

# SUPPLEMENTAL RULES FOR 15 and Under Division

Official current US Soccer Laws of the Game will be used (please reference [www.ussoccer.com](http://www.ussoccer.com) or the field supervisor if unfamiliar) with local modifications. The following *exceptions* are introduced to: 1) emphasize teamwork; 2) provide a learning environment; 3) provide an opportunity for all players to participate.

## TIME LIMIT

Two 25-minute halves. If the game is suspended due to weather or mechanical failures (lights, sprinklers, etc.), the game will count toward the final standings **IF** the 2<sup>nd</sup> half has started. If the 2<sup>nd</sup> half has not begun, the game will be re-played from the start at a later time.

## PLAYERS TIME

Players **must** play at least twelve minutes in each half.

## SUBSTITUTION

All substitutions are coaching decisions, and the substitutions must be at mid-field. Substitutions will be made as follows:

EITHER TEAM MAY SUBSTITUTE:

- a. On a throw-in  
the team in possession of the ball on a throw-in may substitute any number of players. If the team in possession chooses to substitute, the opposing team may also substitute any number of players.
- b. On a goal kick
- c. When a goal has been scored
- d. When play is stopped and an injured player is attended to on the field

EXCEPTION: During a penalty kick situation;

- a. the only substitution permitted is for an injured player;
- b. a substitute entering the game at this time shall not take a penalty kick.

## NUMBER OF PLAYERS ON FIELD

Eleven, including the goalkeeper; seven to start. Game time is forfeit time. Teams may play a one-person advantage.

## OFFSIDE

Offside **will be called**.

## TEAM BENCHES

Players will be seated on one side of the field. Spectators will be seated on the other side of the field.

## EQUIPMENT

Size of the ball is a #5. Detachable, metal, or toe cleats are prohibited; molded soles are recommended; flat shoes (sneakers) are acceptable; **SHIN GUARDS ARE REQUIRED**. Socks must **completely** cover the shin guards. **Jewelry** and shorts with zippers and/or pockets are prohibited. **At Kiln Creek Park, Coventry, and Dare Elementary Schools an orange line will be used to indicate the sideline.**

OVER

## **AWARDS**

There will be no post-season tournament.

Standings are maintained by a “total points” system.

1. Two points are awarded for each win.
2. One point is awarded for each tie.
3. No points for losses, nor are there deducted points.

First- and second-place teams at end of the season receive awards.

1. In the case of two-way ties, results of the head-to-head competition (but not total goals) shall determine champion and runner-up.
2. In the event of three-way ties (or anything over a three-way tie), results of the head-to-head competition of those teams involved will be judged by the “total points” system.

**EXAMPLE: Team A - 13 points (end of season)**  
**Team B - 13 points (end of season)**  
**Team C - 13 points (end of season)**

<b>Team A:</b>	<b>Team B:</b>	<b>Team C:</b>
<b>B vs A - B wins</b>	<b>B vs A - B wins</b>	<b>A vs C - tie game</b>
<b>A vs B - A wins</b>	<b>B vs C - tie game</b>	<b>B vs C - tie game</b>
<b>C vs A - tie game</b>	<b>A vs B - A wins</b>	<b>C vs A - tie game</b>
<b>A vs C - tie game</b>	<b>C vs B - B wins</b>	<b>C vs B - B wins</b>

“A” compiles 4 total points in head-to-head competition.

“B” compiles 5 total points in head-to-head competition.

“C” compiles 3 total points in head-to-head competition.

The highest point totals determine the winner(s). In this case, Team B finishes in first and Team A finishes second.

If still tied, convert to defensive goals between teams, and then the season will be used to place teams.

Every player in the league will receive a participation jersey.

## **UNSPORTSMANLIKE CONDUCT -**

All players and coaches will be suspended for a minimum of one (1) game upon notice of their third yellow card in a season, issued by the referee. Any player or coach ejected from a game, (receiving a red card by a referee), will automatically be suspended one (1) game for unsportsmanlike conduct and two (2) games for fighting. The suspension will be served during the next scheduled game (s) by his/her team. No notice of the suspension will be required. In the event a player/coach deviates from the suspension, it will constitute a forfeit.

## **HEADERS**

Limited heading in practice for players in 14 & 18u. Any player suspected of suffering a head injury must be substituted for evaluation. There are no heading restrictions in games.

**SLIDE TACKLES** Slide tackles from behind should be actively discouraged by coaches for all players regardless of age group. Referees officiating all games are instructed to issue a yellow card to players attempting slide tackles from behind (regardless of whether the player attempting the slide tackle gets the ball first). Please keep in mind that such tackles from behind may also result in an immediate red card, depending on the degree of recklessness and seriousness of the foul. While slide tackles from the side/front are permitted, referees are nonetheless instructed to consider the safety of the players first. Therefore, even a successful slide tackle that includes excessive physical or reckless contact shall merit either a yellow or red card. Getting the ball first does not equate to a successful slide tackle.

**RESTARTS IN GOAL BOX (GOAL KICKS, INDIRECT KICKS, PENALTY KICKS)**

The ball is in play when it is kicked and clearly moves by the defending team. The ball will become live, regardless if the ball clears the goal box or not.

**DROP BALL**

A drop ball will be called when the ball hits the referee and possession is not regained by the team in possession of the ball at the time it hits the referee. If possession is regained and that does not result in an immediate attack on the goal, then play will continue. All drop balls will be dropped to the team that had possession when the infraction occurred. Any drop ball called in the penalty area will be dropped to the keeper.