

# Minors Small Sided

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**1. FIELD OF PLAYERS:** Dimensions: 40 yards X 60 yards

**2. THE BALL:** Size five (5).

**3. THE PLAYERS** Player must be 11-13 years of age, and no older than 16 at the start of season. Proof of age is required at the time of registration for this age group.

a. Age up rule - If the player is 6 months away from the starting age of the next division at the start of season, they may choose to age up into the next division. Ex: a 13.5 yo player could move up to the next division if their 14 birthday is 6 months from the start of the season.

b. Age down rule - will be considered for the well being of the player on a case by case basis.

b. A recommendation by coach and parent will be considered when an age up or age down request is received.

c. Both considerations will be reviewed by the league. All requests must be made prior to or at registration.

**4. NUMBER OF PLAYERS**

-A match is played by two teams, 5v5 or 6 v 6 (dependent upon the season's roster), one from each team must be the goalkeeper. A match may not start if either team consists of fewer than four players. If a match begins with set number of players, it must be played with same number of players even if more players arrive.

-Substitutions happen during a stoppage.

-Borrowed players. No borrowed players in this division.

**5. PLAYER EQUIPMENT:**

-Proper uniform, required for all games, is as follows: team shirt, shorts, socks, shin guards (completely covered by socks), soccer shoes or sneakers

-Sweat pants and sweatshirts will be allowed during cold weather.

-All players must have team shirts and numbers visible at all times.

-Goalies must wear a jersey of contrasting color to the team shirt.

**6. THE OFFICIAL**

-Referees maintain jurisdiction over the game at all times.

-Questioned calls can only be addressed in a non-confrontational manner by the coaches during breaks. This applies to Laws of the Game only. Judgment calls cannot be questioned.

-Any and all calls by the referee stand for the game.

**7. LINESMEN**

-May be used if head referee would like to have one

**8. DURATION OF THE GAME AND LENGTH OF PERIODS**

-Team winning the coin toss chooses which goal to defend in the first half. Team losing toss takes kickoff to begin the first half.

-Game shall be played for two (2) 20 minute halves. Double Headers will play for two (2) 17 minute halves. Game times may be shortened by referee due to weather conditions.

-Teams shall change ends after the first half.

-There will be a (5) minute break for half time

-Referee shall be responsible for keeping time.

**9. PLAYERS TIME ON FIELD- Amended on 1/8/2020-** Coaches must play every player in attendance uninterrupted for 50% of game time. This Rule will be enforced by head referee.

-Time outs are not allowed except in the case of injury at which time everyone is to follow the directions of the referee.

-Coaches are asked to instruct their players that in the event they are injured to please remain on the ground so the referee may see that they are injured.

**10. START OF PLAY**

Before play begins, a representative of each team participates in the coin toss. The team that wins the coin toss chooses which side to defend in the first half and has the right to kickoff in the second half.

**11. BALL IN AND OUT OF PLAY**

-Ball is in play until it ENTIRELY crosses the touchline, goal line or the referee stops the game.

**12. SCORING**

A goal is scored when the WHOLE ball passes over the goal line, between the goal posts and under the crossbar, provided that no infringement of the laws of the game has been committed previously by the team scoring the goal.

**13. OFFSIDE**

-It is not an offense in itself to be in an offside position.

-A player is in offside if their playable body is nearer to opponents' goal line than both the ball and the second to last defender (arm/hands are not playable body parts in soccer) and are involved in active play by:

-interfering with play

-interfering with an opponent

-gaining an advantage by being in that position

-A player is NOT in an offside position if in their own half of the field, is level with the second to last opponent, and/or level with the last two opponents.

**OFFSIDES will be enforced in games 4,5 and 6 of the season. If coaches have to substitute referee, they will not be required to enforce offsides.**

**14. FOULS AND MISCONDUCT (yellow and red cards will be used!)**

- Kicks or attempts to kick opponent
- Trips or attempts to trip an opponent
- Jumps at or on an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent
- Holds an opponent
- Spits at an opponent
- Any dangerous play
- Handles the ball DELIBERATELY (except goal keeper in penalty area)
- No slide tackling
- No heading of the ball

**15. FREE KICKS**

- Free kicks are either direct or indirect.
- A goal can be scored from a direct free kick. Indirect kicks must be touched by another player before going in the goal for the score to count.

