

Spring Seven-A-Side Soccer Rules

Below are the rules used for all divisions of Spring Seven-A-Side Soccer program. Any rule not specifically stated will be governed by standard Washington State Youth Soccer Association (WSYSA) rules. As a coach you shoulder a significant responsibility. The success of the program is shared by us all and is up to coaches, parents and Marysville Parks and Recreation to make sure that the experience these players have with this program is a positive one. These rules have been established to make sure that all participants; players, referees and coaches alike have a great experience.

GENERAL

1. All players must have a completed registration form on file with the Marysville Parks and Recreation Department prior to participating. Only officially registered players may participate and only on their designated team. Any roster modifications must have prior approval of the Athletic Coordinator.
2. All players **MUST** wear shinguards and proper soccer footwear. Socks must completely cover shinguards.
3. Coaches should make every effort to play all players an equal/fair amount of playing time.
4. Field players **MUST** wear the jerseys supplied by the league.
5. Each team will be given pennies if needed, to be worn by the goalkeeper. Teams may choose to wear regular goalkeeper equipment.
6. The Spring League is a recreational program and standings will not be kept for any division.
7. No jewelry is to be worn i.e. earrings, watches, necklaces, rings. No casts or splints of any kind. The referee's decision is final.
8. Coaches are responsible for first aid supplies. It is recommended that team's first aid kits contain ice packs, bandages, tape and protective gloves.
9. **Please do not utilize the GOAL Areas for warm ups.**
10. Concessions menu will be provided by Marysville Soccer Club during games ONLY.
11. **NO PETS** are allowed at the field complex. This is a state WSYSA law and is also a requirement of the Marysville Youth Soccer Club (MYSC). If parent arrives on the field with a pet we ask that you inform them to place them in a vehicle.
12. **Smoking is prohibited!!!** Coaches will inform parents of the No Smoking Policy. Any parent or coach who continues to ignore the policy will be asked to leave the complex. **Absolutely no drugs, alcoholic beverages or tobacco products are permitted on School District property. This includes the Parking Lot areas as well.**

THE GAME

1. Teams will play with a maximum of seven players on the field at a time. Six field players and a goalkeeper. In the event a team has less than seven players at the scheduled start time teams will be allowed to play with a minimum of five players (four field players and a goalkeeper). No team will be allowed to begin a game with less than five players. Games will be considered a forfeit and not rescheduled.
2. The game will consist of Two-25 minute halves (running clock) with a three-minute half time. Referees will keep the time on the field.
3. Game times will be 5:00, 6:00 and 7:00 pm unless otherwise noted. A five (5) minute grace period will be allowed for all games. Any game not started after the conclusion of the grace period will not be played, but considered a forfeit and not rescheduled.
4. The first half kick off will be determined by a coin flip. The team winning the coin flip will have the choice of which goal they will attack. The team losing the coin flip will kick off to start the first half. The team that does not kick off to start the first half will kick off to start the second half. Teams will change ends of the field at the half.
5. Teams are allowed unlimited substitutions during the game. Teams will substitute on the fly. Players being substituted must enter and leave the field at the designated area near their bench area along the touchline. No more than **three** players may be substituted at any one time. Players may not enter the field until the player they are substituting for has reached their touchline.
6. Coaches wishing to change their goalkeeper during a half must do so within the flow of play. They are encouraged to bring an additional shirt for the second goalkeeper to wear. Under no circumstances will the game be stopped to allow a team to change goalkeepers.
7. Coaches will provide the referee with a team roster prior to the start of the game. This must include the team name, coach's name, age division, player's name, birthdates and jersey number.
8. In the event that the difference in the score becomes greater than (5) five goals. The team with the lower number of goals may play an additional player if they choose. The team is allowed to continue to use the extra player until the difference in the score is (2) two goals.
9. The **offside rule** will be in effect for all games involving U9/10 teams and above. Players will be considered to be offside if they are beyond the center line without two defensive players between them and the goal.
10. The following fouls will result in a direct free kick for U9/10 games and older:

Hand balls	Pushing	Striking	Charging from behind
Tripping	Kicking	Charging in a violent manner	
11. The following fouls will result in an indirect free kick for U9/10 games and older:

Charging the goalkeeper	Dangerous play	Obstruction
-------------------------	----------------	-------------

12. **In compliance with the WSYSA guidelines. No slide tackling will be allowed in games involving players in age groups U10 and below. All violating this rule will result in the offended team being awarded an indirect free kick.**
13. All fouls in games involving teams playing U7/8 will result in an indirect free kick.
14. All free kicks must be taken within 10 seconds of placement.
15. Defensive players must be a minimum of 10 yards away from the ball on all free kicks.
16. If a foul occurs in the Penalty Area in games that involves ages U9/10 and up, that foul will result in a direct penalty kick (PK) being awarded to the offended team. This kick will be taken from the designated penalty spot.
17. Goalkeepers may not play the ball with their hands when receiving a controlled back pass from a teammate. Goalkeepers may play this type of pass with their head, body or feet only. In the event a Goalkeeper does play the pass with his/her hands an indirect free kick will be awarded to the opposing team from the closest location outside the Penalty Box.
18. The Marysville Parks and Recreation Department will provide game balls for all games. The home team is responsible for providing a quality back up game ball. This ball must be of the correct size and properly inflated.
19. A size 4 ball will be used for all games involving U12 teams and younger. A size 5 ball will be used for all games involving U13 teams and older.
20. **Home** teams will be assigned the **south** sideline and the **visiting** teams the **north** sideline. Teams are responsible for picking up trash associated with their game.
21. No overtimes will be played.

CONDUCT

1. Any player receiving a Yellow Card will be assessed a 5 minute penalty. During this time the player's team must play one man short. Any player, who receives a second Yellow Card during the course of the game, will be suspended from the remainder of that game and their next scheduled game. The offending player's team must also play one man short for the next 5 minutes. Any player who accumulates six Yellow Cards will be ejected from the league for the balance of the season.
2. Any coach receiving a Yellow Card will be penalized by having to remove a player for a 5 minute penalty and have a goal awarded to the opposing team. Any coach that receives a second Yellow Card during the course of a game will be suspended from the remainder of that game and their next two scheduled games. Any coach that accumulates four Yellow Cards will be ejected for the balance of the season.
3. Any player receiving a Red Card will be automatically ejected from the remainder of that game and the next two scheduled games. Any player who accumulates three Red Cards during the course of the season will be ejected from the remainder of the season.
4. Any coach receiving a Red Card will be automatically ejected from the remainder of that game and the next two scheduled games. Any coach that accumulates three Red Cards

during the course of the season will be ejected from the remainder of that game and balance of the league.

5. All cards will be reported to the League Director within 24 hours.
6. Absolutely no physical contact with any referees or parks staff is permitted. Violation of this rule will result in automatic ejection from the league.

Sideline Conduct

Recently we have experienced a significant increase in sideline behavior that has become a challenge for many coaches and league staff and referees to manage. The essence of great sportsmanship is to remain positive and complimentary of play. Enthusiasm for our player's success is encouraged. It is not acceptable however for those on the sidelines to question our officials, other coaching styles or use of opposing players during a game.

An instructional recreation program designed for our youth must be kept in perspective. This is not a select or competitive program and at times we must remind our participants of the basic design of the league. We are all charged with maintaining the integrity of such a philosophy. If a coach is challenged with a difficult sideline behavior event you are asked to contact our on site staff immediately for assistance.



Parks & Recreation

“Our focus is to enhance the quality of life by providing beautiful parks, open spaces and exceptional recreational and athletic programs”.

(360) 363-8400