

# Bellevue Soccer Club

## Game Rules

November 13, 2008

# Table of Contents

<b>DOCUMENT HISTORY.....</b>	<b>III</b>
<b>SECTION C – RECREATIONAL LEAGUE GENERAL RULES (ALL AGE GROUPS).....</b>	<b>1</b>
GENERAL.....	1
C1 - THE FIELD OF PLAY.....	1
C2 - THE BALL.....	1
C3 - NUMBER OF PLAYERS.....	1
C4 - PLAYERS EQUIPMENT.....	2
C5 - THE REFEREE.....	2
C6 – ASSISTANT REFEREE/LINEMEN.....	3
C7 - DURATION OF GAME.....	3
C8 - THE START OF PLAY.....	4
C9 - BALL IN AND OUT OF PLAY.....	4
C10 - METHOD OF SCORING.....	4
C11 - OFF SIDE.....	4
C12 - FOULS AND MISCONDUCT.....	4
C13 - FREE KICKS.....	5
C14 - PENALTY KICK.....	5
C15 - THROW-IN.....	5
C16 - GOAL KICK.....	5
C17 - CORNER-KICK.....	5
C18 - SPORTSMANSHIP.....	6
C19 - PLAYOFFS.....	6
<b>SECTION D - SOCCER RULES (UNDER 6 ,UNDER 5, AND UNDER 4).....</b>	<b>7</b>
D1 – THE FIELD OF PLAY:.....	7
D2– THE BALL:.....	7



# **Section C – Recreational League General Rules (all age groups)<sup>1</sup>**

## **General:**

The following rules shall govern the playing of soccer for all age groups in the in the Bellevue soccer league. Those teams playing in the ENSA or NSL leagues will follow the rules and regulations for those leagues.

All rules are in accordance with the Federation International Football Association (FIFA) universal rules, or as amended in this document.

Certain basic concepts have evolved over the years that have become pillars of the BSC program. The success of soccer in this community has been due largely to the following basic principals:

- a. Soccer is a game and should be fun. Developing superstars is not our prime objective. By providing the environment and basic skills the individual must achieve that on his/her own.
- b. Winning games, championships and trophies is second in importance to enjoying soccer. Therefore, in recreational soccer every youth plays at least half of each game unless they are on suspension for rules violations/disciplinary reasons or for medical reasons.
- c. The coach must stress sportsmanship and teamwork. Learning to win as well as to lose graciously will serve the youth in later life.
- d. Parents should not interfere with the coach but should encourage him/her and the team. Rooting at the game and supporting the practice sessions is highly desirable. We are all voluntarily devoting our time and energy so that the youth can participate in this wholesome athletic program. The parent's support is appreciated by all.

## **C1 - The Field Of Play**

The general plan of the field is stated in each age groups specific rules.

Weather permitting, the fields shall be marked with distinctive lines at least once each week during the playing season.

Both teams and team officials participating in the match will be on the same side of the field, as designated by the referee, with all spectators on the opposite side of the field.<sup>2</sup>

## **C2 - The Ball**

The home team will furnish the referee with the game ball for his/her inspection and acceptance 10 minutes prior to the scheduled start time of the game.

## **C3 - Number Of Players**

Any team which fails to play a scheduled game or fails to field a team consisting of the minimum number of players within 15 minutes after the scheduled start time shall forfeit that game to the opposing team with a score of zero to two (0-2). Should both teams fail to field a team within 15 minutes of the scheduled start time, they both will receive a loss (0 to 0 score) and the game will not be rescheduled or played at a later date.

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<sup>1</sup> All Game rules amended August 2004

<sup>2</sup> Adopted October 2006

Using a player that is not registered with the NSSA and the BSC will be grounds for a forfeiture of the game and all previous games the player was used in previously will be forfeited, by a score of zero to two.

Goalie substitutions should be kept to a minimum. The referee may approve a request for a goalie substitution in case of an injury. The referee must be notified of and approve all goalie changes.

The coach must insure that each player plays at least half the game, unless there are medical or disciplinary reasons for not doing so.

A five-minute interval will be allowed at half time. Referees may, during extremely warm weather, allow other break periods during the game.

Substitution for injury will be allowed at any time. Coaches are reminded that they or any other person, must receive the referees permission to enter the field of play during an injury. Each coach will provide the referee, at the start of the game, the name and number of each player that may be required to be substituted at other than times indicated above due to medical problems or conditions.

### **C4 - Players Equipment**

A jersey of a uniform team color (with numbers), shorts, shin guards, socks and footwear is mandatory. The goalie must be distinguishable from all other players on the field. Shin guards must be completely covered by a sock. Shirts must be tucked in. No jewelry is allowed.

