



# CANDLELIGHT LEAGUE YOUTH SOCCER RULES AND REGULATIONS



## THE LEAGUE:

*The eligibility age for all participants shall be a minimum of 3 years of age and a maximum of 11 years of age. The age cut-off date to establish the age of the child is **SEPTEMBER 1<sup>st</sup>** of the current year. Candlelight League will honor an alternate cut-off date established by other sanctioning organizations if that date does not expand the age brackets or increase the age eligibility established by Candlelight League.*

**A. Division Leagues** - These teams will be administered by Candlelight League. Scheduling and rescheduling will be accomplished by Candlelight League. Candlelight must have the parent's permission for a child to play up from their division.

**Instructional**– Open to youth 3 and 4 years of age as of September 1<sup>st</sup>. There will not be any standing or scores kept in this division. **Freshman**– Open to youth 5, 6 and 7 years of age as of September 1<sup>st</sup>. **Sophomore**– Open to youth 8, 9 and 10 years of age as of September 1<sup>st</sup>. **Juniors**– Open to youth 11 to 12 years of age as of September 1<sup>st</sup>.

## PLAYER ELIGIBILITY

A. All players must play in their eligible age bracket.

## LEAGUE RULES

Games will be played according to the USYSA (United States Youth Soccer Association) rules and FIFA rules except for the provisions listed below.

A. League play will begin **Saturday, October 6, 2007**

B. Uniforms - Uniforms provided by Candlelight League must be worn to all games. (matching numbered jersey, matching shorts, and matching socks) **\$300.00 Sponsorship and all Raffle money must be turned in prior to receiving team uniforms.**

C. Equipment - Shin guards **MUST** be worn and covered by stockings for all practices and games. For the safety of all players **NO JEWELRY** is permitted during the game (earrings, wrist bands, Armstrong bands etc.)

D. Divisions Instructional and Freshman- #3 ball. Divisions Sophomore and Juniors - #4 ball .

E. Coach must give a line up card with players' names and numbers to the game official before the game starts.

F. Teams will be given ten (10) minutes after scheduled game time to produce a sufficient number of players to begin a game.

G. Teams may start the game with five (5) players for Instructional and Freshman and seven (7) players for Sophomores and Juniors. If additional players show up, they may be inserted in the game only during a stoppage and with permission from the Referee.

H. Length of games:

Instructional and Freshman - Four (4) eight (8) minute quarters

Sophomore and Juniors - Four (4) fifteen (15) minute quarters

I. There will be four-minute rest period between quarters.

J. Substitutions: **Instructional and Freshman** divisions are unlimited substitutions. **Sophomore and Junior** divisions- A coach can only substitute players between quarters. A hurt or yellow-carded player can be replaced at any time. A yellow-carded player must sit out " the remainder of the quarter. If a player is injured, the coach has the option to leave the player in the game or substitute for him/her. If the injured player is substituted that substitute must play the remainder of the quarter. Time must be out before any substitution can be made

L. One complete half will be an official game. **All Referee decisions are final.**

M. Standings will be based upon a point system: Two (2) points for a win; One (1) for a tie; No points for a loss. Should two teams finish the season with the same number of points the team with the most wins takes the position. If points and wins are the same - Total number of goals for, then total against will be used. **SCORE CARDS MUST BE TURNED IN FOR PROPER POINT COUNT. IF NO CARD IS TURNED IN, A TIE WILL BE AWARDED.** Scorecards are available at the concession stand.

N. Coaches are responsible for the conduct of their players, parents and spectators around field. Any coach ejected from a game will not be allowed to coach or be a spectator from within the premises of the park for the next scheduled

game. The Board of Directors can override this rule if just cause is presented. No Coaches, parents, and / or fans are permitted to stand behind the goals during the game.

O. **NO OUTSIDE FOOD, ALCOHOLIC BEVERAGES OR COOLERS** are allowed at Candlelight. **Coaches are responsible for helping emphasize this rule. Please notify parents and spectators of this rule.**

## SOCCKER DIRECTOR

The soccer director acts on the authority granted by the Board of Directors of Candlelight League. They will enforce the aforementioned rules for the equitable distribution of players to maintain a balance in number of players on the field.

## PLAYING RULES

FIFA Laws of the Game can be found at [www.fifa.com](http://www.fifa.com). Official FIFA Rules will govern all play. Exceptions and clarifications are emphasized below.

A. The maximum number of players on the field shall be six (6) players, one of who is the goalkeeper (Instructional and Freshman) and eight (8) players, one of who is the goalkeeper (Sophomore and Junior).

