

Official Rules for the Fall Soccer Juniors Season

- I. Any rules not specified in the following guidelines are to be followed according to the official FIFA laws of the game.

- II. Playing Time, Field Size and Number of Players
 - a. Playing Time
 - i. Juniors Division will consist of two 24 minute halves; each half will be divided into four 6 minute quarters that will allow for substitutions to occur. The referee will call a stoppage and coaches will have 30 seconds to substitute their players. **Every player must play at least 50% of the time.**
 - b. Field Size
 - i. Field sizes for the juniors division will be approximately 50 yards by 30 yards.
 - ii. Goal size will be 12 x 6.
 - c. Number of Players
 - i. Team will be 6 v 6 including a goalie.
 - ii. Separate leagues for boys and girls
 - d. A team cannot play a regulated game with more than 2 missing players.
 - i. Games will start promptly.
 - ii. If a team does not have the required number of players within five minutes of game time, they will forfeit the game.

- III. Equipment
 - a. All players must wear shin guards.
 - b. Soccer shoes (soft cleat). No metal cleats will be allowed.
 - c. A player shall not wear anything that is dangerous to another player.
 - d. Players must wear the uniforms provided by HVAA
 - i. The goalkeeper's shirt shall be distinguishable from the other players

- IV. The start of play:

- a. A coin flip starts the game.
 - b. The team that wins the toss decides which goal it will attack in the first half of the match.
 - c. Each team must be on its own half of the field and the defending players must be at least 10 yards from the ball until it is kicked.
 - d. 4. The kicker shall not play the ball a second time until it has been touched by another player.
 - e. 5. After a goal, the team scored upon will kick off.
 - f. 6. After halftime the teams change ends and the kick off will be taken by the opposite team to that which started the game.
 - g. 7. A goal can be scored directly from a kick off.
- v. Ball in and out of play
- a. The ball is in play when:
 - i. The ball is in the field of play or partially on the line. The game will continue as long as the ball is within these parameters.
 - b. The ball is out of play when:
 - i. A ball that has wholly crossed the goal line or sidelines, whether on the ground or in the air is considered out of play.
 - ii. The ball is out of play when the game has been stopped by the referee.

VI. Throw In

- a. When the ball has wholly crossed the, touchline (sideline) it is put into play by a throw in from the spot where it went out and by a player from the opposite team that last touched it.
- b. The player throwing the ball in must face the field of play and both of his feet shall be on the touchline or on the ground outside of the touchline. The thrower shall use both hands and shall deliver the ball from behind and over his head.
- c. Thrown In violations will be explained to the player by the referee. The player committing the infringement will be given 1 warning by the referee and the player will retake the throw in. If a violation occurs again, the ball will be given to the opposing team to attempt a throw in.
- d. A goal shall not be scored directly from a throw in.

VII. Method of scoring

- a. A goal is scored when the entire ball has passed over the goal line, between the goal posts, and under the crossbar.

VIII. Offside

- a. No offside rule for juniors

IX. Fouls and misconduct

- a. The following fouls and misconduct are penalized:
 - i. Kicks or attempts to kick an opponent
 - ii. Trips or attempts to trip an opponent
 - iii. Jumps at an opponent
 - iv. Charges an opponent
 - v. Strikes or attempts to strike an opponent
 - vi. Pushes an opponent
 - vii. Holds an opponent
 - viii. Spits at an opponent
 - ix. Handles the ball deliberately
 - x. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
- b. All fouls shall result in a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

X. Free Kicks

- a. Are classified into two categories: "Direct" (from which a goal can be scored directly against the offending side, and "Indirect" (from which a

goal cannot be scored unless the ball has been touched by a player other than the kicker before entering the goal). There will be no Indirect Kick for the Junior Division.

- b. For all free kicks the offending team must be at least ten yards from the ball until it has been kicked.

XI. Penalty Kicks

- a. There will be no penalty kicks.

