

ALBERTSON SOCCER CLUB INTRAMURAL RULES

BAD WEATHER AND/OR POOR FIELD CONDITIONS

AUTHORIZED TO CANCEL – The Director of Intramurals is the only person authorized to cancel a match due to bad weather or poor field conditions.

CHANGE A SCHEDULED MATCH – Under no circumstances will a Coach or any other Club representative change a scheduled match or reschedule a match without permission from the Director of Intramurals.

PLAYERS' EQUIPMENT

UNIFORMS – Uniform jersey must be worn in every game. The Home team will wear Blue for all games. The Home team is the team listed first in the schedule. All players shall have their jerseys tucked into their shorts. **Shorts must be soccer style in royal blue.** Any child not in complete uniform will not be allowed to play. Hooded sweatshirts must be tucked inside the uniform jersey. The jersey will be worn as the outer most layer of clothing.

SHIN GUARDS – **All players must wear shin guards at all practices, training sessions and matches.** No player will be permitted to play without them. Knee-high stockings must be worn over the shin guards and shall cover same. If a child is allowed to practice or play without shin guards, then that player's coach will be suspended for a minimum of one game and appear before the ASC Executive Board.

SOCCER BALLS

- Munchkin thru First Grade - #3
- Second Grade thru Fourth Grade - #4

CLEATS – Cleats are optional.

EQUIPMENT NOT PERMITTED

- Hair control devices with any hard parts.
- Splints, casts, braces, or other joint support devices.
- All jewelry of any kind

If the Referee finds that a player is wearing articles not permitted and which may constitute a danger to other players, the Referee shall ask the player to take them off. If a player fails to carry out the Referee's instruction, the player shall not take part in the match.

SEVERE WEATHER – In the event of severe weather conditions, players will be permitted

to wear additional clothing under their team uniform

GOALKEEPER – The Goalkeeper is also permitted (not required) to wear a soft vinyl foam soccer helmet.

GAMES

MINIMUM PLAYING TIME GUARANTEED – Every child in the Albertson Soccer Club Intramural program is guaranteed to play at least one half game.

GAME START AND DURATION – All games must start on-time. To that end, Coaches should have their teams at the field ready to play prior to game time. All games are scheduled to begin on the hour. Games will consist of two 20 minute halves for Kindergarten and two 25 minute halves for 1st and 2nd /3rd/4th Grade Divisions. There will be a 5 minute half time.

There shall be no overtime periods. If the start of a game is delayed for any reason, time will not be added. If the kick-off is delayed for any reason - the game will still end on time. Referees have been instructed to end the games five minutes before the next scheduled game to allow the teams time to clear the field of play.

NUMBER OF PLAYERS ON THE FIELD – Each season the Division Supervisor will determine the number of players on the field. The number of players playing in each Division will depend on the number of players registered in the division and the number of Coaches available.

- U6 - 5 v 5 (no goalie)
- U7 - 6 v 6 (including the goalies)
- U8/U9/10 - 7 v 7 (including the goalies)

UNBALANCED TEAMS -- It is the Coaches responsibility to assure that his/her team arrives on time. If a team has one less than the required number of players at game time, the opposing team will be permitted to play at full strength.

If a team has two less than the required number of players at game time, the Coaches will divide up the remaining players into two even groups for a scrimmage. If a player leaves the field unable to return and the team has no substitutes, the team will play short-handed until the player is able to return to the game.

SUBSTITUTIONS (UNLIMITED) – A team shall be permitted to use as many substitutes as it desires in any match. Substitutions can be made, with the consent of the Referee, at the following times.

- Prior to throw-in for either team
- Prior to a goal kick, by either team
- After a goal, by either team

- After an injury, by either team, when the referee stops play
- Half time (Referee must be made aware of a goalkeeper change)

Substitutions on the fly are not permitted. Before a substitution may be made, the Referee must be asked for permission to make the substitution and the Referee must grant permission for the player to enter the field of play. This is accomplished by calling to the Referee ("REF SUB").

