

**Jackson Soccer Club**  
**Intramural Policies and Rules: DIVISIONS 1 - 4**  
**FALL 2018**

The following information explains the policies and rules of the Jackson Soccer Club Intramural program. For items not covered here, please refer to FIFA's Laws of the Game. If you have any questions, please contact the Recreation Commissioner or Deputy Recreation Commissioner.

**1. BALL SIZES**

Division 1 will use **size 5** Divisions 2, 3, 4 use **size 4**

**2. MATCH DURATION**

Divisions 1 and 2 will play two 35-minute halves Divisions 3 and 4 will play two 25-minute halves.

There will be a 10-minute halftime for all Divisions.

**3. ROSTERS**

Players **MAY NOT** be dropped or added or traded to/from any team by any coach. Contact the Recreation Commissioner or Deputy Recreation Commissioner if there is a problem.

**4. NUMBER OF PLAYERS**

Division 4	7 v 7	6 with a player identified as a goalie
Division 3	9 v 9	8 with a player identified as a goalie
Division 2	11 v 11	10 with a player identified as a goalie
Division 1	11 v 11	10 with a player identified as a goalie

*Divisions 1 and 2:* 11 v 11. Each team must have 8 players to start and 7 to finish.

*Division 3 and 4:* 7 v 7 & 9 v 9. Each team must have 6 players to start and 5 players to finish

For fairness, in cases where one team cannot field 8 or 11 players, **it is required** that the other team will play down to the number the other team is able to field. (However, after the game begins, if a player is ejected from the game, his/her team must play short.)

**5. PLAYING TIME, PLAYER INJURIES**

- A. All players **MUST** play at least **HALF** of the match. This is a recreational league. You as a coach are responsible for substituting the players in and out in a manner that allows all players equal playing time, without regard to winning or losing. You may **NOT** penalize a player some/all of their playing time for not coming to practice. If this rule is violated, it is the sole discretion of the Recreation Commissioner and Deputy Recreation Commissioner to determine the appropriate recourse. *Such recourse may include forfeiting the match or removal as coach.*
- B. If a player indicates they are hurt, the referee has discretion as to when to stop the game. Please instruct your players to kick the ball out of play if they see someone is hurt. Do **NOT** run onto the field if one of your players is injured until the play is dead and the referee has signaled you. If the injury warrants,

you can call the parent onto the field. If the player leaves the game, you may sub, and the other team will be given the opportunity to sub also. If play is stopped with the goalkeeper in possession the play will restart with a drop ball outside the 6-yard line. If a player is bleeding on the field, play will be stopped immediately, regardless of advantage.

## 6. PLAYER SUBSTITUTIONS

Substitutions can be made AFTER receiving the referee's permission during any regular stoppage of the game.. No "on-the fly" changes. Players going into the game should not enter the field until the players coming out leave the field.

## 7. REFEREES

- A. The referees will be instructed to review any rules specific to a given division with the opposing coaches prior to the start of play. Any question as to the rules must be clarified prior to the start of play. Once play begins, the decision of the referee is FINAL. If any coach has an issue with the way a referee called the game, he should get the referee's name and immediately bring it to the attention of the referee assignor and the Recreation Commissioner or Deputy Recreation Commissioner. *Under no circumstance will a coach, or one of his/her players' parents, verbally or physically abuse any referee or lineman.*
- B. For Divisions 3 and 4, the referee may allow a replay of certain actions (throw ins, goal kicks, corner kicks) as an aid to player development. However, the referee will not instruct players as to how to play the game overall.
- C. Yellow Cards: A referee will show a Yellow Card to any player deemed to be committing a major infraction against the rules of the game, whether physical or verbal. This is a CAUTION. A caution simply means, "this is your last warning." If a player is shown 2 cautions in the same match, this equals 1 Red Card. These decisions are the sole judgment of the referee.
- D. Red Cards: A Red Card will be shown to any player/coach committing what the referee believes is an inexcusable foul or verbal conduct. Any player/coach receiving a Red Card is IMMEDIATELY ejected from that match AND the following match. Once ejected, he/she shall NOT be replaced. The team in that situation will play with fewer players for the remainder of the match. Any coach, who receives a Red Card is suspended in the same manner and must also appear before the JSC's Board to explain his/her actions.
- E. Only a game that has completed 2 halves of equal length shall be considered complete. Any suspended game shall be rescheduled for a make up. Only the referee, President, VP, Overall Commissioner, or the Recreation Commissioner/Deputy Recreation Commissioner have the power to suspend a match.
- F. Referees will be instructed to report any inappropriate behavior from coaches, parents or players to the referee assignor, even if said behavior did not result in a Yellow or Red Card.

