



JV SOCCER LEAGUE

AGES 9-11



League Coordinator: Phil Kefauver; 301-600-1778; pkefauver@frederickcountymd.gov

Rules of Play *Adapted for FCPR from US Youth Soccer*

Field of Play: dimensions are appropriate for the movement capabilities of 9-11 year-old children.

Field Markings: each park field may be different but all fields are appropriately sized for U12 play

Goals: the goals are 6 x 18 feet

Ball: must be a size four for game play.

Player Attire: all players must wear shin guards; Cleats are recommended. Team shirts will be provided prior to the first game.

Number of Players: coaches should strive for 6 versus 6. (5 players and 1 goalie) Administrators, coaches and referees should be encouraged to allow players from the team with sufficient numbers to 'loan' a player or two to the team that is short players and then PLAY. ****Due to larger rosters, If both coaches agree, games can be played 7 vs 7 to allow more playing time****

The Referee: this league will be using Coach/Ref. Both coaches can be on the field during game play and mutually call the game. All rule infringements shall be briefly explained to the offending player. *Refs will be used for the end of the year tournament*

Penalties: No slide tackles; All penalties result in indirect kick: Ball cannot be scored on an indirect kick. Ball must touch another player first.

Parent Assistants: parents can be used to assist timekeeping, scorekeeping, and as linesmen, **but are not permitted on the field. – Only head coaches**

Duration of the Match: games shall begin at the scheduled time. There will be 25 minute halves, with running clock for both. The half-time break shall be approximately five (5) minutes. Once game is completed, all players and coaches must leave the field immediately to allow for next scheduled game

Throw-Ins: any ball traveling out of bounds on either sideline will result in a **throw-in**

Goal Scored: To start each half, and after goals, the ball will be brought back to midfield for a kickoff by the appropriate team.

Offside: there shall be no offside called during these games.

Headers: Headers will not be practiced.

Corner/Goal Kicks: any ball traveling behind the goal will result in either a goal kick (if last played by an offensive player) or a corner kick (if last played by a defensive player). The distance the defending players must be away from the ball until it is kicked is the same as the radius of the center circle.

Roster Size: Recommended minimum – 8 players / maximum – 14 players

Playing Time/Subbing: A min. of at least 50% playing time is required—Subs at any play stoppage

Lopsided rule: Losing team can add 1 extra player if winning team gets ahead by 4 goals. If the lead increases to 6 goals then the coaches will need to communicate on the best action to take (removing goalie, 6 passes before shooting etc.)



Cancellation Line Info: If the weather is questionable, please call 301-600-6291 (option 2). This line will be updated if there are any cancelations. A Standard greeting means practices/games are on

If a practice date happens to be rained out it will be not be made-up.

Game rainouts will be re-scheduled on a Saturday at the end of the season

