

PSA Recreational League Divisions Summary Winter 2011

Division*	Gender	Age as of previous July 31	Ball Size	Number of Players	Min. Number of Players	Substitution	Keeper to Punt?	Kick-in or Throw-in	Min Distance from ball on FK	Offside	PKs	Period Duration
U5	BOYS & GIRLS	4	#3	5	4	On-the-fly	Yes	Kick	3	None	DFK	30 Minute Games
U6	BOYS & GIRLS	5	#3	5	4	On-the-fly	Yes	Kick	3	None	DFK	30 Minute Games
U7	BOYS & GIRLS	6	#3	5	4	On-the-fly	Yes	Kick	3	None	DFK	20 Minute Halves
U8	BOYS & GIRLS	7	#3	5	4	On-the-fly	Yes	Kick	3	None	DFK	20 Minute Halves
U10	BOYS & GIRLS	8 and 9	#4	8	6	On-the-fly	Yes	Throw	5	Yes	PK	20 Minute Halves
U12	BOYS	10 and 11	#4	8	6	Regular	No	Throw	5	Yes	PK	20 Minute Halves
U12/U14	GIRLS	10, 11, 12 and 13	#5	8	6	Regular	No	Throw	5	Yes	PK	20 Minute Halves
U14	BOYS	12 and 13	#5	7	5	Regular	No	Throw	5	Yes	PK	20 Minute Halves

* When divisions (age groups) are combined, rules for the older divisions shall apply

Soccer Rules Summary - U5 thru U14 – Indoor

FIFA(Laws of the Game) shall apply, except for the modifications below.

Substitutions: On-the-fly (U5/6-U10) - hand tag in front of the bench. Regular (U12 and up) – with referee’s permission, either team at start of a period, after a goal has been scored, goal kick, or on a team's own throw-in.

No jewelry, street glasses or casts: Players may not wear anything that in the opinion of the referee is dangerous to themselves or others including earrings. No dangerous cleats.

Start of halves: (U7 and up) Visiting team kicks off in the first half. Home team in the second half. Teams switch ends at half.

Kickoff: Start of half or after goal. Rules: Ball must be touched and move FORWARD. Kicker can only touch ONCE. Kick is indirect: if ball goes in goal without anyone touching, then NO GOAL, restart as goal kick.

Drop ball: Both teams foul, the ball goes out and both sides propelled it out, or after an injury, if there was no other reason to stop the game.

Out of bounds: The ball is out of bounds when the whole of the ball crosses the touch-line, or goal-line.

In play: For each restart below, if the ball never becomes in play, repeat the restart.

Goal scored: A goal is scored when the whole of the ball crosses the goal line between the goal posts and below the cross bar.

3-goal rule: **This applies only to PSA Rec Games.** When one team has a 3 goal lead this rule is applied. Once a team is leading by 3 goals anyone who scored for the team that is ahead by 3 goals cannot score another goal until the lead is reduced to less than 3 goals. If one of these players scores the re-start is a goal kick.

Example: Team A : 3 Team B : 0

Goals by Team A Scored By: #'s 12, 33, and 1 (Team B may add another player to the field)

Player # 12 on Team A scores again (The Goal DOES NOT COUNT.) Re-Start Goal Kick, Score Remains 3 to 0

Player # 99 on Team A scores (The Goal COUNTS) Re-Start Kick Off, Score is now 4 to 0

At this point until the lead is less than 3 goals #'s 12, 33, 1 and 99 cannot Score.

Team B scores 2 Goals

Score now 4 to 2 (All Players are eligible to score and Team B must remove extra player from the field of play)

Player 15 Scores for Team A - Score is now 5 to 2 **Three goal rule applies**

Team A Players 12, 33,1, 99 and 15 Cannot Score and Team B can add another player to the field.

Fouls or penalty: If handling the ball intentionally, pushing, tripping, charging, holding, spitting, kicking or elbowing a player: the restart is a DIRECT FREE KICK. If dangerous play or a procedural error occurs, the restart is an INDIRECT FREE KICK. Shoulder to shoulder contact while both players are near enough to play the ball is not a penalty. A keeper may not pick up a ball intentionally passed with the foot from a teammate or from a throw-in from a teammate– restart IFK.

No slide tackling: Slide tackling and sliding to kick the ball are NOT allowed – restart: Indirect Free Kick. If contact is made with an opposing player, then a Direct Free Kick should be awarded. The player committing the infraction may be cautioned (shown a **yellow card**) or sent-off (shown a **red card**) at the discretion of the Referee.

DIRECT FREE KICK: Ball placed at point of infraction. Defenders must give distance appropriate for age group. Ball in play when touched and moved. Kicker can only touch once.

INDIRECT FREE KICK: Same as direct except if ball goes in goal without touching another player, then NO GOAL, restart as goal kick.

Penalty kick: If attackers are awarded a direct free kick inside the penalty area, it is taken as a PENALTY KICK for U10 thru U14. Instead of PKs the U5 thru U8 divisions will restart with a Direct Kick from outside the penalty area.

PENALTY KICK: Goalkeeper must stand on goal line and can only move side-to-side until the ball is played. Ball in play when touched forward. Kicker may not touch twice. All other players must be outside penalty area and penalty arc, and behind the ball.

Throw-In: Opponent of player to last touch the ball takes the ball to spot indicated by referee for KICK-IN or THROW-IN. A goal cannot be scored directly from a kick-in or throw-in. Keeper can not pick up a kick-in or throw-in from a teammate.

THROW-IN: Both feet on the ground; ball thrown with both hands; ball thrown over the head. In play when enters the field. A ball that does not cross the touchline shall be re-thrown.

Ball over goal (end) lines: If attacking team last touched, then restart is GOAL KICK. If defense last touched, then restart is CORNER KICK.

Goal kick: Defending team or keeper places ball anywhere in penalty area. Defending team kicks. Ball is not IN PLAY until it travels outside penalty area!

Corner kick: Attacking team puts ball inside field in corner of playing area. Player kicks in, only one touch allowed until the ball touches another player.

*****Time Keeping:** U5/U6 will play for 30 minutes straight, with a change of the goalkeeper at a 'stoppage of play / kick-in' around 15 min. There will be no clock stoppage **or change of ends**.

U7 and up will play 20 minute halves, with 1 minute to change players at half, and for the referee to reset the clock. Teams will change ends at the half.

Make sure everyone has fun!