B. The goalkeeper must wear the vest provided by Candlelight League.

C. Instructional and Freshman- The offside rule will not apply, however, the intent of the rule will be followed. Positioning a player in front of the opponent's goal irrespective of the location of the ball on the field is contrary to the aims of the program. The referee shall take appropriate action to prevent this kind of play .

**D. No penalty kicks will be taken during the game for Freshman ONLY. Free kick will be taken instead.**

E. One re-throw will be allowed if foul throw occurs. Referee shall explain proper method of throw-in.

F. **Sophomores and Juniors: Law 11 (Offside) will be enforced. Law 13 (Free Kicks) will be enforced on Sophomores and Juniors games. Substitutions** shall occur at the half, or with the consent of the referee, on a throw-in in your favor, goal kick, after a goal, after an injury. **All players must play a minimum of half the game.**

G. Goalie may not be charged in the goal area. No player shall make physical contact with the goalkeeper, harass the goalkeeper or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever. Also, included in "having control of the ball" is, if the goalkeeper holds the ball on the ground with one or both hands.

H. All players must be ten (10) yards from the ball on an indirect free kick, corner kick, and the kick-off. The ball must travel forward the distance of its own circumference before it is brought to play.

I. **Law 9 (Ball in and out of play)** will be enforced.

J. **Law 17 (Corner Kick)** enforced in Sophomores and Juniors. One exception is that opponents remain at least four (4) yards from the ball until it is in play (Instructional and Freshman divisions). **Law 16** per FIFA for Sophomores and Juniors. The defending players must stand at least four (4) yards away from the ball until it is in play (Instructional and Freshman). The ball is in play once it has left the goal area.

K. One (1) Coach from each team is allowed onto the playing field during the games for Instructional and Freshman divisions.

L. Parents must remain five (5) yards away from the playing field and on their team's side of the field.

M. **Slide tackling is not allowed.** Coaches must encourage their players **NOT** to slide tackle when challenging for the ball.

## SMALL SIDED GAMES

In August of 2003, US Youth Soccer's State Associations approved changes to the Policy on Players and Playing Rules that will affect the game for players under age 12. Current US Youth Soccer policies require that Under-12 teams and younger play games with not more than eight players per side. Effective September 1<sup>st</sup>, this rule will detail age group specific playing numbers.

It makes the game of soccer a better experience for children. More touches on the ball, more opportunities to make decisions, more actual play. Energetic workouts due to playing both attacking and defensive roles. While learning both offense and defense, a player will become more complete and will understand more readily the roles and importance of teammates. FAIR PLAY and GOOD SPORTSMANSHIP is expected from all those who attend games at the Candlelight League.

Explanation of Rules: (Brief explanation if you want more exact explanation go to [www.fifa.com](http://www.fifa.com))

## **Law 9- Ball Out of Play**

### **Ball Out of Play**

The ball is out of play when:

- it has wholly crossed the goal line or touch line, whether on the ground or in the air
- play has been stopped by the referee.

### **Ball In Play**

The ball is in play at all other times, including when:

- it rebounds from a goalpost, crossbar or corner flag post and remains in the field of play;
- it rebounds from either the referee or an assistant referee when they are on the field of play.

## **Law 11- Offside**

### **Offside Position**

It is not an offence in itself to be in an offside position. A player is in an offside position if:

- he is nearer to his opponents' goal line than both the ball and the second last opponent.

A player is not in an offside position if

- he is in his own half of the field of play or
- he is level with the second last opponent or
- he is level with the last two opponents.

### **Offence**

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position.

## **Law 13- Free Kicks**

### **Types of Free Kicks**

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.

### **The Direct Free Kick**

- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

## **The Indirect Free Kick**

### Signal

The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

## **Law 16 – The Goal Kick- [http://www.fifa.com/en/laws/Laws16\\_03.htm](http://www.fifa.com/en/laws/Laws16_03.htm)**

A goal kick is a method of restarting play.

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is awarded when:

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10 .

### **Procedure**

- The ball is kicked from any point within the goal area by a player of the defending team.
- Opponents remain outside the penalty area until the ball is in play.
- The kicker does not play the ball a second time until it has touched another player.
- The ball is in play when it is kicked directly beyond the penalty area.

### **Infringements/Sanctions**

If the ball is not kicked directly into play beyond the penalty area:

- the kick is retaken.

## **Law 17 – The Corner Kick**

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10 .

### **Procedure**

- The ball is placed inside the corner arc at the nearest corner flag post.
- The corner flag post is not moved.
- Opponents remain at least 9.15 m (10 yds) from the corner arc until the ball is in play.
- The ball is kicked by a player of the attacking team.
- The ball is in play when it is kicked and moves.
- The kicker does not play the ball a second time until it has touched another player.