

B2OF Sports Official Youth Soccer Rules

Keep in mind that the main goal of B2OF Sports and these rules is to keep it FUN!

*****Note*** Any rule differences for your specific age group or any rule changes will be communicated via email before the season begins.**

Coaching Behavior Rules:

- Coaches are responsible for their team's parents and their behavior.
- Absolutely NO yelling at officials, kids, or other coaches.
- No arguing calls that officials make. Take concerns to the Site Coordinator at the tent in a respectful manner.
- These behaviors can lead to forfeiting the game.
- In the event a coach cannot follow or adhere to our philosophy per our officials, site coordinators, or program director, the coach will be asked to remove his/her self from the coaching position for the remainder of the season.

If it isn't positive, then there is no need to say it!

<u>Division</u>	<u>Players</u>	<u>Goalie</u>	<u>Ball</u>	<u>Field size</u>	<u>Goal size</u>
PreK3-5	4 vs. 4	No	3	25x30 yds	(4 x 8)
Kinder/1st	5 vs. 5	No	3	25x40 yds	(4 x 8)
2 nd -6th	5 vs. 5	Yes	4	25x50 yds	(4 x 8)

The Field of Play

- The field of play shall be rectangular; the length in all cases shall exceed the width.
- The field of play is bounded by touch lines (side lines) and goal lines (end lines). These boundaries should be marked with cones.
- A center mark is placed in the middle of the field at the halfway mark to show kickoff location.
- There is no goal area or penalty area.

Number of Players

- Teams play 4v4, or 5v5 depending on age group.
- No goalies in any division containing 1st grade or under ages.
- Goalies used in divisions containing 2nd grade and UP.
- The goalie will be required to wear a mesh penny provided by B2OF.

- Team rosters can be co-ed and should have 6-10 players each depending on division.
- 4v4 is allowed in a 5v5 age group if one or more teams are unable to field 5 players.
- 3v3 is allowed in a 4v4 age group if one or more teams are unable to field 4 players.
- A team beginning the game at its scheduled time with less than the minimum number of players described above will have a 5 minute “grace period” to field the required players. If the team is unable to field the players, they will forfeit the game 0-1. Players showing up late will not change the forfeit. Teams will play a scrimmage game if applicable.

Equal Play Time:

Teams may substitute players on any stoppage of play with the referee’s approval and each player should have equal playing time. **Note:** Equal playing time does not mean that one player plays the entire game while everyone else plays at least half. Players should all play the same amount of time regardless of skill level.

Players' Equipment

B2OF Sports will supply each player with a reversible game jersey. Parents supply shorts, shin guards, socks, and footwear. Shin guards are mandatory for all age groups. Footwear may be sneakers or soft-cleated soccer shoes (no metal). No hats with brims or bills are allowed.

Game Duration, Overtime

- Games will be played in two 20 minute halves plus a 5 minute halftime.
- PreK Divisions will be two 15 min halves plus a 3 minute halftime.
- No overtime in the regular season.

Referees

- One official for all age groups.
- Referees should avoid interfering with the course of play but are considered part of the field.
- Referees will briefly explain all rule infractions to the offending player. More coaching of rules should be provided at the younger ages.

The Start of Play

- The home team will kick off at the beginning of the match and the visiting team will select which goal to defend during the first half. Teams will switch sides of the field at half time. Except in PK divisions.
- Play is restarted at the beginning of each half -- and following a goal -- by means of a kick off taken at midfield. All players must be on their own half of the field. All kick offs shall be indirect kicks, meaning that a goal cannot be scored unless the ball is touched by another player of either team before it goes in the goal. If the ball enters the non-kicking

team's goal before being touched by another player, a goal kick is awarded to the non-kicking team.

- If an infringement occurs during a kick off we will retake the kick and coach the players on the correct procedure.
- The referee shall award ball possession and a free kick to restart play after a temporary stoppage for any reason not otherwise mentioned in these rules.

Ball In and Out of Play

The ball is out of play when it has entirely crossed the goal line (end line) or touch line (side line) on the ground or in the air; or when play has been stopped by the referee. The ball is in play at all other times, including when it rebounds from a goalpost, crossbar, corner flag, coach or referee and remains in the field of play. **Similarly, a goal will not be called until the ball has entirely crossed the goal line within the frame of the goal.**

Handball:

No hands at any time. All Hand balls will simply be restarted by the referee with a free kick in to start play. If hands are used in the goal area the other team will get the ball as a corner kick. No penalty kicks. **NOTE: If a team commits a handball in the goal area that team will be given a warning. The team will be awarded a corner kick. Any subsequent handballs in the goal area will be awarded with a goal.**

Safety:

Due to concussion possibilities, B2OF sports does not allow heading the ball. If it occurs it will be placed at the spot of foul and will be an indirect kick for the other team. **No slide tackling or headers allowed at any age level.**

Offside:

Offside penalties are not enforced in small sided i9 Sports leagues.

