

Southern Virginia Futbol League

Youth Soccer Rules

Unless otherwise noted, the League will abide by USYS rules.

A. Age Groups / Game Periods / Ball size / Player Equipment

- 1) The playing age of each player will be determined using the current USYS age matrix.
 - a) U6 & U8 – 4 ten (10) minute quarters – 5-minute halftime. Use #3 ball.
 - b) U10 – 2 twenty-five (25) minute halves – 5-minute halftime. Use #4 ball
 - c) U12 – 2 thirty (30) minute halves – 5-minute halftime. Use #4 ball.
- 2) U14 & Above – 2 thirty-five (35) minute halves – 10-minute halftime. Use #5 ball
- 3) Shin guards are required in all ages and must be covered by socks and be size appropriate.
- 4) All casts must be padded and approved by the head referee.

B. Number of players / Participation / Field Size

- 1) Each team shall have their signed roster available at each game. The roster should show first and last name of players, jersey number and birth date for each player. The team's club registrar shall sign the roster confirming the accuracy of information.
- 2) No player may play in two different age groups. No player may play on two teams within the Southern Virginia Futbol League unless the second team is approved by the SVFL Leadership.
- 3) All players must play as close to half of the game as possible and play in both halves of the game. Any protest may be brought forward to the SVFL Leadership's attention on the day of the violation by the Head Coach or SVFL Club representative. The protest will be reviewed and administrative actions may be taken to discourage this offense.
- 4) Build out lines will be utilized in the U8 and U10 age groups. The build out lines will be located between the halfway line and the penalty area and marked either with paint of different color or style. Cones right outside of the touchline may be used for U10 instead. *see build out lines document for complete rules*
- 5) All effort should be made to play games scheduled. There are times that a forfeit must be called. After a forfeit had been called the game should still be played as a friendly by exchanging players or playing down as needed.
 - a) **U6:** 5 V 5 No goalie. Field: Min 30 X 20 yards – Max 40 X 25 yards. No forfeit will be called.
 - b) **U8:** 4 V 4 No goalie. Field: Min 30 X 25 yards – Max 40 X 35 yards. A team w/ 3 or less players will forfeit the game. 4 players per side are needed for an official game. 10 player maximum on team roster.
 - c) **U10:** 7 V 7 Includes goalie. Field: Min 60 X 40 yards – Max 80 X 45 yards. A team w/ 4 or less players will forfeit the game. 5 players per side are needed for an official game. 14 player maximum on team roster.
 - d) **U12:** 9V9 Includes goalie. Field: Min 70 X 50 yards – Max 80X60 yards. A team w/ 5 or less players will forfeit the game. 6 players per side are needed for an official game. 18 player maximum on team roster.
 - e) **U14 & Above:** 11V11 Includes goalie. Field: Min 80 X 50 yards – Max 115 X 70 yards. A team w/ 7 or less players will forfeit the game. 8 players per side are needed for an official game. 22 player maximum on team roster.

C. Coaches / Field Access

- 1) Each team is limited to three (3) coaches (including team manager) on their respective sideline.
- 2) Parents and fans must be on the opposite side of the field as players and coaches, within the area between penalty boxes. Parents should not be setting behind the goal.
- 3) Only the Head coach may address questions to the referee.
- 4) Coaches may be on the field to assist in the following situations
 - a) Head coach from both teams and referee must meet before inspecting equipment to address any questions, review rules, and shake hands. Head coach should confirm score with referee at the end of game.
 - b) U6 & U8: Set up players and for all kick-offs.
 - c) U10 – U19: Only to assist injured players after the referee has called the coach onto the field.
 - d) If a coach enters the field to assist an injured player, that player must be removed from the field.

D. Substitutions

- 1) Substitute players must be in the center of the field on the team sideline and recognized by the referee.
- 2) Substitutions may only be done with the referee's permission and during the following dead ball situations:
 - a) After a goal has been scored
 - b) Team's own Corner Kick
 - c) Either Team's Goal Kick
 - d) During own team's throw in and/or during opponents throw in if the other team is also substituting players.
 - e) An injured player/s (Note: the opposing team may substitute equal number of player/s)
 - f) Changing the goalie is a substitute and may only be done in one of the above stated times.

E. Penalty Kicks / Throw In

- 1) No penalty kicks taken by the U6 & U8 age groups. Indirect kick will be awarded at center of the build-out line with defending team being on the midfield line.
- 2) Penalty kicks will be taken in all other age groups.
- 3) U6 & U8 players will receive **two** chances to execute a throw in correctly.
- 4) All free kicks for U6 & U8 are indirect.
- 5) No Penalty areas will be used for the U6 and U8 groups. U6 will have an arc in front of the goal. U8 will only have a goal box which will be treated as a Penalty area for infractions and Sportsmanship Rule.

F. Off Sides

- 1) Off sides will not be called in the U6 - U8 age groups.
- 2) Off sides will be called for U10 - U19 age groups.

