

# D65 Soccer League Rules

## Player Equipment

- Soccer cleats needed. No baseball or football cleats allowed.
- No turf shoes or gym shoes.
- Shin guards mandatory (**no shin guards- no play**)

## No unsportsmanlike behavior

## Field size

- U9 through U11: Quarter Fields- 60-70 yards long, 30-45 yards wide.

## Ball Size

- Size 4

## Team Size

- 7x7
- One goalie, two defenders, two midfielders, and two forwards

## Free kicks and throw-in restarts

- Kick-ins to restart (indirect kick)
- Throw-ins allowed
- Balls that strike the overhead wire will remain live. Balls that hit the light fixtures will result in an indirect free kick for the opponent directly below where the hit occurred.
- All kicks are Direct (Kick-ins which are indirect kicks)
- Goals may be scored directly from the kick-off
- Re-starts must be taken within 5 seconds
- A wall may be formed in the front of the free kick, and the opponent must be 5 yards away from the ball
- The kicking team must play the ball within 5 seconds. If not, the possession goes to the other team
- FIFA rules dictate "direct and indirect" kicks at the referee's discretion

## No Offsides

- The offside rule will not be enforced

## No Slide Tackling

- Except for the goalkeeper within the goal box.
- A restart will be a direct free kick at the point of the infraction (For infractions that occur inside the box, the restart will be at the top of the box.)

## Heading the Ball

- Heading the ball is not allowed
- Violation results in an indirect free kick

## Goalkeepers

- May not hold the ball for more than 5 seconds
- May not use their hands on the ball from a direct pass from their teammate
- May not punt or dropkick the ball
- May roll or throw the ball from the penalty area; once placed on the ground, the ball is in play.
- Goal-kicks must land outside of the penalty area before any player may touch the ball.

## Misconduct Yellow Card/Red Card

- Yellow Card Caution- intentional foul, intentional handball (outside the box), incidental swearing, or the opinion of the referee.
- The second yellow card is an ejection from the game plus a one-game suspension
- Red Card Dismissals- fighting, swearing at an opponent or referee, spitting, hard fouls
- Red card automatic ejection- one-game suspension with league overview of the red infraction
- FIFA/USSF Laws govern all else not stipulated above

## Game duration

- Games will be played as 40-minute running clock
- The three-minute break between halves
- Coaches and Scheduled teams only on the sidelines/field
  1. No extra teams
  2. No spectators

## Substitutions

- On the fly may be from the beach area or center of the field. Players should not be stepping off the pitch from the opposite side of the field.
- If the player enters the game before the substituted player is within 5 feet of the touchline, it is a penalty to be enforced at the referee's discretion.
- Restart from the point of infraction.

## Operating scoreboards

- The referee will operate a running clock and scoreboard

**Forfeit:** The clock will begin if a team does not have at least seven (7) players to start. If the seventh player does not show up by halftime, it will be considered a forfeit. But the game should still be played to allow plays to get an opportunity to experience live gameplay.

**Overtime:** If the game ends in a tie, five minutes will be added to the clock. If there is still a tie at the end of overtime, we will go into golden goal with five players.