## 8. GAME CANCELLATIONS

- A. All coaches and players are to be at their scheduled game NO MATTER WHAT THE WEATHER CONDITIONS, unless you have been notified by the Recreation Commissioner/Deputy Recreation Commissioner or Division Coordinators. The [www.Jacksonsoccer.com](http://www.Jacksonsoccer.com) website will be updated ASAP. *If you coach in more than one Division, don't assume all games are cancelled until you are notified, because some fields may be closed while others are still open.*
- B. If a game is rained out, please contact the other coach and decide on a couple of dates for your makeup. Then contact the Recreation Commissioner so that referees/fields can be confirmed. Once you have an assigned date, you are expected to play that game. If you do not show up for the game, or do not

have enough players, you will forfeit the game.

## 9. COACH AND SPECTATOR LOCATION

- A. Both coaches shall be on THE SAME SIDE of the field and ALL PARENTS/SPECTATORS on the opposite side while the match is in progress. NOBODY is allowed to be sitting behind either goal. The coaches must remain in the coach's area, which extends in both directions from the midfield line, usually 15-20 yards. Coaches MUST stay behind the lines, both to be off the field of play and to be out of the linesman's field of vision.
- B. COACHES ARE FULLY RESPONSIBLE FOR THE BEHAVIOR OF THEIR PLAYERS, AND THEIR PLAYERS' PARENTS. Please speak to the parents of your players before the season starts, have them review the Parents Code of Conduct, and explain to them what you expect.

## 10. JEWELRY

No player may wear any type of jewelry during his or her match. This includes earrings, watches, necklaces, hard hair clips, beads, barrettes, or ponytail holders. Medical Alert bracelets will be allowed but may need to be taped down. Medically required devices such as insulin pumps must be cleared through the club and properly noted on the players medical release forms.

## 11. UNIFORMS

- A. All players will wear their team shirt and black shorts and socks that cover the shin guards. All shirts will be tucked into the shorts.
- B. All players will wear shin guards.
- C. All players will wear soccer cleats (no metal cleats are allowed).
- D. During cold weather players may wear turtlenecks, or sweatshirts UNDER their jerseys. NO hooded sweatshirts may be worn. Long pants are also allowed under the shorts.

## 12. POINTS AND TIEBREAKERS

**Note: Division 4 is noncompetitive. Standing will not be kept.** However, the goal differential procedures explained in Section 13 are still to be followed

For Divisions 1, 2, and 3, the following procedures are used to determine a team's place in the standings:

- A. Point system: 3 points for a win, 1 point for a tie, no points for a loss.
- B. Tiebreakers. If two teams are tied in points at the end of the season, the tie will be broken as follows:
  - 1. Head to Head
  - 2. Least Goals Allowed
  - 3. Most Wins
  - 4. Goal Differential

If more than two teams are tied, Head to Head is disregarded and Tiebreakers 2 - 4 will be used to determine final standings.

**There are no playoff games for Divisions 1, 2, and 3.** Place trophies will be determined based on the final standings.

## 13. 4-GOAL DIFFERENTIAL RULE

In an effort to keep the flow of the game if scores become lopsided, when a team is trailing by 4 goals, that team can add 1 player to the field. If that team goes down

by 5 goals, they can add 1 additional player, for a total of 2 extra players. No more than 2 players will be added even if the differential increases beyond 5.

If the differential is reduced to 4 goals, 1 of the extra players is removed. If the differential returns to 3 goals, the trailing team returns to the normal number of players.

If the trailing team does not have any substitutes available, then the team leading by 4 goals must remove 1 player. But this team will not be required to remove an additional player if leading by 5 goals. No more than 1 player will be removed. This player can return if the differential returns to 3 goals.