**16. PENALTY KICKS**

- Penalty kicks are awarded when the defense commits a direct free kick foul in the penalty area.
- Ball must be played forward from the penalty mark.
- Goalkeeper must remain on the goal line between the posts until the ball has been kicked.
- All other field of play players must be outside the penalty area and behind the penalty mark.

**17. THROW-IN**

A throw-in is a method of restarting play and is awarded to the opponents of the player who last touched the ball when it completely crosses the touch line, either on the ground or in the air. The ball is in play when it enters field of play. Plays must be a minimal of two (2) yards away from player taking the throw-in. A failed execution of the throw-in will change possession of the throw-in.

**18. GOAL KICK**

- A goal kick is a method of restarting play and is awarded when the WHOLE ball passes over the goal line, in the air or on the ground last touched from the attacking team and a goal is not scored (Rule 10).
- Goal kicks can be taken from anywhere inside the "Goal Area".
- Opponents must be outside the penalty area.

**19. CORNER KICK**

-A corner kick is a method of restarting play and is awarded when the WHOLE ball passes over the goal line, either on the ground or in the air last touched from the defending team and a goal is not scored (Rule 10).

**20 . MERCY RULE**

- There is score keeping in this division but coaches need to be courteous of this rule in all divisions
  - a. A goal differential of greater than 5 is generally viewed as "running up the score" and is not acceptable.
  - b. During a game both teams should take the following steps before this happens.
    - i. Recognize early
    - ii. Stop your scores from scoring
    - iii. Rotate your offensive and defensive players
    - iv. Switch your goalie
    - v. Set a number of passes before they shoot
    - vi. Anticipate that last second goal
  - c. If the score between the team is 5 goals apart the referee will take action and apply the mercy rule, a player will be added from the losing team when the score between teams is a 5-goal difference. The referee is in charge of letting players on and off the field and will notify the coaches when the mercy rule is in effect and will wave on for a player to be added.
  - d. In the event that the leading team scores again, now a 6-goal differential, the losing team will add a player.
  - e. If another goal is scored with an additional player on the field, another player will be added to the losing team
  - f. In the event another goal is scored with 2 additional players added to the losing team, the winning team will remove a player.
  - g. If another goal is scored with the removal of a player from the winning team, the winning team will remove an additional player.

- h. Once the score has been reduced between the teams to a 3-goal difference the mercy rule will not be in effect and the teams will return to full strength
- i. Player scoring more than 3 goals should be placed in a non-scoring position for the remainder of the game. If 4 goals are scored, the player should remain in a non-scoring position and will be required to 3 passes before scoring again.

**21. STANDINGS AND SCORING – This division will keep score and placement for standings.  
See Amended Rules**

**22. CONCUSSION**

- a. An athlete who is believed to have a concussion or head injury is to be removed from play right away. They will not be able to return to play for 24 hours, if suspicion of a concussion or head injury is warranted. Player must seek medical help immediately.
- b. If concussion is confirmed, player must follow medical protocol provided by medical doctor.
- c. A concussion medical release will need to be provided to return for the season.
- d. Parents are to review and follow the CDC guidelines on youth athletes concussion found online at [www.lowell.net](http://www.lowell.net) parks-soccer league

**23. SUDDEN CARDIAC ARREST**

- a. Review Sudden Cardiac Arrest information located online under soccer rules and league information

**24. REFUND POLICY** Registration fees are refundable prior to the close of registration for the season. (this will be 7 days from our last day of advertised public registration at Town Hall) minus- a \$3 administration fee. Registration fees will be refunded at 50% with a \$3 administration fee between the close of registration (see above) and the first league practice for any reason. No refunds will be made after the first practice with the exception to medical issues that prevent the player from participating in the remainder of the season. Refund amount will be pro-rated in this circumstance by the league director. Medical documentation may be requested in order to process this refund. If Lowell Parks Department has to cancel the season for any reason, the league director will provide to the Town Manager a cost break down of items/services purchased at the time of cancelation and agree to a fair refund amount. No administration fees will be charged for a season cancelation on the Parks Department's behalf.