In inclement weather other clothing is allowed as long as the team jersey is worn as the outer garment. The referee must approve all garments.

The home team (listed first on the game schedule) must change the color of their jersey where a color conflict exists. Bibs are available for wear over the jerseys.

Shoes may be tennis or gym shoes, but an all purpose athletic shoe with either molded rubber or plastic cleats are recommended. Steel cleats and toe or side cleats will not be allowed on the field. (Note: shoes that have screw in cleats with a metal tip are permitted provided they are not dangerous<sup>3</sup>)

Player cards, with pictures attached, must be made available to the referee for his/her inspection before the start of play.

### **C5 - The Referee**

Official referees will be used when available, a coach or neutral person may referee the game in the absence of a registered referee. Play the game if at all possible.

The referee has jurisdiction from the time he/she (arrives at<sup>4</sup>) enters the field of play until he/she departs the field of play.

The referee can stop the game for an infringement of the rules and can suspend or terminate a game whenever he/she deems such stoppage necessary for the safety of the players and/or good conduct of the game (sever weather, interference by spectators and/or coaches, etc.).

- (a) When the referee terminates the game before its normal time had expired for weather related reasons or darkness, the game will stand as being played if the whistle has started the second half, otherwise the game will be replayed.

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<sup>3</sup> Amended 12-16-04

<sup>4</sup> Amended 12-16-04

- (b) When local sirens are sounded for tornado warnings or other emergencies that may affect the players, all games in progress will be terminated immediately by the referee.
- (c) In the event the referee has to terminate the game before its time expires due to causes other than weather or darkness, he/she will contact the club president about the termination, on the day it occurred, and will submit a written report to the BSC president within 24 hours, detailing the event and reasons, along with the names of those involved, that caused their early termination

The referee can suspend from play any player guilty of violent conduct or repetitious infringement of playing rules. A player ejected by the referee from games played under the jurisdiction of the BSC will be automatically suspended from the next league game.

The referee will inspect the players, their equipment and player passes prior to the start of the game. Players will not be allowed to play with casts.

The referee may appoint the club linemen for each team, if registered linemen are not available or scheduled.

In the case of a rule violation where a whistle would be disadvantages to the fouled team, the referee may signal 'play on' and not stop for the rule violation. (advantage rule).

In foul weather, the BSC phone recorder [292-3222] is used to cancel games where weather has made the fields unplayable. Every effort is made to get this information on cancellations on the tape by 3pm on weekdays and 7am on Saturdays. At all other times, the game referee will decide if the field is playable. The decision of the referee is final.

## **C6 – Assistant Referee/Linemen**

An Assistant Referee shall assist the referee by indicating ball out of play, corner kick, goal kick, throw-in and offside condition. When volunteer team linemen are used they will indicate ball out of play only.

## **C7 - Duration Of Game**

Time keeping is the duty of the referee.

The time keeping between halves shall not exceed five (5) minutes, however the referee may extent the break period and allow additional break periods during extremely hot weather.

The game will not be stopped by anyone except the referee. He/she will allow the full time for the game, adding all time lost through accidents or other causes.

There will be no overtime play except for championship and cup games where a winner must be determined. When required, two overtime periods will be played. Should that fail to produce a winner, the rules of knock-out competition specified tin FIFA laws will prevail.

Game time periods are as follows:

Age group	Game length	Overtime periods
9-10	Two 25 minute halves	Two 10 minute halves
11-12	Two 30 minute halves	Two 10 minute halves
13-14	Two 35 minute halves	Two 10 minute halves
15-16	Two 40 minute halves	Two 15 minute halves

### ***C8 - The Start Of Play***

At the beginning of each half and after a goal is scored, play is started with a kick-off from the center of the field.

Choice of end of field and kick-off at the beginning of a game is decided by a coin toss by the referee prior to the game.

### ***C9 - Ball In And Out Of Play***

The ball is out of bounds when the whole of the ball crosses the goal line or the sidelines either in the air or on the ground.

The lines belong to the area of which they are boundaries.

### ***C10 - Method Of Scoring***

Except as otherwise provided by the laws, a goal is scored when the whole of the ball has passed over the goal-line, between the goal posts and under the cross-bar provided it has not been thrown or carried by hand or arm by a player of the attacking team.

### ***C11 - Off Side***

A player is off side when all of the following conditions exist.

The player is in the opponent's side of the field.

The ball was last touched by his/her teammate.

He/she is ahead of the ball when the ball was last played.

He/she has less than two opponents (goalie included) between him/her and the opponent's goal line.

