



## **BY-LAWS BY LEAGUE**

League play will be conducted in accordance with the official National Federation of State High School Association rules with the following modifications:

### **JUNIOR HIGH LEAGUE**

#### **I. Field Size**

1. The field of play shall be 100 yards long by 50 yards wide.

#### **II. Goal Size**

1. The goals shall be 6' high by 12' wide.

#### **III. Roster Size**

1. Teams shall consist of 15 players.

#### **IV. Field Conditions**

1. It is the responsibility of the field supervisor and the referee, to determine whether or not the condition of the field, the elements and other conditions should stop play of the game.

#### **V. Game Format**

1. Games shall consist of two 25 minute halves.
2. There will be a three minute half-time break between the 1<sup>st</sup> and 2<sup>nd</sup> half.
3. Game time is forfeit time, however the game will be played for fun. If a forfeit occurs divide up players from both teams and have a scrimmage game. Any cause for a game to be forfeited will result in a final score of 1-0.
4. The field supervisor and official may declare a game complete after the first half is complete, if a game must be suspended because of conditions which make it impossible to play. If less than one-half of the game has been played the game may be restarted from the suspension of play.
5. Teams shall exchange goal lines after each half.
6. Visiting team captain, one whose name is listed second on the schedule, shall call the coin toss at the beginning of the game. The winner of the coin toss chooses to defend a goal or to kick off.

#### **VI. Time Outs**

1. There will be no time outs in this league.

#### **VII. The Ball**

1. A size-5 soccer ball will be used and must be provided by the teams.

#### **VIII. The Players**

1. Each team can have a maximum of **11** players on the field, one of which shall be the goalkeeper.
2. Should a team have less than **11** players, a game may be started and finished with as few as **8** players. It is at the discretion of the opposing team to play with less than **11** players.
3. A team that starts with fewer players than the rules allow can have additional players enter the game during a stoppage of play.
4. All players must play a minimum of ½ of the game.

**IX. Substitutions**

1. Each team has an unlimited number of substitutions.
2. The referee must be notified for all substitutions.
3. The team in possession of the ball for a throw-in may substitute. If the team in possession of the ball chooses to substitute the opposing team may substitute at that time.
4. Substitutions are allowed from either team: between periods, on a goal kick, when a goal is scored, and when an injury occurs.
5. A substitute may not take or defend a penalty kick.
6. The team in possession of the ball for a corner kick may substitute. If the team in possession of the ball chooses to substitute the opposing team may substitute at that time.

**X. Equipment**

1. All players must wear shin guards under their socks at all practices and games.
2. No metal cleats are allowed.
3. No (baseball or football) cleats with a spike in the front and center of the cleat are allowed.
4. Hard casts or braces must be covered with a thick soft material.
5. No hard hair control devices may be worn.
6. No jewelry shall be worn except religious or medical medals which shall be taped to the body.
7. The field supervisor and referee will determine if a player's equipment and uniform complies with the rules.

**XI. The Official**

1. Will retrieve balls which cross boundary lines.
2. Will keep the official time.
3. Will keep the official score.

**XII. Ties**

- A. Games that are tied at the end of regulation play will remain a tie.

**XIII. Coaches and Team Area**

1. Coaches are responsible for keeping their players and spectators under control.
  - B. No coach is allowed on the field, or behind the goal line.
  - C. Teams listed on the schedule as the "Home Team" shall sit on East side of the field. Teams listed as the "Visiting Team" shall sit on the West side of the field.

**XIV. Offside**

1. Offside will be called in this league.

**XV. Goalkeeper**

1. The goalkeeper has six seconds to release the ball. During this time they may hold, bounce, or throw the ball into the air and catch it. They may also take as many steps as they want.
2. The goal keeper may not leave the penalty area while holding the ball in their hands.
3. The goal keeper may not put the ball down on the ground and pick it up again.
4. The goal keeper may not receive a pass directly from a teammate and pick it up.

5. They cannot receive the ball in their hands directly from a throw-in by their teammate.
6. They may not be charged when they have control of the ball, this means having at least one hand on the ball.
7. They may not strike an opponent with the ball by throwing or kicking.
8. They may not touch the ball again, after they've released it, until their own player outside the penalty area or an opponent anywhere on the field, touches it.

#### **XVI. Slide Tackling**

1. Slide Tackling will be allowed in this league.

#### **XVII. Girl's Rule**

1. Girls may cross their arms over their chests to protect themselves as long as they do not propel the ball away from themselves.

#### **XVIII. Protests**

1. Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the referee before the penalty has been acted upon.
2. If the referee cannot solve the problem on the field, the site supervisor will make a final ruling on the play in question.
3. Any player, coach, or spectator ejected from a game must schedule an appointment with the Recreation Department before the next game in order to participate in the program.
4. Anyone ejected must leave the field.

#### **XIX. Throw-ins**

1. Each team will have (1) one chance to throw the ball in correctly. The referee should instruct the players on how to throw-in correctly.

#### **XX. Corner and Free Kicks**

1. Each team will have (1) one chance to kick the ball correctly. The referee should instruct the player on how to kick correctly.

#### **XXI. Goal Kicks**

1. **All Goal Kicks must be stationary on the ground before the ball is kicked. A Goal Kick can be taken from anywhere inside the Goal Box. The ball is in play once the ball has been kicked and clearly moves.**
2. **Opponents must be outside the penalty area until the ball is put into play. Once the ball is in play the opponents may then enter the penalty area. The team administering the kick is allowed to be anywhere inside the penalty area and can play the ball even if the ball does not exit the penalty box.**
3. **If, when a goal kick is taken, any opponents are inside the penalty area because they did not have time to leave the penalty area; the referee will allow play to continue. If an opponent who is in the penalty area when the goal kick is taken, or enters the penalty area before the ball is in play, touches, or challenges for the ball before it is in play, the goal kick is retaken.**
4. **If any other violations occur while taking a goal kick, the goal kick will be retaken.**

#### **XXII. Dropped Ball**

1. **The referee will drop the ball for one player of the team that last touched the ball at the position where it last touched a player.**

2. **If the ball was in the penalty area at the stoppage of play, the ball will be dropped to the defending team's goalkeeper in their penalty area where the ball was stopped, regardless of who touched the ball last. The goalkeeper is allowed to pick up the ball after being dropped by the official.**
3. **All other players (of both teams) must remain at least 4 yards away from the ball until it is in play.**
4. **Dropped balls are indirect, so it must touch another player on either team, before being scored.**

### **XXIII. Spectators**

1. No one shall be permitted directly behind the goal line.

### **XXIV. The Clock**

1. A running clock will be in effect.
2. The clock shall be stopped when an injury occurs or when a time out is called.
3. The Official will start the game clock at the designated time listed on the schedule.