The margin of victory in all Rec games cannot exceed 6 goals. In divisions 1-3 a margin of 7 will result in a one point deduction in the standings, 8 will result in 2 points and 9 will result in 3 points. In addition, any coach breaking this rule will be warned in writing by the JSC. A second offense in the same season will result in an automatic 1 game suspension.

Coaches are expected to exhibit sportsmanship and not run up the score. Any teams showing a pattern of large goal differentials will need to explain this to the Recreation Commissioner and Deputy Recreation Commissioner.

We spend an enormous amount of time and energy while forming the teams to attempt to make them equal, so hopefully this will not happen too often.

#### 14. THE LAWS OF THE GAME

Soccer is governed around the world by FIFA. There are 17 major rules, which are officially referred to as the *Laws of the Game*. Following is an adaptation of each law, modified by the Jackson Soccer Club for the youth game. Also refer to the Jackson Soccer Club Intramural Policies and Rules above for additional modifications. This document is intended to provide a common understanding of the rules and is in no way meant to represent the FIFA (official) laws. Where this description is unclear, the FIFA language should be used. For the complete and official Laws of the Game, visit <http://www.fifa.com/worldfootball/laws-of-the-game.html>.

**Law 1 The Field of Play.** The field is a rectangle divided in half with a goal centered at each end. There is a circle surrounding the center of the field. At each goal, there exists a *penalty area* and a *goal area*, both of which are marked with lines. The penalty area represents space where if a nasty foul is committed or the ball is touched by a hand illegally, a *penalty kick* is taken. (See Law 14). The goal area represents the space in which the team taking a *goal kick* (Law 16) may place the ball when putting it back into play. The four corners of the field are marked with small arcs used when taking a *corner kick* (Law 17).

**Law 2 The Ball.** The ball may not be changed during the match without approval of the referee.

**Law 3 Number of Players.** For any game each team will have 11 players on the field at one time, one of which is the goalkeeper. In our intramural (rec) program, we play all games under the age of 11 with 8 players each.

**Law 4 Player's Equipment.** Players must wear a shirt, shorts, shinguards, socks, and footwear. Players cannot use equipment or wear anything dangerous to themselves or another player (including jewelry). Referee has final authority on whether equipment is unsafe.

**Law 5 The Referee.** The referee controls the game and enforces the Laws of the Game.

**Law 6 Assistant Referees.** Sometimes there will be Assistant Referees at your game. They help the referee with indicating throw-ins, corner kicks, goal kicks and which team takes them as well as monitoring offside.

**Law 7 Duration of Match.** The length of the game will be 2 equal halves. See item 2 in the Rules and Policies.

**Start and Restart of Play.** The game is started with a *kick-off*, which means a player touches the ball and then lets someone else touch it before he touches it again. If this doesn't work out right, the ref lets the child try it again. Generally, you will have a coin toss before the game. The winner of the toss gets to choose which goal his team will attack. The other team gets to kick-off. To start the second half, the teams switch ends and the other team gets to kick-off. Keep in mind that all the players on the other team must wait outside the circle in the center of the field until the

ball is touched. And players from both teams must be on their own half of the field before the ref will allow the kick-off, and they can't cross the line until the ball is touched.

A *drop ball* is a method of restarting play after a stoppage that becomes necessary for any reason not covered by the Laws of the Game. The referee will drop the ball, usually between two players. The ball is in play after it touches the ground, and the ball cannot be touched by a player until after it touches the ground.

**The Ball In and Out of Play.** The ball goes out of play when the *whole ball* crosses the imaginary plane that extends from the sideline or endline to the sky.

On the ground or in the air, remember that the whole ball has to completely cross the line. This is the same for goals. Technically speaking, a ball that crosses into the goal is now out of play.

**Method of Scoring.** A goal is scored when the *whole ball* has crossed the goal line and into the goal and no infringements to the Laws were committed by the scoring team. The goalie could lie down on his belly inside the goal with his arms fully extended to hold the ball with 99% of the ball across the line, but this is not a goal. Refs are allowed to confer with their Assistants to make sure a goal is valid.

