

Rules of COPA Kids Recreation League

1. The Players:

1.1 Teams: All players must be at least in the corresponding birth year range. For example there will be a division for athletes born in 2011, 2013, 2015, etc.

1.2 There will be a minimum roster size of 6 players per team for U6 age group and a maximum of 8 players.

1.3 There will be a minimum roster size of 8 players per team for U8 - U10 age groups and a maximum of 10 players.

1.4 The U6 age group will be played in a 3 versus 3 format with no goalies.

1.5 The U8 - U10 age groups will be played in a 5 versus 5 format - including goalies.

1.6 ALL players must have a release of liability form on file in order to participate.

1.7 ALL players must wear shin guards.

1.8 NO cleats are allowed. Players can wear running shoes or turf shoes that don't have any studs or cleats.

1.9 Team Bench: Only players and 2 coaches are allowed in the bench area

2. Kickoffs:

2.1 Kickoffs are considered indirect kicks. From the center mark start play at the beginning of each half and after every goal.

2.2 Prior to kick-off each player must remain in their respective defensive halves, and all defending players are outside of the center circle. Upon signal of the referee a player of the team having the kickoff must play the ball in 5 seconds or less. The same player administering the kickoff may not touch the ball until it is touched by another player. The kickoff can be played in any direction.

2.3 Dropped Ball Restart: If neither team has clear possession of the ball at a stoppage, the referee restarts play with a dropped ball. A dropped ball caused while the ball is inside a penalty arch takes place at the center circle. The ball is “in-play” once the ball contacts the ground untouched.

2.4 New Ball Method: For the U6 age group, when the ball goes out of bounds, coaches will throw the ball back into play, into an open space on the field - this method allows more playing time for the U6 athletes.

2.5 Free Kicks: When there is an infraction or a foul a free kick will be granted to the non-offending team. All free kicks are direct kicks. A wall must be at least 6 yards from the ball.

2.6 Goal Kick Play-out Line: In the event of a goal kick, the defending team will remain on their respective defensive half until the ball is kicked.

2.7 Out of Bounds: The ball is out of play when it crosses completely over the out of bounds lines marked on each field.

2.8 Penalty Kicks: Penalty kicks will be taken from twelve (12) yards away from goal or on the marked spot on the field penalty box. A penalty will be granted for all fouls within the goal area (for U8 & U10). Penalty kicks are not applicable for the U6 age group.

2.9 PK Time: If the clock stops for half-time or the end of the game prior to the penalty kick, then the kick will be immediately taken by one of the players on the field at that time (rebounds will not be playable).

2.1a PK Position: All players, other than the goalkeeper and the kicker, must be behind the goal area line until the ball has been played. The goalkeeper cannot leave the goal line prior to the ball being struck, but may move side to side as long as they stay on the goal line. If the goalkeeper leaves the goal line early and a goal is scored the goal will count. If the shot is missed or blocked the shot is retaken.

2.1b PK Start: Once the ball has been spotted and the goalkeeper has signaled that they are ready the referee will blow the whistle to signal the restart in play. The kicker then has five seconds to play the ball or else it will result in a goalkeeper throw-in.

2.1c Goalkeeper Infractions: The goalkeeper may not use their hands when the ball is passed or intentionally deflected with the foot, to them from a teammate. The goalkeeper may only use their hands within the goal area. The goalkeeper with the ball in their hands has five seconds to distribute the ball outside the box. Goalkeepers may not punt the ball, they may only throw or play the ball from the ground. Goalkeepers may not throw or kick the ball over the midfield line. They may place the ball and kick from the goal box.

2.1d Substitutions: Teams may sub at any time, “on the fly” at their own risk, but players must leave the field before being replaced. Being within three (3) yards of the team’s bench area is acceptable unless either player becomes involved in the play while both are on the field. All substitutions must occur within three (3) yards of the team’s bench area. If a player enters the field of play before the exiting player is within 3 yards or if the player entering the field is involved in the play before the exiting player leaves the field it is a direct free kick.