PINNIE RULE - In divisions Kindergarten, First and Second/Third/Fourth, the last player who scores must wear a pinnie until the next goal is scored by either team. The pinnie comes off at the beginning of the second half as well, regardless of who scored the previous goal. The player with the pinnie cannot score. This should help cut down the domination of a strong player on small fields. It will also help the strong player by forcing him/her to concentrate on distributing the ball when they are wearing the pinnie

THROW-INS - An illegal throw-in will result in the player re-taking the throw-in. If the throw-in is illegal again, the opposing team will be awarded possession of the ball.

GOAL KICKS - On Goal kicks all players of the opposing team must position themselves outside of the penalty box. The ball must clear the penalty box before it is in play. For Kindergarten all kids must go to mid-field.

PENALTY KICKS (U7 and above) - For fouls committed inside the penalty box, the Referee will award a Penalty Kick. Only the Goalkeeper and the Player designated to take the Penalty Kick will be permitted in the penalty box. Upon the Referee's signal the designated Player will take the kick. If the ball goes into the net, a goal is scored, if the ball goes over the end line, play is restarted with a Goal Kick. If the ball hits a post or cross bar and rebounds onto the field of play it may be played by any Player except the Shooter. If the ball rebounds off the Goalkeeper, then the Shooter may play the ball.

GOALKEEPERS - Once the Goalkeeper has possession of the ball, all opposing players must clear the box. Any part of the Goalkeeper's body in contact with the ball will constitute possession. Goalkeepers in the U7 division may play in the goal for only a half game. Goalkeepers in the U8/U9/10 Division and higher may play in the goal for a full game. When a ball is played to the goalkeeper by his/her teammate the Goalkeeper may not use his/her hands to play the ball. If his/her hands are used, an Indirect Free Kick from the spot where the Goalkeeper handled the ball will be awarded to the opposing team. The Goalkeeper must put the ball in play within 6 seconds. No goalkeepers in Kindergarten

OFFSIDE - Rules concerning offside will be enforced by the Referee for U8 and above.

SLIDE TACKLING - Slide tackling is not permitted. Any slide tackling offense will result in an indirect kick for the opposing team from the spot of the foul.

COACHING

COACHING – Coaches are not permitted on the field during play (except for the first three games of the fall season in the U6 Division. No Coach or parent is permitted to stand behind the goal-end of the field.

Coaching from the sidelines is permitted, so long as one is giving direction to one's own team on point of strategy, tactics and position provided that the following conditions are complied with:

- The tone of voice is informative and sportsmanlike
- No coach, substitute, or player is to be anywhere but within an area extending along his sideline, no more than 20 yards on either side of the midfield line.
- **No Coach shall be on the field**

No club official, club member, team manager, adult supervisor, player, or spectator may enter the field of play regardless of the circumstances, **unless they have been given permission by the Referee**. If this is disregarded, they shall become subject to disciplinary action by the Board of Directors.

UNUSUAL INCIDENTS OR ACCIDENTS – The "Coach is required to report any unusual incident or accident by filing an incident or accident report with his/her Division Supervisor. This is to be done by the 8:00 PM of the day of the game.

AUTHORITY TO SUSPEND OR DISCIPLINE – The Board of Directors shall have the right and authority to suspend or otherwise discipline any Coaches, Parents and Players.

SUSPENDED COACH – Any Coach who has been placed on suspension is not permitted to participate in any practices, games or activities of the Albertson Soccer Club during the suspension.

CONDUCT – Coaches are subject to all rules pertaining to misconduct including cautions, ejections, and suspension. Any other individuals associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of the Coach. Any coach may be held responsible for the actions of any individuals(s) at any match that is a supporter of that team.

CAUTION / EJECTION – Any player who receives a yellow caution card during a match, must leave the field of play until the next possible opportunity that his coach may substitute him back in (but not less than five minutes). Any player who receives a red ejection card must leave the field of play as well as the facility at which the match is held. That player, parent and coach must appear before the Arbitration Committee of the Albertson Soccer Club before the player may return to any Albertson Soccer Club sanctioned activities.

POSITION OF PLAYERS AND FANS – Teams and their fans will position themselves on opposite sides of the field and must remain at least 3 yards behind the sideline. The Home team shall have the choice of sides. No one is permitted behind either goal.

REFEREE

REFEREES AUTHORITY – The Referee derives his/her authority from the Board of Directors and is authorized to Caution and/or Eject a Coach, Player, Parent or Spectator.

