

Covington Community Sports Ages 7/8 Division Soccer

Description:

This is a recreational league for youth under the age of 9 designed to teach all aspects of the game of soccer.

Field Dimensions and equipment:

40 yards x 60 yards; Goal size: 6 x 8 feet; Ball size: 4

Players:

Players on the field include: six field players and one goalie.

Playing Time:

Players must rotate and play all positions throughout the course of the season. All players, in attendance, must play in the game unless they are hurt.

Substitutions

Substitutions are allowed for both teams on a dead ball (throw in, indirect kick, or at the start of the game or half). The referee must be aware, and acknowledge the substitution before the player is allowed on the field. Injured players will receive a free substitution at any time.

Player Equipment:

The team's appointed jersey and personal shin guards are mandatory. Shin guards that are worn with straps are to be worn **underneath** soccer socks completely covering the shin guard.

Molded cleated soccer shoes are not required but would be beneficial to the player. Baseball cleats with toe-cleat are prohibited. No metal cleats.

All cast, splints and braces must be padded. No protective equipment shall have exposed metal and any other hard material. Prostheses may be worn.

Jewelry shall not be worn except for religious and medical medals. A religious medal shall be taped and worn under the uniform. A Medical Alert must be taped and may be visible. Metal or plastic hair clips are not allowed.

Headgear is not permitted unless for religious or medical reasons (with doctors written release and staff approval.) The "Full 90" head support system is allowed during all practices and games without a written medical release.

Eyeglasses must have shatterproof lenses and be secured behind the head. Sunglasses are only permitted if they are prescription-sunglasses. Hearing aids worn in or behind the ears are legal, provided that the device does not create the threat of injury.

Referees:

One head referee and two optional linesmen are scheduled for each game. They are responsible for control of the game. All decisions are final.

Length of Game:

Two 25-minute halves will be played with a 5-minute half time.

Start of Play:

A coin toss will decide which team will kick off to start the game. Each team must stay on its own half of the field before the opposing team touches the ball. The same player may not touch the kick off twice before another player touches the ball. A goal cannot be scored directly from a kick off. If a ball crosses into the goal on the kick off, the kick off will be replayed.

Ball Out of Play:

The ball is out of play when the ball has completely crossed the goal line or touchline, whether on the ground or in the air or when the referee has stopped the game.

Scoring:

A goal is scored when the entire ball has crossed the goal line, between the goal posts, and under the goal cross bar. Scores are not recorded for this age group; however, goals should be acknowledged.

Offsides:

There is no offside rule.

Free Kicks:

All free kicks will be classified as indirect free kicks. All players on the defending team must remain 8 yards away from the spot of the free kick ball.

Indirect Free Kick: An indirect free kick is awarded to the opposing team if a player:

- A. Plays in a dangerous manner
- B. Impedes the progress of an opponent
- C. Prevents the goalkeeper from releasing the ball from his/her hands
- D. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
- E. Holds an opponent
- F. Spits at an opponent
- G. Handles the ball deliberately (exception; Goalie within own penalty area)
- H. Kicks or attempts to kick an opponent
- I. Trips or attempts to trip an opponent
- J. Jumps at an opponent
- K. Charges an opponent
- L. Strikes or attempts to strike an opponent
- M. Pushes an opponent

Fouls and Misconduct: In addition to those items identified in the Player Code of Conduct, the following shall be classified as fouls and misconduct:

- A. Charging: charging another player in a manner that is determined to be dangerous.
- B. Charging from Behind: a player cannot charge, even in a controlled manner, another player from behind.
- C. Hands: intentionally or unintentionally playing the ball with the hands, any part of the arm below the start of the shoulder.
- D. Heading: striking the ball, intentionally or unintentionally, with the head.
- E. Hitting: hitting or attempting to hit another player.
- F. Holding: holding or grabbing another player's body or uniform.

G. Jumping: jumping into, and hitting, another player.

H. Kicking: kicking or attempting to kick another player.

I. Obstruction: intentionally blocking the path of another player without being able to readily play or touch the ball.

J. Pushing: pushing or attempting to push another player.

K. Slide Tackling: sliding to play the ball, whether in a group of people or by themselves. Any player guilty of slide tackling will be given an automatic yellow card.

L. Tripping: tripping or attempting to trip another player.

Penalty Kicks:

Penalty kicks are not used for this age group. Possession is awarded to the opposing team.

Goal Kicks:

When the ball has completely crossed the end line, after last being touched by a player from the defending team, it is put back in play from the corner of the six-yard box. The ball may only be touched once before leaving the penalty box, and then any player is allowed to play it. Once the ball is placed on the line, the player may not move it. Moving the ball, from one side to another may be completed once. Goals may not be scored directly from a goal kick. In the event the ball passes through the goal directly on a goal kick, the kick is retaken.

Throw-In:

When the ball has completely crossed the touchline, it is put back into play by a throw-in by the opposing team from where the ball exited the field of play. A goal cannot be scored directly from a throw-in unless another player touches it. Both feet must be on the ground (one foot can be dragged.) Both feet must be on or behind the line when the ball is thrown. A re-throw will be allowed if an incorrect throw-in occurs.

Corner Kick:

When the ball has completely crossed the goal line after being last touched by a player from the defending team, it is put back into play by a kick from the corner nearest to where it went out. The ball can be placed anywhere within a 3-foot radius of the corner flag. The corner flag may not be moved at any point during the game.

Goalie Possession:

To prevent injury, the referee will stop the play when the goalie has control of the ball and is subjecting him/her to danger. The goalie will be awarded possession if he/she has one hand on the ball.

Red and Yellow Cards:

Red and yellow cards will be given to players, coaches and spectators who act inappropriately at any time immediately before, during or following a game.

A. Cautionable Offenses:

A player is cautioned and shown the yellow card if he/she commits any of the following seven (7) offenses:

1. Violates the Code of Conduct
2. Guilty of unsporting behavior
3. Shows dissent by word or action
4. Persistently infringes the "Rules of the Game"
5. Delays the restart of play
6. Fails to respect the required distance when play is restarted with a corner kick or free kick
7. Deliberately leaves the field of play without the referee's permission
8. Enters or re-enters the field of play without the referee's permission

B. Ejections: A player is ejected and shown the red card if he commits any of the following offenses:

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this doesn't apply to a goalkeeper with his own penalty area).
5. Denies an obvious goal-scoring opportunity to an opponent by moving toward the players' goal with an offense punishable by a free kick or a penalty kick.
6. Uses offensive, or insulting or abusive language and/or gestures.
7. Receives a second caution in the same match
8. Violates the Code of Conduct.