He/she received the ball from other than a corner-kick, goal-kick, drop-ball or throw-in.

### ***C12 - Fouls And Misconduct***

Any player or coach who is guilty of misconduct under this law, on or off the field of play, during or after the game, shall be banished from further participation and his/her conduct reported to the BSC president/executive council for further action.

Any player or coach that continuously criticizes the referee(s) decisions during the game will be awarded a caution (yellow card). If he/she continues to criticize the referee he/she will be asked to leave the field (this is the equivalent of a red card). They will immediately depart the area of the playing field (i.e. out of sight and hearing of the field). If a player is issued a red card the team will play short for the remainder of the game. During the remainder of the game the youth player receiving the red card will remain on the sidelines under the supervision of the team coach and may leave the area only under adult supervision (normally with a parent/guardian).

In BSC games, there will be no coaching from the boundary lines, except as stated below. For a violation of this rule, the referee will caution the offender (equivalent of a yellow card); if the coach continues to violate this rule he/she shall be requested to leave the game (equivalent of a red card), otherwise the referee will terminate the game.

Coaching in the under 09 through 19 age groups will be limited to the area 10 yards on either side of the center line on their side of the field.

Rooting or providing words of encouragement and praise to the players will not be considered by the referee as sideline coaching, if it is done in the proper manner.

To avoid injury to the goalie, the opposing players must not push or try to kick the ball from the goalies hand nor may they interfere with his/her capability to catch or deliver the ball.

Any player who intentionally charges the goalkeeper shall be red carded.<sup>5</sup>

A cautioned (yellow card) player must be substituted for immediately after the caution is administered. The opposing team does not have a substitution opportunity at this time. The cautioned player may re-enter the field at his/her team's next substitution opportunity. The cautioned player may remain on the field if his/her team does not have any substitutes.

### **C13 - Free Kicks**

Free kicks are classified under two headings: direct, from which a goal can be scored directly and indirect from which goal can not be scored unless the ball has been touched by another player other than the kicker.

### **C14 - Penalty Kick**

If an infraction/personal foul or intentional handling of the ball occurs within the penalty area by the defending team, a penalty kick is awarded to the attacking team.

The penalty kick is taken from the penalty mark, which is 12 yards (*under 9-10 - 10 yards*) from the goal line.

All players except the defending goalie and the kicker must be outside the penalty area and at least 10 yards (*under 9-10 - 8 yards*) from the penalty mark.

### **C15 - Throw-In**

When the whole of the ball passes over the touchline either on the ground or in the air, the referee will award a throw-in by a player of the team opposite to that of the player who last played or touched the ball.

### **C16 - Goal Kick**

When the whole of the ball bases over the goal line excluding that portion between the goal posts either in the air or on the ground, having been last played by one of the attacking team, the referee shall award a goal kick to the defending team from a point within the goal area.

The ball is not in play until it crosses beyond the penalty are. The opposing players must clear the penalty area until the ball is considered to be in play.

### **C17 - Corner-Kick**

When the whole of the ball passes over the goal line excluding that portion between the goal post either in the air or on the ground having last been played by one of the defending team players, the

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<sup>5</sup> Amended 12-16-04

referee shall award a corner-kick to the attacking team from that side of the field nearest to where it crossed the line.

Defending players must remain at least 10 yards (under 9-10 - 8 yards) from the ball until it is played. The ball is not in play until it travels its own circumference on the field of play.

In the event an under 9-10 game is scheduled to be played on a regular sized field, they will use short corners, i.e. intersection of the penalty area line and the goal line.

### ***C18 - Sportsmanship***

Team officials (coaches) and players will shake hands with the opponents after the game.

### ***C19 - Playoffs***

Within an age group there will be no playoffs to determine division winners unless there is a three way tie with each team having achieved a round-robin 'win one-loose one' record with the other teams. If one of the teams beats the other two teams, or if only two teams tie for first place, the head-to-head winner of that particular league game will be the division champ within the age group.

If two teams tie within a division (record wise) and also tied in their head-to-head league game, a playoff game will result

In the case of a three-way tie with a round-robin split, the age group director will use an equitable system (coin toss, hat draw) to determine a bye for the playoff and implement the playoff process accordingly.

## **Section D - Soccer Rules (Under 6 ,Under 5, and Under 4<sup>6</sup>)**

### ***D1 – The Field of Play:***

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:            minimum 20 yards      maximum 30 yards

Width:            minimum 15 yards      maximum 25 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of four (4) yards is marked around it.

The Goal Area: None.

The Penalty Area: None.

Flagposts: None.

The Corner Arc: Conform to FIFA.

