

TIGERS FC RECREATIONAL SOCCER PROGRAM

9U COED/GIRLS LEAGUE RULES

Revised: July 2017

Number of Players: Recommended number of players: four (4) per side (4v4). Teams may play five (5) per side (5 v 5) with coaches' agreement. Three (3) per side (3v3) is minimum. If one team does not have the minimum number of players, they can play a player from the same division or lower, if that player is already registered with GASC.

Registration: All players must have properly completed registration forms for the Tigers FC Recreational soccer program.

Equipment: During cold weather, league shirt must be shown over garments.

- Shin guards are mandatory.
- Size 4 ball.
- League shirt
- Socks over shin guards
- Cleats are recommended (no baseball cleats). Tennis shoes are allowed
- No jewelry of any type. Soft (non-metallic) sweatbands, rubber bands, scrunches are allowed. No metal hair clips.
- Water bottle

Field Dimensions: 45 yds. X 35 yds.

Goal Dimensions: 4 ft. x 6 ft.

Game Duration: Four (4) x 12 minute quarters. One (1) minute breaks. Five (5) minute (max) half-time.

Game Rules

- Unlimited substitution with referee's permission. Player must be at the center line at the time of stoppage of play for substitution.
 - a) Prior to a throw-in by either team
 - b) Prior to goal kick by either team
 - c) After a goal by either team
 - d) After an injury on either team when referee stops play
 - e) At half time and quarter breaks
- No offside
- All kicks are indirect (ball must touch one additional player before a goal can be scored). Player kicking the ball cannot touch the ball again until a second player for either team has touched it.
- Throw-ins occur when ball goes out of play over the touchline. Second try's will be given for the first three games.
- Goal kicks or corner kicks occur when ball goes out of play over the goal line without scoring a goal.
- Goal kicks must clear the eight-yard penalty area. Infractions shall result in redo of goal kick.
- GOAL ARC RULE. Four (4) yard arc. There is no ball contact allowed within the arc, however, players or ball may pass through the arc area. If a defensive player within the arc contacts the ball, a **Penalty Kick** is awarded to the opposing team. ***Procedure: Ball is placed on the penalty spot. All players are to stay behind the 12-yard line. Only the shooter can kick the ball, at penalty spot, on the referee whistle. If ball returns to playing area, play can continue, otherwise a goal or goal kick is awarded.*** Ball contact by an offensive player constitutes a goal kick for opposing team. If ball comes to rest within the arc area, a goal kick is awarded regardless of who touched it last. Any part of the ball or players body on the line is considered in the goal arc.
- FIVE YARD RULE. Start of play and Free kicks will take place with all players at least 5 yards (radius of center circle) away from the ball.
- No goalies
- Goals may not be scored from kickoff.
- Kickoff - the ball can move forward or backwards. Any infractions shall result in redo of kickoff
- Each successive quarter should alternate kick off from team to team.
- THERE SHALL BE NO SLIDE TACKLES or ROUGH AND OUT OF CONTROL PLAY
- All players shall not engage in heading in practice or in games.
 - o If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement. An indirect free kick awarded inside the goal area must be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

Referees: Center referee will be assigned. Coaches and assistant coaches may referee their own games if an assigned referee is not available. No linesmen will be used. In the case of no referee, the kickoff's team's coach shall do the first and third quarters. The receiving team's coach shall do the second and fourth quarters.