2.1e Kick-In: For out of bounds violations, kick-ins will be instituted instead of throw-ins. Kick-ins must be placed stationary on the sideline. There may not be a wall or defender guarding the kick-in. When the ball crosses the perimeter boundary line it shall be kicked-in from the point where it passes over the line. The ball cannot be moving prior to the kick in. The ball may be played in any direction by a player of the team opposite to that of the player who it touched last before it left the field. All kick-ins are indirect and must be played within 5 seconds of placing the ball on the ground. Kick-ins that take longer than 5 seconds can result in the Referee turning the ball over to the opposing team.

2.1f Corner Kick: When the ball goes out of play over the end perimeter boundary line, between the corner marks, having last been played by a player on the defending team, play shall be restarted with a direct kick from the corner closest to where the ball left the field of play.

3. Fouls and Misconducts:

3.1 Kicking: A player kicks an opponent while attempting to strike the ball.

3.2 Tripping: Intentionally or inadvertently trips an opponent while attempting to play the ball.

3.3 Charging: Inadvertently running into an opponent while attempting to play the ball or running into the goalkeeper.

3.4 Obstructing: When not playing the ball, intentionally obstructs an opponent by standing between the opponent and the ball so as to form an obstacle. Obstruction is not called when a player has a ball and is shielding so as to prevent an opposing player from stealing the ball or if the ball is kicked down the field and a player attempts to run through an opponent who has established position.

3.5 Pushing: Intentionally or inadvertently pushes a player

3.6 Playing From The Ground: Except for the goalkeeper in his own goal box, playing the ball, offensively or defensively, while on the ground or while having a part of your body, other than your feet on the ground.

3.7 Hand-ball: Handling the ball involves a deliberate act of a player making contact with the ball with his hand or arm. The referee shall take the following into consideration:

- The movement of the hand towards the ball (not ball towards the hand)
- Distance between the opponent and the ball (unexpected ball)
- Position of the hand does not necessarily mean there is an infringement
- Touching the ball with an object held in the hand counts as an infringement
- Hitting the ball with a thrown object counts as an infringement

3.8 Holding: Holds an opponent to prevent them from playing the ball or defending.

3.9 Slide Tackles: A player intentionally slides on the ground.

3.1a Field Player Slide: Players are not allowed to slide tackle and will be called for an infraction no matter the outcome of the play.

3.1b Striking: Intentionally or unintentionally strikes an opponent with arms, hands, etc.

3.1c Goalkeeper Hand-ball: The goalkeeper may not reach outside the goal box and use their hands, even if they are standing inside the goal box. The goalkeeper may receive a pass back at their feet from a player on their own team, but may not pick the ball up with their hands.

3.1d Goalkeeper Slide: If the goalkeeper begins a slide inside the box (allowed) and as a result of their slide goes completely outside the box they will be called for a foul.

3.1e Dangerous Play: Playing in such a manner as to be out of control.

4. UNIFORM AND EQUIPMENT

4.1 Uniform: Players, other than Goalkeepers, wear their team's uniform, consisting of the same color. If two teams have similar color jerseys, the home team must change the color of their jersey. The home team will assume the color of dark jersey and away will be white.

4.2 Equipment: Every player must wear shin guards with socks that cover the length of the guard. Shoes must be indoor/turf shoes, studded shoes and outdoor cleats will not be allowed.

4.3 Ball Size:

- U6: Size 3 futsal
- U8: Size 3
- U10: Size 4

4.4 Goalkeeper: The Goalkeeper must wear a jersey color distinguished from all other players on the field. Other permitted equipment includes gloves and pants, as well as approved headgear.

4.5 Dangerous equipment: A player may not wear any jewelry including but not limited to necklace, bracelet, hat, watch, etc. If jewelry is absolutely unable to detach then it may be secured to the body and covered with tape. The only exceptions to this rule are religious accessories, medical devices/IDs that the referee deems to be safe for play. All casts, splints, and braces must be padded to the satisfaction and discretion of the referee.

