

Dyersville Soccer League
3rd & 4th – 5th & 6th – 7th & 8th Grade

I. RULES OF PLAY

A. Number of players: The maximum number of players on the field at any one time is eleven (11). A team may start with or play down to 7 players without forfeiting the game. One of these players is the goalie, he will wear a different color shirt, and shirts are stored in shed. **There is no head bunting in 3rd & 4th or 5th & 6th Grade soccer.**

B. Players can only play in their league. (example: a 3rd & 4th grade player cannot play in the 1st & 2nd or 5th & 6th grade leagues).

C. Duration of the game:

1. 3rd & 4th and 5th & 6th Grades: two (2) 22-minute periods (continual running clock), with a five-minute half-time break and five minutes between games.
2. 7th & 8th Grades: two (2) 30-minute periods (continual running clock), with a five-minute half-time break and 5 minutes between the games.
3. It is the coach's responsibility to get games started and finished on time.

D. Field size:

1. 3rd & 4th grade field is 280' x 185'
2. 5th & 6th grade field is 330' x 195'
3. 7th & 8th grade field is 360' x 205'.

E. Ball size:

1. 3rd & 4th grade leagues will use a #4 ball.
2. 5th & 6th grade leagues will use a #5 ball.
3. 7th & 8th grade leagues will use a #5 ball.

F. Offside: Conforms to Iowa High School Rules. A summary description follows. A player is considered to be in an offside position when they are closer to their opponent's goal than at least two of their opponents unless the ball is in front of them or they are on their half of the field. One opponent is usually the goalkeeper so, practically speaking, a player is in the offside position when they are behind the last defender. There is no penalty or foul for merely being in an offside position. A player will be declared offside and penalized for being in an offside position at the moment a ball is kicked by a teammate, and they receive the kicked ball or their position gains

advantage for their team. A player not in an offside position at the time the ball is kicked may run past one or both of the last two defenders to receive or touch the ball legally. A complete and technical definition of offside can be found in a High School Soccer Rule Book. A player is not offside if he is not part of the action.

G. Throw-ins: Conform to Iowa High School rules except that both feet must be behind the lines. (no second chances are allowed)

H. Corner kicks: Conform to Iowa High School Rules and opponents must be ten (10) yards off the ball.

I. Goal kicks: Conform to Iowa High School Rules

J. Free kicks: Conform to Iowa High School Rules (the Penalty line is marked at 10 yards in front of each goal.)

K. Penalty kicks: Conform to Iowa High School Rules (the Penalty line shall be marked at 10 yards in front of each goal.)

L. Coaches and player not playing can only be on their side of the field and end of field. The substitution box will separate the teams.

M. Spectators must be on opposite side of field from the players.

N. No one is allowed in triangle area on ends of field.

O. Coaches are to meet after the game to fill out one game result form. Results are to be placed in box in the shed.

II. SUBSTITUTION RULES

A. 3rd & 4th at half time or any dead ball situation. This includes goalie, (goalie should be ready so not to delay game)

B. 5th & 6th, 7th & 8th at half or at a dead ball when you have possession. If possession team substitute them the other team may substitute

C. Playing time: Each player **MUST** play at least half of the game.

D. Maximizing playing opportunity: Player participation should be maximized. It is the major goal of Dyersville Soccer League that playing time is maximized for ALL players, not just the very skilled.

E. All substitution must be in box and get the official attention. Substitutions cannot enter the game until referee gives the approval.

F. Line up cards: Line up cards are not used in Dyersville Soccer league

III. PLAYERS' EQUIPMENT

A. Footwear: Shall conform to Iowa High School rules with the following exceptions: Footwear shall include tennis shoes or soft-cleat soccer shoes. Soft-cleat baseball shoes are acceptable to wear, player has option to remove front spike. (Front spike limits the players' ability in playing soccer)

B. Shin Guards: All players shall play with shin-guards and they must be covered by at least one layer of a sock.

C. Jewelry: There shall be NO jewelry worn by any participants. Children should refrain from having their ears pierced during the season.

D. Uniform: All players must wear their official Sponsor team shirt issued for that season. Shirt is the property of player and they are encouraged to wear them during leisure and practice times. Coach may suggest a color of short to wear with shirt.

E. Stocking: all players on same team are requested to wear the same color sock.

F. Caps: Baseball hats or any other hat cannot be worn during the game. Stocking caps or ear covers can be worn during cold weather.

G. Casts: Casts may be worn if they are safely padded, the player has a licensed physician's approval to play with a cast, and it's not dangerous to player or anyone else.

H. Game balls are stored in the shed.

I. Corner flags for field are stored in shed, coaches of first game are to place flags on field and coaches of last game to remove them and place back in shed.

IV. REFEREES

A. Referees: Dyersville Soccer Leagues Officials will assign referees to each game. As a general rule, our officials in the younger grades are just getting started and need your support and cooperation. If you have a complaint or notice an obvious deficiency in the official knowledge or understanding of the rules of soccer, please notify Dyersville Soccer League Official Organizer, President or Parks Director.

B. Please do not repeatedly confront the official.

C. Lines person: are supplied and will be on each side of field. Players, coaches and fans are to be back about 1 to 2 yards to allow free movement of the line referees

D. No-Show: If a game is set to begin play and the referee is not in attendance, the head coaches should agree on volunteer referee (s) and play the game. If no agreement to play can be reached, the coaches may request to reschedule the game. However, the coaches must understand that a reschedule will be impossible in most cases.

E. Yellow and Red Cards: Any player receiving two yellow cards, or one red card is suspended for the rest of the game and the next game. Referee's decision is final. All red cards are to be reported to President and/or City Parks and Recreation Director. Some Fouls that cause you to receive a red or yellow card are intentional Kicking, Pushing, Holding, Jumping, Charging, Tripping, Obstruction, Dangerous play (i.e. High kicks, rough or violent play) unsportsmanlike conduct (i.e. Spitting, Profanity, Taunting) and handing the ball with hands. Player, coach, or parent can be suspended one game; next offence is a suspension for the season.

F. Yellow Cards: two yellow cards equal one red card.