Goalies/No Goalies

PK and Kinder only Divisions – NO goalies will be used. We encourage coaches to use all players to attack the goal and not leave kids back playing defense.

Kinder/1st grade Divisions – NO goalies, instead we will use the Defender Line

Defender Line - Teams may elect to keep a player or players back to defend the goal area if they choose but no defender should be within the defender line unless the ball is on their side of midfield. The defender line will be marked with blue disc cones, approximately 5 yards out from the goal. **The defender line is to be used as a learning tool, not a rule with intent to penalize teams.**

2nd grade and up – Goalies will be used. They must wear a goalie jersey (provided) and stay near the goal. Once a Goalie has made contact with the ball players will cease trying to kick it to avoid injury. Goalie will be able to kick, throw, or punt the ball at that point.

Fouls and Misconduct

The following are infractions and result in a free indirect kick for the opposing team.

- **Tackling or slide tackling.**
- Grabbing and holding another player's shirt.
- Intentional tripping, pushing or shoving.
- Any handball. ("Handball" occurs when a player intentionally makes contact with the ball using any part of the hand or arm from the top of the shoulder to the tips of the fingers). ***Unintentional contact with the hand or arm (i.e., "ball to hand") is not a foul.***
- All rule infractions should be explained to the offending player.
- Fouls and misconducts shall be awarded a free kick.

Penalty Kick

Penalty kicks are not taken for B2OF short sided fields.

Free Kicks/Throw ins for Games on Small-Sided Fields

All free kicks/throw ins shall be indirect, meaning that a goal cannot be scored unless the ball is touched by another player of either team before it goes into the goal. If the ball enters the non-kicking team's goal before being touched by another player, a goal kick is awarded to the non-kicking team. If the ball enters the kicking team's goal before it is touched by another player, the ball is awarded to the non-kicking team. **NOTE:** PreK age group, referee will restart play vs. free kicks from sidelines or goals.

Restarts on Sidelines:

2nd-6th grade

- A throw-in is the method of restarting play and is awarded when the whole of the ball goes out of bounds or crosses the touch line (side line) in the air or on the ground.
- Throw-ins on smaller fields shall be taken from a point on the sideline near where the ball went out of bounds, but no closer to the goal.
- The ball is in play immediately as it enters the field of play.
- A goal cannot be scored directly from a throw in.
- If an infringement occurs on a throw-in, coach the players on the proper technique and retake the throw-in.

Kinder-1st grade

- Kick-ins shall be used at the 1st grade and under age level in lieu of throw-ins.
- A goal cannot be scored directly from a kick in.

PreK3/4

- All restarts/ will be done by the referee. Only kick-ins are to start the game or after a goal.

Goal Kicks:

PreK5-6th grade

- A goal kick is the method of restarting play and is awarded when the whole of the ball, having last touched a player of the attacking team, crosses the goal line on the ground or in the air, and a goal is not scored.
- Procedure: The ball is kicked from any point within the goal area by a member of the defending team. Opposing players must remain outside of the goal area until the ball is kicked. Defense must be at midfield until the ball is kicked.
 - The ball is in play when it is played outside of the goal area.
 - The ball should be placed next to the goal and may be kicked in play by one of the field players or goalkeeper, if applicable.

Final Game – For PK-3rd Grade

All Teams play one final game at the end of the season. This is not a tournament. B2OF Sports will match up the teams using the below criteria in most cases, however we will determine the final match ups based on what we feel is best for the league. The team or team(s) that finish the season (including the final game) with the best overall record will be the division winners. NOTE: There is no score/standings kept in PK divisions or Kinder only divisions.

End of Season Playoffs: (Any division containing 4th grade or above)

All teams will play all 7 weeks. The top 4 teams in each division will be in the championship bracket which takes place the final two weeks of the season. We will match up 1v4 and 2v3, then those winners will play for the championship the last week of the season. All other teams will be matched up for the final two weeks including the losing teams from the championship brackets. This process may be different in cases of divisions with an odd-number of teams.

Overtime (Championship Game/Playoffs Only) - If the score is tied at the end of 40 minutes, teams move directly into a 3 minute overtime period (only in the playoffs as needed to determine the best record).

- Higher Seed will determine initial possession.
- Following the 3 minute overtime teams will participate in a shootout in which all members from both teams will take one shot on goal from 15 yards out. If a team is short players, the coach may select the player to take the extra shot.
- At end of shootout, if still tied, it will be a sudden death shootout one player at a time.

Tiebreakers used as a GUIDE for Final Match ups

1. Best Overall Record
2. Head to Head Competition
3. Strength of Schedule (Best winning Percentage, combined records of teams played)
4. i9 Sports will determine best match ups for all teams at the end of the day with a goal to 1) Make sure all teams have a competitive game, 2) Try and determine the best overall record.

**“and the most important rule of all... HAVE
FUN!!!”**

