

# **Immaculate Heart of Mary Junior JV Soccer League Rules**

Immaculate Heart of Mary modifications to the FIFA Laws of the Game.  
FIFA Laws of the Game can be found at [www.ussoccer.com/referees](http://www.ussoccer.com/referees).

Throw-ins are do-overs the first two weeks.

No quick kicks. Referees allow coaches to set wall from sideline, or referee can communicate what the coach is trying to convey. Coordinator will advise if changed.

Do not issue cards. For cautions, walk player over to coach and explain what happened if not obvious and why a card would be issued. For dismissals, team does not play short in any circumstance player is affected by what the reason was. DOGSO – Player is removed but team will not play short. Serious Foul Play – Coach and referee discretion if they wish to put the player back in the game they can by mutual agreement. Violent Conduct – NO RETURN. Player must sit out rest of game.

## **Law 1 – 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 40 yards; maximum 50 yards

Width: minimum 30 yards; maximum 40 yards

Standard Size: 47.5 yards x 35 yards

**Field Markings:** Distinctive lines not more than five 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 five yards is marked around it.

**The Goal Area:** Same as Penalty Area below.

**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, 10 yards from the inside of each goalpost. These lines extend into the field of play for a distance of eight 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 eight yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of five 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 21 feet and the maximum distance from the lower edge of the crossbar to the ground is seven feet.

**Buildout Line:** Buildout line will be placed halfway between the midfield line and the penalty area. When ball is possessed by the goalie or on a goal kick the attacking team must retreat beyond the buildout line until the ball is put in play. The ball is considered to be put in play when it crosses the buildout line, is received by a teammate of the goalie, or the goalie places the ball on the ground and dribbles the ball. Once the ball is put in play, the attacking team may cross the build out line.

**Law 2 – The Ball:** Size four.

**Law 3 – The Number of Players:** A match is played by two teams, each consisting of not more than seven players, one of whom is the goalkeeper, unless modified as a result of Law 20. A match may not start if either team consists of fewer than five players. Teams are encouraged to share players if needed to make sure each team has enough players to play the game.

**Substitutions:** There shall be unlimited substitutions, with permission of the referee, at either team's throw in and/or goal kick. All substitutes must enter the playing field from the halfway line and should not enter the playing field until acknowledged by the referee.

**Playing time:** Each player shall play a minimum of 25% of the total playing time. Teams and matches may be coed.

**Law 4 – The Players' Equipment:** Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Jewelry, wrist adornments of any type, earrings even if taped are not permitted. Only medical alert bracelets and religious items are permitted providing they are taped to cover completely.

**Law 5 – The Referee:** Registered referee, especially Grade 9 or higher if USSF, or registered official with DSOA. Parent/coach or assistant coach can be used if registered referee is not available. All rule infringements shall be briefly explained to the offending player.

**Law 6 –The Assistant Referees:** Not required. The referee may use linesmen/women if desired.

**Law 7 – The Duration of the Match:** Shall be four equal quarters of 10 minutes each. There shall be intervals lasting two minutes following each quarter.

**Law 8 – 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 five yards from the ball until it is in play.

**Law 9 – The Ball In and Out of Play:** Conform to FIFA.

**Law 10 – The Method of Scoring:** Conform to FIFA.

**Law 11 – Offside:** Conform to FIFA.

**Law 12 – Fouls and Misconduct:** Conform to FIFA with the exception that slide tackling is not allowed. Any slide tackle will result in a direct free kick for the opposing team.

**Law 13 – Free Kicks:** Conform to FIFA with the exception that all opponents are at least 10 yards from the ball.

**Law 14 – The Penalty Kick:** Conform to FIFA with the exception that the penalty mark is made eight yards from the midpoint between the goalposts and equidistant to them.

**Law 15 – The Throw-In:** Conform to FIFA. During the first two weekends of the season, if a foul throw occurs, the referee will allow the offending player to retake the throw-in one time before awarding a throw-in to the opposing team. At the start of the third weekend of the season, all foul throws will result in a throw-in for the opposing team. If the ball does not enter the field of play during a throw-in, the throw-in will be re-taken.

**Law 16 – The Goal Kick:** Goal kicks will be taken from the outside edge of the goal area. Opposing team players must stand behind the buildout line until the ball crosses the buildout line or is received by a teammate of the player taking the goal kick. Goal kicks must touch a player or the ground prior to crossing midfield. A goal kick that crosses midfield without touching a player or the ground will result in an indirect kick for the opposing team.

**Law 17 – The Corner Kick:** Conform to FIFA with the exception that opponents remain at least eight yards from the ball until it is in play.

**Law 18 – Player, Coach, and/or Spectator Behavior:** All players, coaches, and spectators will conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been instructed to run the matches according to this spirit and will act accordingly. Dissent from players, coaches, and/or spectators will not be tolerated; cautions and/or dismissals will result. Players are encouraged to play all matches with intensity and desire. However, unnecessary physical play, particularly with the intent to injure will not be tolerated; cautions and/or dismissals will result from such actions. The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner. Players dismissed from a match will not participate in the next match. Coaches or spectators dismissed from a match may be banned from further league participation. Players dismissed for fighting may be banned from further league participation. Any team playing a dismissed player outside of this rule will forfeit all remaining games. The league directors reserve the right to terminate the participation of a team/coach/or player in the league if the behavior of the players, coaches, and/or spectators creates the atmosphere in which a match or matches cannot be completed within the spirit of the league.

**Law 19 – Weather Cancellations:** Every effort will be made to play games at their scheduled times; however, inclement weather may cause games to be canceled if unsafe field conditions are created. All decisions on canceling games prior to their start will be made by the league and announced as early as possible. Once a game begins the referee will decide if field conditions warrant the game to be canceled. The presence of thunder and/or lightening in the area will be cause for canceling games. The league reserves the right to not reschedule one canceled game per team during the season.

**Law 20 – Mercy Rule:** If at any time during a game there is a five-goal differential, the winning team must remove a player from the field and play the game with six players. If the goal differential becomes eight goals, the winning team should remove an additional player from the field and play with five players. If the goal differential changes to four or less, both teams will return to playing 7 v 7. The mercy rule is a last resort to try and balance the game. Coaches

are encouraged to make adjustments to their line-up, formation, and/or style of play prior to getting to a five-goal differential.

**Law 21 – Goalkeeper possession:** When the goalkeeper possesses the ball in his/her hand, the attacking team must retreat beyond the buildout line until the ball is put in play. The goalkeeper may not punt or drop kick the ball to put it back in play. When the goalkeeper puts the ball back into play, it must touch a player or the ground prior to crossing midfield. Failure to do so will result in an indirect free kick for the opposing team at midfield.

**Law 22 – Heading the ball:** Players are not permitted to intentionally head the ball. Headers will result in an indirect kick for the opposing team.

**Law 23 – Slide Tackles:** Players are not permitted to slide tackle. Slide tackles will result in an indirect free kick for the opposing team.