



YOUTH SOCCER HOUSE LEAGUE RULES

- All games are 40 minutes long, running time. The clock does not stop for any reason. There is no half-time. YSC Sports reserves the right to cut time off of any game that starts late in order to keep the following games on schedule.
- All divisions / age groups will play with 6 field players and a goalie, except for CoEd HS, which will play 5 field players and a goalie. The goalie should wear a unique color jersey.
- Substitutions are to be made on the fly. The game is not to be delayed while substitutions are made, including GK substitutions. Players **MUST** use the dugout doors, they may not jump over the boards!
- **COACHES: ALL PLAYERS ARE TO GET EQUAL PLAYING TIME!**
- The ball is **IN** play if it hits the boards, glass, or referee. The ball is **OUT** of play if it hits the side netting. The ball is **OUT** of play if it hits the top netting, in which case the opposing team will get a direct kick from the point on the turf where the ball hit the top netting. If that spot is inside of the opponent's penalty area, the ball will be placed at the nearest point outside of the penalty area.
- Slide tackles, pushing an opponent into the boards ("Boarding"), and tackles from behind are all **ILLEGAL!** If a player abuses these rules, the referee will remove the player from the game for a minimum of 5 minutes.
- Goalies may not punt, drop kick, or throw the ball into the opposing team's penalty area. Violations will result in a direct free kick from midfield. The goalie may put the ball down on the turf and play the ball as a field player into the opposing team's penalty area. To do this, the ball must be on the turf (not bouncing). Please note that the ball is considered to be in play and an opponent may block the goalie's kick.
- A goalie may not play a ball with their hands if they receive an intentional pass from a teammate's feet. The goalie may receive a pass with his hands from a teammate that is played with anything other than their feet. Violation of these rules is a direct kick from the nearest point outside the penalty area.
- All free kicks are direct. Defenders must be at least 10 feet away, they may not encroach within the 10 foot distance by sticking their legs out towards the ball in an attempt to block the kick. Once the defending team is 10 feet from the ball, the attacking team has 6 seconds to put the ball in play.
- There are no standings, no team records, no championships in this league. **The emphasis is on having FUN!**
- Goalies have a maximum of 6 seconds to put the ball in play. The goalie may not hold the ball any longer so that substitutions may be made. (Note: this rule will be somewhat relaxed for our youngest age groups).
- If a team is losing by 4 or more goals, the team may put an extra player on the field. If the deficit is reduced, the team returns to the usual number of players.