G. Slide Tackles

- 1) Slide tackling is not allowed in the U12 and below age groups. Slide tackling is when a defender slides on the ground and attempts to kick the ball away from the ball handler.
 - a) 1st offense - Yellow card (player must leave field until next substitution situation)
 - b) 2nd offense – Red card

H. Heading Guidelines

- 1) No heading is allowed in age groups U12 & below.
 - a) Unintentional headers should be dealt w/ by referee by using a dropped ball. Advantage may be called if the ball just "grazes" the player's head without force.
 - b) Intentional headers should be called as a foul with an indirect kick at the point of infraction (outside the penalty area) or on the line of the penalty area closest to infraction (within the penalty area).

I. Concussion Guidelines

- 1) Each member team shall abide by its own club's adopted & filed VYSA concussion policy.
- 2) If in the opinion of the referee, coach, or the player that the player may have a concussion, that player should be removed from the field to be inspected for symptoms of concussion.
- 3) After inspection, and if the player, parents, coach, and referee agree, then the player may return to playing. If player shows symptoms of concussion, that player must be removed from play.
- 4) The referee can remove a player from play if a player shows symptoms of concussion.

J. Sportsmanship Rule / Disciplinary / Penalties

- 1) At any point during a game that a team falls behind by 5 goals, that team may add an additional player to play. After 6 goals behind, that team may add a second additional player to play. Removing the additional players would follow the same process in reverse. If the team behind does not have any additional players, then the team ahead may no longer take any shots on goal inside the penalty area. Offensive and defensive players may play in the box, but offense cannot attempt to score from inside the box. Goals scored while inside the penalty area do not count. An indirect free kick where the infraction occurred will be awarded to the defending team.

- 2) Any penalty kick awarded to a team ahead 5 goals will be an indirect free kick at the top of the penalty area with the defending team allowed to defend.
- 3) Teams not adhering to this sportsmanship rule are subject to players and/or coaches receiving a Yellow and/or Red Card for unsporting behavior.
- 4) Fouls / Cards for all Age Groups
 - a) Player Yellow Card: Player sent off until next substitution situation. If a team does not have any subs, that team will play short a player until next substitution situation.
 - b) Player Red Card: Player sent off the rest of the game and disqualified for the remainder of the game. Player may stay on the sidelines, unless unsportsmanlike action continues, then player must leave the premises.
 - c) Player 2 Red Cards in a season: 1 game suspension.
 - d) Player 3 Red Cards in a season: Player disqualified for remainder of season pending an investigation by league board.
 - e) Coach Red Card: Coach disqualified from game and must leave team side of field. Continued unsporting behavior, the coach must leave the premises. Any Administrative Red Card given by the League after a game will be a game suspension applied to the next game.
 - f) Coach 2 Red Cards in a season: Coach disqualified for remainder of season pending an investigation by league board.

K. Regular Season Play / Cancellations

- 1) The league shall decide the official start and end dates for the season at a planning meeting before the start of the season.
- 2) Season ending tournament will be held shortly after the end of the season, determined by the league board.
- 3) Game cancellations will be announced by 7:00 AM on the day of the game.
- 4) Makeup games may be scheduled by league, at the discretion of the league board.
- 5) Tie games during the regular season will remain a tie.

L. Tournament Rules / Bracket Play

- 1) All games in bracket play will be played until a winner is decided.
- 2) In the event of a tie at the end of regulation time, the teams will be given a 5-minute rest and then one 5-minute overtime period will be played. If still tied at the end of the overtime period, another 5-minute overtime period will be played. If still tied after the two overtime periods are completed, the winner will be decided by using the FIFA penalty kick procedure. If the game goes to penalty kicks in the U8 age bracket, kicks will be taken from the build-out line centered on the net with no goalkeeper.
- 3) All regulation halftime periods will last 5 minutes, overtime halftime periods will last 2 minutes.
- 4) All tournament matches will be played in accordance with the laws of the game as issued by FIFA except as modified in these tournament / league rules.
- 5) All decisions of the referee are final and binding. The tournament committee reserves the right to decide on all matters relative to the tournament and its decisions are final.
- 6) The referee will start the clock at the beginning of each half and run it continuously until the conclusion of that half. There will be no time allowance for substitutions, injuries or other compensating time. The only time the referee will stop his/her clock is for an injury that is severe enough to significantly affect the length of the game.
- 7) In semifinal or final matches, if the game has been stopped for a serious injury, the referee will resume the game at the point where the match was stopped and finish out the match in its entirety. No semifinal or final match will be shortened due to a serious injury, daylight permitting.

M. Tournament Rules / Round Robin Point System

- 1) Round Robin games may end in a tie.
- 2) All games will be played according to the above stated rules with the following additions.
- 3) Age division winners will be decided based on tournament points
 - a) Win = 3 points
 - b) Loss = 0 points
 - c) Tie = 1 point

- d) Shut Out = 1 point
- 4) When tournament points are equal after all games, the following procedure will be used to determine the winner:
 - a) Result of Head-to-Head competition with teams that are tied. When three teams are tied, head-to-head competition will not be used. When three teams are tied, begin with tiebreaker (b).
 - b) Goals Allowed in ALL matches (maximum of 5 goals per game)
 - c) Most goals scored (maximum 5 goals per game) ALL matches.
 - d) Most shut outs.
 - e) If still tied the game will be decided by a coin toss.