**25. LEAGUE POLICY**

- a. No pets allowed in the park-this is an ordinance enforceable by law enforcement
- b. No smoking/vaping on soccer fields
- c. All non-town motor vehicles, golf carts or the like will NOT be allowed on the soccer fields.
- d. All spectators with the exception of coaching staff will sit opposite side of the field of teams. These rules will be enforced by the referee and spectators will be asked to move.
- e. All posted park rules will be enforced

Amendments to Major-U15 Small Sided Rules 4/18/19

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**26. Minors DIVISION & SUBS**

Majors division will not play with subs!

If at the start of the game one team has 7 or less players. Once the game has begun with a set number of players, the game will finish with the set number of players. Even if more players arrive after the start of the game, the game will continue with the number of players that were established at the start of play.

6 or less players- Play 5 V 5

7 or less players- Play 6 V 6

**27. FORFEITS: NOT ENOUGH PLAYERS SHOW TO A SCHEDULED GAME**

If a team only has 4 players arrive for a scheduled game, they will take a forfeit and a loss for that game. The forfeit will become effective at the start time of that game. The team that forfeited will receive **0 points**. The other team will receive **3 points**.

**28. POSSIBILITY OF FORFEIT OR RESCHEDULE OF GAMES:** If a team knows before game day that they will not have all of their players for the approaching game day, they will need to give at least **7 days'** notice to the league director. It is the coach in need of rescheduling responsibility to make contact with the opposing team and agree on 2 reschedule dates. Once these

dates are agreed upon, the coach who is rescheduling will need to contact the League Director. Re-scheduled games will be scheduled on a regular scheduled Saturday game day and will take place before the last game of the season.

## **YELLOW and RED CARDS**

### **29. YELLOW AND RED CARD DISCIPLINARY ACTIONS-PLAYER**

#### Yellow Card - CAUTION

- a. First yellow card in a game will result in that player being substituted and cannot return to the game until the next substitution opportunity, with permission of the referee
- b. Two yellow cards issued in the same game will result in ejection from game. That player will not be substituted for, and their team will have to play one (1) player short
- c. Three yellow cards in a SEASON, the player will be suspended for the next scheduled game but will be able to finish the game in progress
- d. Four yellow cards issued in a SEASON, the player will be suspended for one (1) additional game

#### Red Card - GAME EJECTION

- a. A player receiving a Red Card will be ejected from the game
- b. Two (2) Red Cards in a SEASON, will result in a suspension in the next three (3) games
- c. Any card after two (2) Red Cards in a Season will be determined after review of the incident by the League Director

### **30. YELLOW AND RED CARD DISCIPLINARY ACTIONS-COACH**

#### Yellow Card - CAUTION

- a. First yellow card on a coach will result in probation.  
Probation: two next scheduled games to uphold their coaching agreement without infraction of that agreement.
  - b. Infraction of Probation: One game suspension and probation extend one (1) more scheduled game
  - c. Three infractions in two consecutive SEASONS will result in probation of one season.
2. Two yellow cards in a GAME will result in ejection of game

#### Red Card - GAME EJECTION

- a. Coach will be asked to calmly leave the fields. They will not be able to coach or instruct from the sidelines when ejected.  
If you are not compliant and/ or disrespectful: Two next scheduled game suspension and four game probation periods. (Can include the upcoming season)
- b. Any card received after two Red Cards will result in a meeting with the League Director.

### **31. YELLOW AND RED CARD DISCIPLINARY ACTIONS-SPECTATOR**

- a. No cards will be shown to spectator(s)
- b. A Yellow Card related infraction: The referee will verbally notify ALL spectators, at that game field, that any continuance of those actions will result in cancelation of game. Game clock does not stop
- c. A second Yellow Card related infraction: Game is canceled. Referee will stop the game, collect game ball, and report to the League Director. Course of action will be determined after review of the incident by the League Director.

### **32. SCORING & STANDINGS**

1<sup>st</sup> and 2<sup>nd</sup> place will be awarded in this division; trophies will be given for 1<sup>st</sup> and 2<sup>nd</sup> place. 3<sup>rd</sup> and 4<sup>th</sup> place will receive medals. First and second placement will be distinguished by points. In the event of a tie, the number of goals **for** will be considered as a tie breaker. If a tie still results in a tie, goals **against** will be considered as the determining factor. At the end of each game, coaches will receive a carbon copy of the final score. Each coach will sign the book at the end of the game and take a carbon copy. After accepting this copy, all scores will remain final.

#### **SCORING:**

Win-3 points

Tie-1 point

Loss-0 points

Forfeits will be considered as a 3-0 Victory