

## **Naperville Yard and Westmont Yard Travel Soccer Rules**

### **General**

- Referee(s) serve as the field authority and/or field judge for all games; their calls and decisions are final regarding all game rulings.
  - Naperville & Westmont Yard will only speak to coaches & parent managers 24 hours after a game. Parents should not be calling or emailing Yard employees. Parents causing altercations at the front desk will be asked to leave the facility.
- Schedules are posted on westmontyard.com and napervillyard.com. Coaches are responsible for keeping track of their game schedules. Games will not be made up if a team misses their game.
- Shin guards and socks are mandatory. Indoor turf shoes or cleats (no metal bottoms) are allowed.
- In the event both teams are wearing the same jersey color, the **HOME TEAM** must change to a different color (1<sup>st</sup> team listed)-no pinnies will be given out
- No jewelry allowed (earrings, necklaces, bracelets, etc.)
- No gum, food, or spitting in the field area
- Length of game is 43 minutes, running clock, no halftime. After each game, the clock resets to 45 min. Teams have 2 minutes to get on the field and get ready to start.
- Only players on the roster and coaches (3) are allowed on the field – no spectators
- In an effort to keep teams from running up the score, all games are capped at 3 goals per game.
- No warming up in the hallways; this includes passing/throwing the ball, stretching, running, etc
- **Standings are based on score percentage, which can be calculated by adding totals points of wins (3 points per win), ties, (1 point per tie), and dividing that by the amount of games played.**

### **Laws**

- USSF rules apply except for the modifications noted below
- U7 – u8: 5v5 (including goalie) **\*Only at Naperville Yard\***
- U9 – u14: 7v7 (including goalie)
- High School: 6v6 (including goalie)
- No slide tackling (defensive slide tackle inside the box results in PK)
- Build out line (U10 & Below): Follows USSF rules. It will be halfway between the top of the box and half line
- No offside rule
- Goals cannot be scored on a kick off – kick off at the center spot is indirect
- All free kicks are direct and are to be taken from the spot of the foul, apart from,
  - Infringement in the penalty area will result in a direct free kick from the top of the box
  - Any ball that hits the ceiling will be result in an indirect free kick
  - A purposeful header by a player U11 or younger will result in an indirect free kick
- Defensive players in a wall or around the ball will need to be 5 yards away
- Throw-ins for out of bounds
- Subs are unlimited and on the fly
- **Forfeits:** Teams will have 5 minutes to assemble a team. Minimum to play is 4 players for 5v5, 4 players for 6v6, and 6 players for 7v7.
  - Teams that cannot make a game at its scheduled time must forfeit. We will find another team to play the game (which does not count for standings.) Please notify us as soon as possible for forfeits so we can find a team to fill in.
  - Score will be recorded as a 0-3 loss for team who forfeited
  - Forfeited games will not be rescheduled

### Penalties

- **Blue Card: 2 minute penalty.** Offending team will play a player down until the penalty is up or the opposing team scores a goal. Teams will receive a blue card for persistent fouling, repeated foul language, a hard foul, **or spitting on the field**
- **Yellow Card:** 2 blue cards equals a yellow which is a **4 minute penalty** and your team will play a player down until penalty is up or opposing team scores.
- **Red Card:** Red card equals 1 game suspension plus a fine which will be determined by fighting, spitting, extreme language, etc. Offending team plays down a player for 5 minutes, regardless of the score.
- Westmont Yard & Naperville Yard reserves the right to eject players and/or parents from the league and/or facility for misconduct.

### Goalkeeper

- No punts or drop kicks (ball must bounce 3 times before being kicked, and ball is live-penalty is direct kick from the center spot)
- Throws may pass the halfway line in the air
- Ball placed down by the goalie and then kicked may travel in the air past half
- If goalie throws the ball into their own goal, it is considered a goal
- Goalie may not throw the ball into the opposing goal and have it counted as a goal, unless touched by another player. Opposing team will get a goal kick.
- Goalie has 6 seconds after gaining possession to release the ball
- Goalie should wear a jersey color that is different from his/her team and the opposing team

### Goal Kicks

- Can be taken anywhere inside the box
- Can be touched before leaving the box
- Ball cannot travel in the air past the halfway line on a goal kick unless touched first by a player or referee

### Player Eligibility

- Maximum roster size of 18 players for all age groups
- All players must be registered in the Naperville and Westmont Yard league by the conclusion of your 2nd game in order to play. Clubs/coaches are liable for any player not registered in the league and are responsible for ensuring their rosters are complete.
  - Complete registration includes
    - Name and information on team registration page
    - Copy of IWSL/NISL roster or card (or birth certificate if player not a participant in an outdoor league)-to be kept by the coach
    - Electronic submission of Naperville or Westmont Yard waiver
- Failure to produce proof of age upon request will result in a forfeit and removal of the player in question from the field.
- A player may only be on 1 roster per league per location and can play up, but not down (within the same club) If a team plays an unregistered player the game will be counted as a forfeit. If both teams have an unregistered player no points will be given to either team.

### **Roster Checks**

If you believe a player on a team is not eligible, a coach must request a roster check before the 23 minute mark on the clock. At this time, the staff will roster check both teams and may request additional proof of age from the coach. If the coach cannot produce proof of age, they will forfeit that game. Additionally, any player not on the roster (or any club roster) will be removed from the field and will also result in a forfeit. The players left on the field will be able to scrimmage with any remaining time.

### **Scoring**

- Win = 3 points
- Tie = 1 point
- Forfeits = 3-0 win for opposing team
- All scores and standings are posted at [NapervilleYard.com](http://NapervilleYard.com) or [Wesmontyard.com](http://Wesmontyard.com), respectively
- **Standings are based on score percentage, which can be calculated by adding total points of wins, ties and dividing that by the amount of games played.**

### **Tie – Breakers**

- Head to head competition
- Goal differential, (capped at 3).
- Winner of most matches