XII. Goal Kick

- a. When the entire ball has crossed the goal-line, excluding the area between the goal posts, after being last touched by a player from the attacking team, it is put back into play by a kick from the goal area (usually the six yard line) by the defending team.
- b. The ball must travel beyond the penalty area before being touched by another player.
- c. A goal can be scored direct from a goal kick

XIII. Corner Kick

- a. When the entire ball has crossed the goal-line, excluding the area between the goal posts, after being last touched by a player from the defending team, it is put back into play by a kick from a member of the attacking team from the corner on the side the ball went out.
- b. A goal may be scored directly from such a kick
- c. Players of the team opposing that of the player taking the corner kick shall not approach within 10 yards of the ball until it is in play.

XIV. Goal area

- a. No player may take up permanent or semi-permanent position within the "goal area" (this is the box in front of the goal which designates where goal kicks are taken from), unless there is active play in that area. Violators should be instructed by the referee to move, and if necessary for repeated violations the referee should talk to the coach.

XV. Referees Responsibility

- a. Before the game starts, ask the opposing coaches:
 - i. Duration of the game? 48 minute game
 - ii. Halves? Two 24 minute halves

- iii. When will they make substitutions? Substitutions will be allowed every 6 minutes when the referee calls for a Substitution stoppage.
- b. Before the game starts, talk to both teams:
 - i. Let them know who you are and what you will be doing during the game.
 - ii. The coin toss – the team winning the toss chooses the goal they will defend; the other team kicks off.
 - iii. The HVAA oath will be reviewed before the start of each game.
- c. Start of Play:
 - i. Both teams should be in their own half of the field.
 - ii. Ball is in the center on the halfway line.
 - iii. Opponents of the team kicking off must be 4 yards from the ball for U-6 and U-8 until it is touched by the kicking team.
 - iv. Tell the teams to wait until you whistle or signal.
- d. Game:
 - i. After the ball is in play you follow play close enough to see what is going on but not so close as to interfere with the players.
 - ii. If the ball goes completely over one of the longer boundary lines you whistle to stop play and indicate that the restart will be a throw-in.
 - iii. If the ball goes over the shorter boundary line (goal line) and no goal is scored, the restart will be either a goal kick or a corner.
 - iv. During play if you see a player carelessly commit a foul you whistle to stop play, explain to the offender what was done wrong and let the opponent restart play with a direct free kick from the spot of the foul.
 - v. At this level of play, clumsiness, inexperience, lack of skill and eagerness are the most common fouls.
 - vi. Use your watch to keep track of time and stop play when time runs out.

XVI. Postponements

The Director and the league commissioner will be responsible for determining whether the fields are playable due to inclement weather. Every effort will be made to make up games that were lost due to the weather, however if it becomes impossible, the games will be recorded as ties.

HVAA Juniors Playoff Rules

The following are the rules for this year's Junior's division playoff:

1. All HVAA League Rules and Coaching Guidelines must be followed.
 - 1.1 Parents are not allowed to stand behind the goal areas.
 - 1.2 Yelling at Referee's or influencing calls is not acceptable.
2. Please have all players at the field at least 15 minutes before game time. Games are to begin on schedule or as close to it as possible depending on any overtime games. Warm ups should be done before taking the field if games are running late.
3. Each player **must** (this is not an option) play at least 50% of the game.
4. Juniors play two 24 minute halves. Substitutions occur every (6) minutes of a half. One (5) minute stoppage between halves. The clock will continue to run during substitutions. Teams have 30 seconds to make their substitutions and this will be enforced. Referees will be instructed to start the game regardless if teams are not ready once 30 seconds have expired.
5. If a game is tied at the end of regulation:
 - 5.1 There will be two (2) three-(3) minute overtime periods. If the game is still tied at the end of the 2nd overtime period;
 - 5.2 We will play a five (5) minute sudden death period with no keeper until one-team scores.
6. Participation awards will be presented to each team after they are eliminated from the playoff.