



TINLEY PARK'S RECREATIONAL LEAGUE



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## SOCCKER GENERAL RULES

**COACHES/ASSISTANT/TEAM PARENT:** It is a privilege to be a selected volunteer as such here is a generalization of the requirements.

- You are only able to be a volunteer if you have a child or a relative on a team.
- Assistant Coaches and Team Parents have been assigned to a team unless there was not a person that volunteered for the specific position, and then the coach has the ability to select a volunteer.

The Bobcats have decided to follow the IYSA and not allow coaches on the field during the game. The reason cited by the IYSA is that coaches have a tendency to interfere with the players and not let the players make decisions on their own (thinking is an important part of player development.) **There will be only two adults allowed on the sideline.** These adults must have submitted a background check prior to coaching the squad. All other adults must stay on the opposite sideline away from the players and not coach the players. Teams may have multiple adults helping with the team, but only two are allowed on the teams sideline to coach the team. **ALL COACHES ARE TO REMAIN ON THEIR HALF OF THE FIELD ON THE SIDELINE WITH THEIR TEAM. NO COACHING FROM ANY OTHER POSITION ON OR AROUND THE FIELD.**

***\*PROFANITY/ALCOHOL/TOBACCO: Please remember, adults serve as role models for the youth in our community. Consequently, the use of profanity, tobacco products or alcoholic beverages, by anyone, is not permitted. This practice applies to both practices and league games. This includes smokeless tobacco products***

***\*No Animals allowed at practices or games, except service animals. Anyone that has an animal present at a practice or game will be asked to leave, unless it is a service animal.***

**UNIFORMS:** A full uniform will be provided by the Tinley Park Bobcats and must be worn for all games. **Shirts are to be tucked in the shorts prior to start of the game.** The children will get to keep the uniforms at the end of the season.

**SHIN GUARDS:** Shin guards are required for all practices and games.

**SOCCKER SHOES:** Soccer shoes must have rubber tipped spikes with **NO** toe spikes. Referees will be required to check shoes and shin guards prior to start of each league game. Any child with toe spikes will not be allowed to participate in the game until proper shoes are obtained.

**SAFETY:** A player must not use equipment or wear anything which is dangerous to him/herself or another player (including any kind of jewelry.) **All earrings must be removed for the safety of the player. No tape shall be worn over any earrings.**



**PLAYING TIME:** Coaches must make sure that all players play at least one half of each game and are routed throughout the position of play. No player can play the same position two times in a row. It is strongly recommended you create a rotation chart in case you are challenged with the placement of a player.

**SUBSTITUTIONS:** Players can be substituted any time. You do not need the referee's approval to make a player substitution. **For Junior or Senior must be substituted at the mid field line to insure that there are no additional players on the field at any given time. The number of players on the field is the coach's responsibility.**

**GAME LOGISTICS:** See individual division for further detail...

**OBJECTIVE:** Our main objective is to emphasize recreational and instructional areas of soccer. The main goal is not to teach players how to win or lose, but how to play the game of soccer. You want to teach the players skills, teamwork, cooperation and good sportsmanship. But most of all, we want the players to have fun!

**GENERAL RULES AND REGULATIONS:** FIFA "Laws of the game" with IYSA rule variations govern.

**NUMBER OF PLAYERS:** See individual division for further detail...

**SCORING:** The referees keep track of the score as a total for each contest. Scores are important to report so that they can be used to fully understand each team's performance for future evaluation and league balance. Remember this is recreational / instructional soccer, the main goal is not to teach players how to win or lose but how to play the game and ball control. There is no end of season in standings in recreational soccer.

**KICKOFF:** At the start of each quarter and after each goal, the game is restarted with a kickoff. This is an indirect kick and must roll forward across the middle line. The same player cannot play it twice. The defending team must stay out of the center circle until the ball has been put into play by the attacking team. **No goal can be scored off a kick off.**

**GOAL KICK:** See individual division for further detail...

**CORNER KICK:** When the ball crosses the goal line and was played by a defending player, a corner kick is awarded to the attacking team. The ball is placed in the nearest corner kick area and played in by the attacking team by kicking the ball into play.

**THROW-INS:** When the ball crosses the touch line, the referee indicates the team awarded a throw in. The team awarded the throw in puts the ball in play by throwing it into play. Throw ins must be done properly, using two hands over the head and both feet on the ground. The referee has latitude in applying this rule for the sake of keeping the game going.