Goals: Goals must be placed on the center of each goal line and be at least 4' x 6' in size. Cones or flags may be used in place of goals. Larger goals may be used to facilitate easier scoring to provide enjoyment and confidence for the players.. .

### ***D2– The Ball:***

Size three (3)

### ***D3 – The Number of Players***

A match is played by two teams, each consisting of not more than three players. There are NO goalkeepers.

Substitutions: At any stoppage and unlimited.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be coed.

Teams shall have no more than six (6) players and no less than four (4 players)

**D4 – The Players Equipment:** Conform to FIFA.

U4 players are issued reversible purple and white jerseys.

- Home team shall wear purple
- Away team shall wear white

U5 & U6 players are given colored t-shirts to be worn as jerseys.

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<sup>6</sup> U4 added, and rules redone April 2005

Shin-guards shall be worn.

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**D5** – The Referee: An OFFICIAL (Game Manager, Coordinator, Parent, Coach, Trainer, or Certified Referee) may be used. All infringements shall be briefly explained to the offending player.

**D6** – The Assistant Referees: None.

**D7** – The Duration of the Match: The match shall be divided into four (4) equal, eight (8) minute quarters. There shall be a one (1) minute break between quarters, and a two (2) minute break at halftime.

**D8** – The Start and Restart of Play: Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least four (4) yards from the ball until it is in play.

**D9** – The Ball In and Out of Play: Conform to FIFA.

**D10** – The Method of Scoring: Conform to FIFA.

**D11** – Offside: None.

**D12** – Fouls and Misconduct: Conform to FIFA with the exception that all fouls shall result in a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown.

**D13** – Free Kicks: Conform to FIFA with the exceptions that all free kicks are direct and opponents are at least four (4) yards from the ball until it is in play.

**D14** – The Penalty Kick: None.

**D15** – The Throw In: Conform to FIFA with the exception that an improperly performed throw-in can be retaken.

**D16** – The Goal Kick: The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be four (4) yards away from the ball until it is in play.

**D17** – The Corner Kick: Conform to FIFA with the exception that opponents remain at least four (4) yards from the ball until it is in play.

## **Section E- Soccer Rules (Under 7 and Under 8)**

### **E1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: 40 yards<sup>7</sup>

Width: 30 yards<sup>8</sup>

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of four (4) yards is marked around it.

The Goal Area: A goal area is defined at each end of the field as follows: A goal area 20 yards wide by 6 yards deep will be centered on the goal.<sup>9</sup>

The Penalty Area: none.

Flagposts: none.

The Corner Arc: Conform to FIFA.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is eighteen (18) feet and the distance from the lower edge of the crossbar to the ground is six (6) feet. Goals may be smaller in dimension.

**E2 – The Ball: Size three (3).**

**E3 – The Number of Players:** A match is played by two teams, each consisting of not more than five players, one of whom is the goalkeeper.

Substitutions: At any stoppage of play and unlimited.

**E4 – The Players' Equipment:** Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**E5 – The Referee:** An OFFICIAL (Game Manager or Coordinator or Parent or Coach or Grade 9 referee) may be used. All infringements shall be briefly explained to the offending player.

**E6 – The Assistant Referees:** None.

**E7 – The Duration of the Match:** The match shall be divided into four (4) equal, twelve (12) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

**E8 – The Start and Restart of Play:** Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least four (4) yards from the ball until it is in play.

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<sup>7</sup> Amended 12-16-04

<sup>8</sup> Amended 12-16-04

<sup>9</sup> Amended 12-16-04

**E9** – The Ball In and Out of Play: Conform to FIFA.

**E10** – The Method of Scoring: Conform to FIFA.

**E11** – Offside: None.

**E12** – Fouls and Misconduct: Conform to FIFA with the exception that 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. A player may be cautioned or ejected from a game, however a player shall not actually be shown a red card.<sup>10</sup>

**E13** – Free Kicks: Conform to FIFA with the exceptions that all kicks are **direct** and all opponents are at least four (4) yards from the ball until it is in play.

**E14** – The Penalty Kick: None.

**E15** – The Throw-In: Conform to FIFA with the exception that an improperly performed throw-in can be retaken once.

**E16** – The Goal Kick: Conform to FIFA with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

**E17** – The Corner Kick: Conform to FIFA with the exception that opponents remain at least four (4) yards from the ball until it is in play.

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<sup>10</sup> Amended 12-16-04

## **Section F - Soccer Rules (Under 9 and Under 10)**

### **F1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:            minimum 45 yards    maximum 60 yards

Width:            minimum 35 yards    maximum 45 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: Conform to FIFA.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flag posts: Conform to FIFA.