5. GAME REFEREES

5.1 Referees U8 and U10: One (1) referee officiates each game for 5v5 games.

5.2 Referees U6: The team coaches will serve as a referee and will alternate at half-time.

5.3 Decisions of Fact and Rule: The decisions of the Referee regarding facts connected with play and interpretation of rules are final. The Referee may change any decision prior to a restart upon their own reconsideration.

5.4 Award or Disallow a Goal: The Referee determines whether or not a goal is scored.

5.5 Suspend or Terminate the Game The Referee stops, suspends, or terminates the game at his discretion by reason of the elements, interference by spectators, an unsafe condition, or other justifiable cause.

5.6 Stop the Clock: The Referee stops the game clock due to an unusual delay.

5.7 Prohibit Field Entry: The Referee ensures that no unauthorized person enter the field of play during a game

5.8 Summon Management: The Referee may ask facility management to prevent any spectator, including team personnel, from interfering with the play of the game for:

- Violent conduct, including tossing objects onto the field of play
- Foul or abusive language or behavior
- Persistent unseemly behavior

5.9 Scorekeeping: Referees will keep score of the game, however due to the nature of COPA Kids Recreation League, scores and standings will not be announced. Scoresheets will be published internally.

5.1a Game Report: Subject to administrative policy, the Referee files a Game Report, including information on any disciplinary action and other incident (e.g., serious injury) or circumstance occurring before, during, or after the game.

6. DURATION OF THE GAME

6.1 Periods for U8 & U10 Age Groups: A regulation game consists of 20-minute halves with a 5 minute half-time break along with a 5 minute pre-game warm-up period.

6.2 Periods for U6 Age Group: A regulation game consists of a 30-minute game time with a running clock. Coaches can agree to decide when to take a break (ie: 3 10-minute periods or 15-minute halves). There will be a 10 minute pre-game warm-up period.

6.3 Running Clock: Except in the case of an unusual delay, determined by the referee, the game clock counts down continuously through each half.

6.4 Clock Malfunction: If the game clock does not count down properly, the referee may add or subtract time as he deems appropriate. All violations occurring during a clock malfunction are treated as if occurring while the ball is in play.

7. FORFEIT

7.1 A forfeit is declared when a team is unable to put the minimum number of players on the field within 10 minutes after the start of the game clock. The game clock will continue to run while the team is attempting to field their players and the time elapsed will not be reinstated.

7.2 Reschedule Policy: Forfeits are rescheduled only if the forfeit was caused by an administrative error. The schedule for leagues will be released approximately 7 days before the beginning of the season. Teams may submit their game time preferences during registration. If a team no-shows the game or does not field enough players to compete, the game will not be considered for rescheduling and will end in a forfeit for the team that does not show up.

7.3 Protest Policy: COPA Soccer Training center wants to cultivate a fun, competitive playing environment that is fair and equal to parties involved. Protests are only to be made to management if a team believes there is a serious infraction of the rules and regulations of COPA Soccer Training Center. The Captain/Manager of the team must wait 24 hours after the game in which they wish to protest before submitting a letter to the COPA Play Director. If the 24 hours cool off period has not been observed or if the protest is filed in an unprofessional manner then the protest request may be voided. COPA management will review the protest and then the captain may speak in person with a member of the management team. Protests are NOT to be made if a team disagrees with a call made by the official or for any circumstantial situations such as a team did not have all of their best players, etc.

7.4 Head Injury Policy: If a player has a head injury that causes a stoppage in play then it is considered to be serious therefore suspending play. A serious head injury may be contact made with the ground, another player, the goal, or the ball. The referee will stop play and ensure the safety of the player as well as contact emergency medical responders if necessary. In the case of a minor head injury where play is not suspended, the individual/team will be responsible for ensuring the safety of the player. Referees are trained to air on the side of caution when it comes to head injuries. If they recognize a player may not be well they can suspend the game at any moment or decommission the participation of a player.