**Offside.** This is the most difficult call in the game, it is certainly the most controversial call in the game, and as any ref will tell you, the most misunderstood rule in the world. But here it is: No player on the team trying to score is allowed to be closer to the goal than the ball or the second last defender on the other team when the ball is played to them by a teammate. A player could be in an offside position but not be called for offside if the ball was not played directly to them and the ref feels that the player wasn't interfering with play or gaining an advantage. Offside doesn't exist if you are in your own half of the field, and you can't be offside from a throw-in or goal kick. See FIFA's Laws of the Game for more explanations.

**Fouls and Misconduct.** You can't use your hands unless you're the goalie. And you can't be nasty to players on the other team. You can't kick, hit, jump at, charge, spit at, swing at, trip, push, pull, or scream at the other team's players.

Any of these things may result in a player being sent off the field for the rest of the game (Red Card). There are lesser offenses that result in a Yellow Card. Two Yellow Cards in 1 game equals a Red Card..

**Free Kicks.** When play is stopped for a foul, the other team starts things back up with a *free kick*. A *direct kick* can be shot straight into the goal. An *indirect kick* must touch someone else first. Direct kicks are for fouls against people and a hand-ball. Indirect free kicks are for fouls against the rules of the game. The defending team cannot crowd the kick and must be at least 10 yards away from the ball (slightly less distance for the younger ages).

**Law 14 The Penalty Kick.** A direct kick given as a result of a foul inside the penalty area is called a *penalty kick* (PK). The kick is taken from the *penalty spot*, which officially is 12 yards from the goal line, though closer for our younger age groups. Only the goalie may try to defend the PK. All other players on both teams must be outside the penalty area and behind the penalty mark until the ball is touched. The ref signals and the shooter must take the shot. The goalie may move side to side but cannot come forward until the ball is touched. The ball must touch another player before the shooter can touch it again.

**Law 15 The Throw In.** If the ball goes out of bounds on the sidelines, a player from the other team must throw it back into play. Both feet must be touching the ground and part of each foot must be on or behind the sideline. The ball comes from behind and over the head with both hands and can be taken immediately. At this point it is important to note that only the kick-off and penalty kicks require a signal from the referee before being done.

**Law 16 The Goal Kick.** When a team kicks the ball over the other team's endline, but not in the goal, a goal kick is used to get the ball back into play. The ball is placed anywhere inside the goal box. Once kicked, it must get outside the penalty area before anyone on either team may touch it. *The ball is not in play until it has left the penalty area.* It also must touch another player before the kicker or goalie can touch it again. If it doesn't clear the area, the kick must be retaken, no matter how many times it takes. *Also, do not teach or allow your players to build a wall to block the goal kick. This is a poor strategy to deploy at younger levels and it flat out wouldn't work above the age of 10.*

**Law 17 The Corner Kick.** If a team kicks a ball out across their own end line, the other team is given a corner kick from the corner nearest where the ball went out. One player kicks the ball into play and cannot touch it again until touched by another player. *Again, allow room for the player to kick the corner kick. Defenders must allow the same space as for free kicks.*

**Special notes regarding goalkeepers.** Goalkeepers are allowed to use any part of their bodies to play the ball while in the penalty area. Once outside it, they are treated the same as all other players. Once the goalie picks the ball up, he can move anywhere inside the penalty area to get rid of the ball, but must do so within 6 seconds. Once he releases the ball from his hands, he cannot pick it up again until touched by another player. **AND HE CANNOT PICK THE BALL UP FROM AN INTENTIONAL PASS FROM HIS TEAMMATES.** This last statement is not enforced at our younger levels.

The goalkeeper is considered to be in control of the ball by touching it with any part of the hands or arms. He could have only one finger on the ball but is considered to have possession. Opponents cannot kick the ball away from the goaltender when they have possession, so instruct your players not to continue kicking at the ball or goalie in these situations. If, in the opinion of the ref, the ball rebounds from the goalie when attempting a save, there is no possession. However, in the youth game, for safety reasons, most refs will consider the goalie to have possession if the ball is close to the goalie even if the ball is loose from a rebound.

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