The Corner Arc: Conform to FIFA.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

**F2 – The Ball:** Size four (4).

**F3 – The Number of Players:** A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper.

Substitutions: At any stoppage and unlimited.

**F4 – The Players' Equipment:** Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**F5 – The Referee:** Registered referee, especially Grade 9 or parent/coach or assistant coach. All rule infringements shall be briefly explained to the offending player.

**F6 –The Assistant Referees:** Not required. May use club linesmen if desired.

**F7** – The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a half-time interval of five (5) minutes.

**F8** – The Start and Restart of Play: Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

**F9** – The Ball In and Out of Play: Conform to FIFA.

**F10** – The Method of Scoring: Conform to FIFA.

**F11** – Offside: None.

**F12** – Fouls and Misconduct: Conform to FIFA.

**F13** – Free Kicks: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball.

**F14** – The Penalty Kick: Conform to FIFA.

**F15** – The Throw-In: Conform to FIFA.

**F16** – The Goal Kick: Conform to FIFA.

**F17** – The Corner Kick: Conform to FIFA with the exception that opponents remain at least eight (8) yards from the ball until it is in play.

## **Section G - Soccer Rules (Under 11 and Under 12)**

### **G1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:            minimum 60 yards    maximum 80 yards

Width:            minimum 45 yards    maximum 55 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal area: Conform to FIFA.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flagposts: Conform to FIFA.

The Corner Arc: Conform to FIFA.

Goals: Conform to FIFA with exception that the maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

**G2 – The Ball:** Size four (4).

**G3 – The Number of Players:** A match is played by two teams, each consisting of not more than eight players, one of whom is the goalkeeper.

Substitutions: At any stoppage and unlimited.

**G4 – The Players Equipment:** Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**G5 – The Referee:** Registered referee.

**G6 – The Assistant Referee:** Use U.S.S.F. registered referees or club linesmen.

**G7 – The Duration of the Match:** Conform to FIFA with the exception of the match being divided into two (2) halves of thirty (30) minutes each. There shall be a half-time interval of five (5) minutes.

**G8 – The Start and Restart of Play:** Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

**G9 – The Ball In and Out of Play:** Conform to FIFA.

**G10 – The Method of Scoring:** Conform to FIFA.

**G11** – Offside: Conform to FIFA.

**G12** – Fouls and Misconduct: Conform to FIFA.

**G13** – Free Kicks: Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

**G14** – The Penalty Kick: Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

**G15** – The Throw-In: Conform to FIFA.

**G16** – The Goal Kick: Conform to FIFA.

**G17** – The Corner Kick: Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

## **Section H - Soccer Rules (Under 13 and Older)**

### **H1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:            minimum 100 yards    maximum 130 yards

Width:            minimum 50 yards    maximum 100 yards

Field Markings: Conform to FIFA.

The Goal area: Conform to FIFA.

The Penalty Area: Conform to FIFA.

Flagposts: Conform to FIFA.

The Corner Arc: Conform to FIFA.

Goals: Conform to FIFA.

### **H2 – The Ball: Size five (5).**

**H3 – The Number of Players:** A match is played by two teams, each consisting of not more than eleven, one of whom is the goalkeeper.

Substitutions: Conform to FIFA.

**H4 – The Players Equipment:** Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**H5 – The Referee:** Registered referee.

**H6 – The Assistant Referee:** Use U.S.S.F. registered referees or club linesmen.

**H7 – The Duration of the Match:** Conform to FIFA/USSF and NSSA Modifications for Youth Play.<sup>11</sup>

**H8 – The Start and Restart of Play:** Conform to FIFA.

**H9 – The Ball In and Out of Play:** Conform to FIFA.

**H10 – The Method of Scoring:** Conform to FIFA.

**H11 – Offside:** Conform to FIFA.

**G12 – Fouls and Misconduct:** Conform to FIFA.

**H13 – Free Kicks:** Conform to FIFA.

**H14 – The Penalty Kick:** Conform to FIFA.

**H15 – The Throw-In:** Conform to FIFA.

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<sup>11</sup> Amended 12-16-04

**H16** – The Goal Kick: Conform to FIFA.

**H17** – The Corner Kick: Conform to FIFA.

## **Section I –TOPS Guidelines**

See document titled “Bellevue Soccer Club – TOPS SOCCER Guidelines and Rules” available from the Bellevue TOPS Coordinator<sup>12</sup>

## **Section J –Adult Guidelines**

See document titled “Adult Rules – April 2005”

## **Section K –Select and ENSA Guidelines**

See document titled “Bellevue Soccer Club – Competitive Soccer Division Guidelines and Rules”

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<sup>12</sup> adopted 3-6-2003