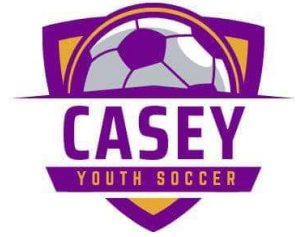


Casey Youth Soccer League Rules



(U4) Rules

Game Time: 4 Quarters

Quarter Length: 5 Minutes each, clock runs non-stop

Players: 3 v 3 or 4 v 4 (dependent on team size and coach discretion)

Goalies: No

Ball Size: 3

Field Size: U4/U6 Fields

Referee: No, coaches must referee.

Coaches: On the field working with players and teaching the rules

Focus: HAVE FUN!! Work on learning how to keep the ball in the field of play. Learn to kick and not use hands. Rules are loose with no score kept. The main objective is to HAVE FUN!!!!

Other: No headers, no slide tackles, no offsides, no penalty kicks, no direct kicks. Will work on overhead throw-in but does not have to be correct.

(U6) Rules

Game Time: 4 Quarters

Quarter Length: 6 Minutes each, clock runs non-stop

Halftime Length: 5 Minutes

Players: 4 v 4 (dependent on team size and coach discretion)

Goalies: No

Ball Size: 3

Field Size: U4/U6 Field

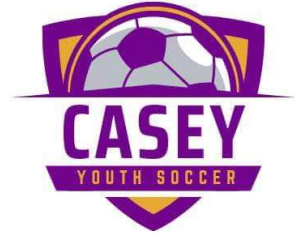
Referee: Yes, keep time and work on helping kids understand rules. Let coaches know when it is half way through a quarter for subs.

Coaches: On the field working with players and teaching the rules

Focus: HAVE FUN!! The division will work on structured kickoffs (starting the game with a pass), keeping the ball in the field of play, dribbling, work on overhead throw-ins (do not penalize for bad form), and moving the ball in the right direction without using their hands.

Other: No headers, no slide tackles, no offsides, no penalty kicks, no direct kicks.

Casey Youth Soccer League Rules



(U8) Rules

Game Time: 4 Quarters

Quarter Length: 8 Minutes each, clock runs non-stop

Halftime Length: 5 Minutes

Players: 7 v 7, includes goalie (can be less, dependent on team size and coach discretion)

Goalies: Yes

Ball Size: 3

Field Size: U8 Field

Referee: Yes, keep time and keep score. Let coaches know when it is half way through a quarter for subs. Explain a foul or free kick if players seem confused

Coaches: On the sideline but can come out to better explain instructions

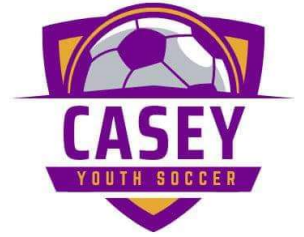
Focus: The division will work on structured kickoffs (starting the game with a pass), keeping the ball in the field of play, dribbling, passing, keeping spread out, and staying in formation.

This division will introduce a 3 offense & 3 defense formation. Offense or defense should stay on their side of the field except when retrieving the ball. Formation will change to 2/1/2 in 6 v 6 where the one in the midfield can play both offense and defense. Formation will change to 2/2 in 5v5.

Kids are subbed out in the middle of each period for equal playing time. Subs are completed during the next dead ball.

Other: No headers, no slide tackles, and no offsides. Direct kicks are allowed, but no walls. No penalty kicks: if an instance occurs that would warrant a penalty kick the attacking team is given a corner kick instead.

Casey Youth Soccer League Rules



(U10) Rules

Game Time: 4 Quarters

Quarter Length: 10 Minutes each, clock runs non-stop

Halftime Length: 5 Minutes

Players: 7 v 7 or 9 v 9 (includes goalies)

Goalies: Yes

Ball Size: 4

Referee: Yes, keep time and keep score.

Coaches: On sidelines during matches.

Focus: Learning all positions on the field. Focus on technique (passing, dribbling, throw-ins). Coaches will teach and stress offsides. Coaches AND officials to police offsides rules. Penalty kicks for obvious fouls.

Other: No headers and no slide tackles. Direct kicks are allowed, but no walls.

Sub on dead balls. Subs should wait on the midline to be subbed in the game.

Tournament Tie Rules:

- If a tournament game ends in a tie, a penalty shootout will be used.
- Teams will select 5 players to kick and one goalie. The goalie may also be one of the 5 kickers.
- The kicks are taken alternately by the teams.
- Each kick is taken by a different player, and all eligible players must take a kick before any player can kick again.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, teams are still tied after the 5 kicks, 1 additional kick will be taken by each team until one team has scored 1 more than the other and equal kicks have been taken by each team. However, all eligible players must kick before a player can kick a second time.

