

DELTA YOUTH SOCCER LEAGUE

RULES OF PLAY, DEVELOPMENTAL AGE GROUPS

ARTICLE I - DEVELOPMENTAL RULES OF PLAY

These Rules of Play pertain to soccer players under the age of eight (8), where the emphasis will be put on the development of soccer skills. The game is for the children, let them learn; but most of all, let them play and have fun.

ARTICLE II - NUMBER OF PLAYERS

- A. All players shall be separated by gender, then age. Age groups shall be consistent with those stated in the DYSL By-Laws. Brothers and sisters or other related players may choose to play together on the same team. In such instances, the female player shall be required to play on a boy's team.
- B. Girl's, co-ed/boy's teams will be drawn by the age group directors, starting with each team's pre-selects (the children of the coach, assistant coach and sponsor). The remaining positions on each team will be randomly drawn. *(revised 12/09)*
- C. The "Buddy System" will be allowed, subject to the following criteria:
 - 1. Only coach's, assistant coach's and sponsor's children are assured of being placed on the same team. The appropriate age group director shall make every effort to accommodate buddy request.
 - 2. Each year the registrar shall establish a cut-off date for buddy requests. Any player registering after that date will not be eligible for this program, unless the player is associated with a coach, assistant coach or sponsor.
 - 3. Any players wishing to be buddies must register together. *(new 12/03)*
- D. The maximum number of players on the field at any one time from each team shall be four. The maximum roster shall not exceed 8 for the Under 6's and Under 8's. The Board of Directors may change roster sizes if it deems such a change in the best interests of the league. *(revised 12/15)*

ARTICLE III - PLAYERS EQUIPMENT

Refer to Rules of Play, Article XI. Shin guards are mandatory for all players.

ARTICLE IV - REFEREES

- A. Coaches, assistant coaches and/or team parents will officiate their games with one (1) person at a time on the field. While serving as "Referee" no coach or team representative shall coach his or her own players. *(Revised 12/03)*
- B. Decision on points of fact connected with the game shall be final.

- C. The referee shall be encouraged to explain an infraction to the offending player.
- D. The referees are encouraged to explain the incorrectness of the first throw-in; a second throw-in is allowed.
- E. If at all possible, keep the game going and avoid unnecessary delays.

ARTICLE V - LINESMAN

Linesman will conform to the *Laws of the Game*.

ARTICLE VI - DURATION OF THE GAME

Under 6: Games shall consist of four (4) eight minute quarters, with “substitution” breaks at the end of each quarter, and a five minute half-time.

Under 8: Games shall consist of three (3) fifteen minute periods with “substitution” breaks of 5 minutes at the end of each period. *(revised 12/15)*

ARTICLE VII - THE START OF PLAY

The start of the game shall conform to the “Laws of the Game”.

ARTICLE VIII - BALL IN AND OUT OF PLAY

Conform to the *Laws of the Game*. The ball is out of play when it has wholly crossed the goal or touch lines.

ARTICLE IX - METHOD OF SCORING

Conform to the *Laws of the Game*. The whole of the ball must cross the goal line between the goal posts and under the cross bar.

ARTICLE X - OFFSIDE

The offside rule only applies inside the goal area, six (6) yards from the goal or in cases of obvious advantage being taken (such as leaving one or more players near the goal area for the majority of the game).

ARTICLE XI - FOULS AND MISCONDUCT

All intentional fouls will result in an indirect free kick, with the opponent 6 yards away. The referee is encouraged to explain all infractions to the offending player.

ARTICLE XII - FREE KICKS

All free kicks shall be classified under one heading “Indirect”.

- A. A goal may not be scored until the ball has been played or touched by a second player, not necessarily from the same team.

ARTICLE XIII - PENALTY KICKS

No penalty kicks are to be taken during these games. Tie games stand.

ARTICLE XIV - THROW-IN

Conform to the *Laws of the Game*. One re-throw is allowed after an explanation.

ARTICLE XV - GOAL KICK

- U8: Conform to the *Laws of the Game*. Goal kicks may be taken from anywhere inside the goal area (six yard box).
- U6: In the place of a goal kick the ball will be placed on the closest touch line to the spot the ball left the field of play. The game will be restarted with a free kick from that point.

ARTICLE XVI - CORNER KICKS

- U8: Conform to the *Laws of the Game*. Corner kicks may be taken from any point inside the corner arc.
- U6: Shall place the ball on the touch line closest to where the ball left the field of play. The game will be restarted with a free kick from that point.

ARTICLE XVII - CHANGING AGE GROUPS

If a player has sufficient skills, he/she may be moved up to a higher age group, with the written permission of the parents and consent of the Board of Directors.

ARTICLE XVIII - COMMON SENSE

- A. U6: No coaching from the sidelines. U8: You may encourage them, but not coach them.
- B. Team officials (coach) and players will shake hands with the opponent before and after each game.
- C. Keep no league standings.

- D. This game is for the children. Let them learn; but most of all, let them play and have fun.
- E. No player, team official or parent shall enter the field of play until he has been given permission by the referee to do so.
- F. Coaches, assistant coaches and parents may not enter the field at any time to coach players. *(new 12/03)*
- G. No score shall be kept at any time. *(new 12/03)*

ARTICLE XIX - PLAYER SUBSTITUTION

Players may be substituted at the following times:

- A. During each “Substitution Break”.
- B. Half time.
- C. After an injury when the referee stops play. Only the injured player or players may be substituted.