



9-12/13+ Teams - Rules and Regulations

Revised: 9/6/13

- 1) Side/Center refs to check all players before the game to make sure they're properly equipped. This includes: shin guards, cleats(no metal) & jewelry of ANY kind. Sideline referees must check the goals to make sure that they are properly intact in the ground. *Coaches should check players for the above before being viewed by refs. Each side ref should check one team each
- 2) Ball sizes: 9-12(#4) & 13+(#5). Balls are provided by RVHR.
- 3) **Substitutions** – Either team may substitute on any goal kick, corner kick, and throw in, however, the team that has control of the ball must be substituting in order for the other team to substitute. For example, if the ball goes out on the Flames, and the Rams will be throwing the ball in, if the Rams are NOT substituting, then the Flames CANNOT substitute. If the Rams are substituting, then it opens up for the Flames to substitute also. Any team may also substitute after anyone scores a goal. Player must wait kneel at the halfway line when wanting to substitute in and must enter the field at the "halfway" line ONLY during a stoppage of play. The goalie may change positions during the game, however if the game goes to penalty kicks, the goalie used for overtime is the player who was goalie at the end of regulation. The sideline referee must be told when a substitution is requested. The sideline referee will raise their flag at the next stoppage of play. **NO SUBSTITUTIONS IN THE LAST 3 MINUTES OF THE GAME.**
- 4) All decisions of the referee are FINAL! The referee is the only person who can change a decision after realizing their ruling was made in error. The referee may also consult with the sideline referee at their discretion on their ruling. This can only be done provided that play has not restarted.
- 5) Duties of sideline referees: Assist referee with corner kicks, out of bounds, offsides enforcements, substitution requests and assistance with penalty kicks. Coaches WILL NOT talk with side referees under any circumstances – it distract from their job.
- 7) **Coin Flip**-The team that wins the toss chooses which goal it WILL attack. The other team takes the kick-off to start the game. The team that won the coin flip will start with the ball in the second half of the match. Teams change sides for the second half & attack the opposite goals. Players need to be outside the circle until it's in play.
- 8) **Direct Kicks** are awarded: A) Someone kicks or attempts to kick an opponent B) Trips/attempts to trip an opponent C) Jumps at an opponent D) Charges an opponent E) Strikes or attempts to strike an opponent F) Pushes an opponent G) A player holds an opponent and H) A player that touches(hands) on purpose. The referee will point his hands in the direction the ball will be kicked.
- 9) **Indirect Kicks** are awarded: A) A player impedes the progress of an opponent. The referee will hold his hand up and lower it as soon as the second player touches the ball. For both Direct and Indirect kicks, the ball is placed at the spot of the foul.
- 10) **Penalty kicks** are awarded if infractions are committed inside the penalty area. Procedures: sideline referee stands on the goal line to the goalie's left. The center referee stands at the top of the penalty box(on the goalie's right). There is a re-kick if the goalie moves forward before the ball is kicked unless the try results in a goal. This is the responsibility of the sideline referee to monitor the goalie's movement. The sideline referee will raise flag if goalie moves before the ball is kicked.
- 11) Throw-In procedure: Player must A) Face the field of play B) Use both hands C) Have some part of each foot on some part of the side line. Side ref should mark where the ball went out with their flag.
- 12) 9-12(20 minutes) & 13+(25 minutes). 5 minute halftime. Please remember that it's a game continuous clock.
- 14) Teams will play to the least number of players on other team - no less than (9?), no more than 11. You can bring up a player from a younger age group to an older group – but never to take the place of the older player. A younger player can never be added if the team already has 11 players. If an injury takes your team to less than 11 players, the referee will confer with the coaches to see whether to play up a younger age group player, have both teams play with less, or allow the one team to continue with 11 and one with less than 11.
- 15) Parents will watch game from outside the fields. Players should be on the inside between the two fields. (Greenfield)
Parents will watch games from inside the fields. Players should be on the outside of the of the two fields. (RiversEdge)
- 16) When the ball is in procession of the goalie – the goalie needs to get rid of the ball in 6 seconds. (indirect at infraction)
- 17) Each coach needs to stay on their side of the field and leave the middle center line open for substitutes.
- 18) **SLAUGHTER RULE:** Game ends when score differential reaches 7. In case of forfeit game score will be 7-0.
- 19) All players need to stand 3 feet off of the sidelines so side refs can see when a ball goes out of bounds.
- 20) On a goal kick, ALL defensive players must be out of the goal box. The ball must be kicked out of the goal box to be in play. If it does not go out of the goal box, it is a do over. The goalie CANNOT touch the ball twice without someone touching it first. If he does, the infraction is a indirect kick at the spot he touched it twice.