Casey Youth Soccer League Rules

Definitions

Hand Ball: A handball includes using any part of the body from the tips of the fingers to the shoulder. The proper way to look at this soccer rule is that a player cannot handle the ball. A ball that is kicked and hits a player's hand or arm is not necessarily a handball. This means that the referee must judge whether or not a handball is accidental contact, or the player handled the ball on purpose to gain an advantage.

There is also a situation in which the goalie cannot use his/her hands. This is called the back-pass rule. Goalkeepers cannot pick up a pass that came directly from one of their teammates. In this case, the goalkeeper must use their feet. If the goalie does pick-up the ball it will result in an indirect kick from where he/she touched the ball.

Fouls: A player cannot kick, trip, jump at, charge, strike, push, hold, or spit at an opponent. Bumping, leaning, or going shoulder-to-shoulder while competing for a ball is not a foul until the hands or elbows are up.

Game Start: Due to time restrictions we do not do a coin toss to determine opening possession. Officials will choose a team to kick-off for the start of the game and alternate between periods and/or halves.

Substitutions: Substitutions are made differently depending on the league. U8 Division games have short periods and substitutions are made between periods. U10 and U12 Division games allow substitutions to be made during stoppages, such as a throw-ins, corner or goal kicks. Coaches in U10 and U12 Divisions will send substitutes to the center line between the two benches when they want to send them in for another player. Referees will check the sideline for substitutes waiting to get into the game during these stoppages. They will allow subs on the field at this time and play will start when all substituted players are off the field.

In the event of a team having too few players there are a couple of different ways to address this problem. Coaches can agree on using less players on the field. An example would be playing a 5 vs 5 game instead of 6 vs 6. Coaches can agree to not use goalies for a game. Coaches could also agree to borrow/lend a player of similar abilities. Borrowed players should wear a similar colored shirt or pinnie to avoid confusion. These decisions should be agreed upon by both coaches before the start of the game. Games should start at their scheduled start time as to not delay any following games.

Casey Youth Soccer League Rules

Kick-offs: The ball is placed in the center of the field and both teams must be on their own half of the field and the defending team must stay outside the center circle until the ball is kicked. Moving the ball any constitutes a kick-off, even if it only goes an inch. The ball can go in any direction on the kick-off (forward, backward, or sideways). The kick taker may not touch the ball again until someone else, on either team, has touched it(not enforced below U10). If the kicker touches the ball a second time before it touches another player, the opposing team is awarded an indirect free kick from that location. For any other violation of the kick-off rule, the kick is retaken. The most common violation is a player on either team crossing the halfway line or the defending team going into the center circle before the ball is kicked. Each time a goal is scored, the team that did not score kicks-off.

Two-Touch Rule: A player cannot touch the ball twice in a row when putting the ball in play. This also applies to throw-ins. A player cannot throw the ball in and then kick it.

Throw-ins: A throw-in is taken when the ball crosses a sideline and leaves the field. The two basic soccer rules for a proper throw-in are to have both feet on the ground through the entire motion of throwing and to throw the ball with both hands over the head.

Corner Kicks: A corner kick is taken when the ball leaves the field across the goal line at the end of the field. If the defensive team kicks it out, play is restarted with a corner kick. The corner kick is taken from the corner nearest to where the ball left the field.

Goal Kicks: If the offensive team kicks it out across the goal line, play is restarted with a goal kick. The goal kick is taken from anywhere inside the goal area box. It can be taken by any player. The ball must leave the penalty area (U12 Division only) before anyone can touch the ball. If the ball does not leave the penalty area then the kick is retaken. Officials do not place the ball for a goal kick. The goalies will place the ball anywhere in the goal box.

Direct and Indirect Free Kicks: On a direct kick you can score by kicking the ball directly into the goal. On an indirect kick you cannot score. An indirect kick must be touched by another player before it can go into the goal that is the kicker and a second person. You can tell whether the kick is direct or indirect by looking at the official. For an indirect kick, the official will hold one arm straight up in the air until the second person touches the ball. No arm up or pointing towards the goal, it is a direct kick. In general, a direct kick comes from a contact foul or handball. Everything else is indirect.

Casey Youth Soccer League Rules

Penalty Kicks (U10 & U12 Division Only): A penalty kick results from a contact foul or handball by the defending team within the penalty area in the large box on either end of the field. The ball is placed on the penalty spot, in front of the center of the goal. All players must remain outside the penalty area and the penalty arc until the ball is kicked. The goalkeeper must have both feet on the goal line until the ball is kicked. If after the ball is kicked, it rebounds off of the goal or the keeper and stays on the field, the ball is live and anyone can play it. It is permissible to pass the ball during a penalty kick as long as the first kicker is clearly identified, the first kick is forward, and all rules above are adhered to.

Offsides (U10 & U12 Division Only): Players cannot be offsides on a corner kick, goal kick, or throw-in. Also, it is not an offense for a player to be in an offside position. The player must be involved in active play as determined by the official to be called offside. A player is in an offside position if he/she is nearer to his/her opponents goal line than both the ball and the second to last opponent (last opponent usually being the goalie).