal of the YMCA of Greater Richmond Youth Sports Program is to help people grow spiritually, mentally and physically. YMCA programs seek to help individuals and families:

Grow personally	Clarify values	Improve personal and family relationships
Appreciate Diversity	Become better leaders and Supports	Teach fair play Positive
Skill development	Have Fun!	

FIELD/SITE RULES:

- No Dogs/pets allowed on the fields
- Smoking is prohibited at any YMCA event
- Please clean up all drinks and snack wrappers after each game
- Spectators are to remain on the sidelines at all times
- Use of abusive or inappropriate language is prohibited and will result in immediate dismissal of site/field
- All spectator children are to be supervised by an adult of at-least 18 years-old.