**FOULS:** When a referee calls a foul, the resulting play is an indirect kick to the fouled team. Fouls may be called for tripping, pushing, etc. There is no slide tackling and will be called a foul.



**OFF SIDE:** Off side rules will be followed as described by FIFA "Laws of the game" for the Junior and Senior Division. Sophomore division does not follow the rules of "off sides" but the defense should stay back and not cross the mid field line with the offense, this will aid in preparing the players when they move up to the Junior division.

**PENALTY KICK:** If the referee awards a penalty kick, a player is chosen to take the kick by the adult in charge of the squad. The ball is placed on the center dot and from there the payer attempts to score. All other players must be behind the half-line. If the ball does not go into the net, the defending team then is awarded a goal kick.

**INDIRECT KICK:** When an indirect kick is awarded, the ball is placed and the attacking team restarts the game with a kick. The kick cannot be played directly into the goal; if it is, no goal is awarded and the defending team is given a goal kick. All kicks that restart the game (kickoff, corner kick, goal kick, kick awarded for a foul) are indirect. The only direct kick is a penalty kick.

**SLAUGHTER RULE:** See individual division for further detail...

**FIELD AND MARKINGS:** See individual division for further detail...

**REFEREES (all leagues):** The Bobcats will attempt to provide referees for all games, however, should a referee not show up at the designated time, the game should commence ON TIME with the refereeing duty being shared by the teams' coaches.

**SIDELINES:** In any division, coaches are allowed only one side of the playing filed, parents are to be sitting on the opposite side at all times. **No more than two coaches are allowed on the coach's sideline.**

**LINESMAN:** Linesmen are not to be provided by the Bobcats. Please have an assistant coach or spectator serve as a linesman, to ensure a smooth game, if needed.

**CLOCK:** The clock is kept running to have games completed in a timely manner.

**SLIDE TACKLING:** No slide tackling allowed!

**RED CARD:** If a player or a coach is red carded by the referee, they will be suspended 1 GAME. They will not be able to play/coach in their team's next scheduled game. The name of a red-carded player or coach should immediately be reported to the League Representative

**SPORTSMANSHIP:** Good sportsmanship is when teammates, opponents, coaches, and officials treat each other with respect. The Bobcats want to extend the notation of good sportsmanship to the players. It starts with something as simple as shaking hands with opponents before a game and includes acknowledging good plays made by others and accepting bad calls gracefully. As a coach it is your responsibility to be a good role model to your players. If there is any foul language or disturbances within a game from a player, the referee is expected to manage the situation on the field and notify the coaches. The coach is expected to follow up with the league representative about the incident and what course of action is to be taken. The incidents will not be taken lightly and serious consequences may be given.



**LEAGUE RULES FOR OUTDOOR REC SOCCER**  
**SOPHOMORE DIVISION (1<sup>st</sup> – 2<sup>nd</sup>)**  
**SINGLE SIDED GAMES**  
**BALL: SIZE 4**

**GAME LOGISTICS:** The game is played in four 12-minute quarters. After the second quarter, there is a five minute intermission and the teams can switch ends of the field. Scores reset to 0-0 at the halfway point of the game.

**NUMBER OF PLAYERS:** Each team will play 5 in the field, plus a goalie, for a total of 6 players. If a team is short players, the opposing team must reduce to an agreed upon amount of players, so there are equal players on the field for each team. This modification will allow the game to fairly be played. If there is a great difference in players, a team may lend some players to the deficient side for the game to be played, while distinguishing one team by wearing pennies.

**GOAL KICK:** When the ball crosses the goal line and was played by an attacking player, a goal kick is awarded to the defending team. The ball is placed on the corner of the goalie box and put into play by kicking the ball.

**SLAUGHTER RULE:** When a squad has a four-goal advantage, the team ahead must remove a player and play 6 V 5. When a squad has a seven-goal advantage, the leading team must remove another player and play 6 V 4. The purpose of this is not to penalize the better squad, but to give the weaker squad a chance to score. The player can be added back once the score difference is 6 and the added player removed when the goal difference falls to 3. **If this occurs during the first half, the teams go back to 6 V 6 for the start of the second half and start with a level score of 0-0.**