



## Rules and Regulations Huber Heights Soccer

### Part One: Rules

“FIFA Laws of the Game” shall apply to all age divisions except as noted in this document and in the By-Laws of Huber Heights Soccer.

#### Law I: Field of Play

1. The Board of Directors will determine the field of play.

#### Law II: The Soccer Ball

1. The ball size for each age division will be as follows:

Division	Ball Size
Bumblebees	3
Grasshoppers	3
Passers	3
Wings	4
Strikers	4
Kickers	5
Seniors	5

#### Law III: Number of Players and Substitutions

##### 1. Number of Players

Division	Minimum Number Maximum Number
Bumblebee	Maximum: 5v5 no goalie Minimum: None work together to try to play the game
Grasshopper	Maximum 6v6 with goalie Minimum: None work together to try to play the game
Passers	Maximum 7v7 with goalie Minimum: None work together to try to play the game
Wings	Maximum 7v7 with goalie

	Minimum: None work together to try to play the game
Striker	Maximum 9v9 with goalie Minimum: None work together to try to play the game
Kicker	Maximum 11v11 with goalie Minimum: None work together to try to play the game
Seniors	Maximum: 7v7 with goalie Minimum: None work together to try to play the game

2. Coaches are obligated to give every player the opportunity to play a minimum of one-half of the game time that the player is present, participating in both halves of play, except when:

- a. The player is ill or injured.
- b. The player has been ejected or suspended.
- c. Disciplinary action is being taken. If this situation occurs, the league director must be contacted. The league director will notify the league president and all other parties involved.
- d. The player arrives late during a game. The player must play one-half of the time they are present.
- e. Any violation of Law III may result in the forfeiture of the game or other action deemed necessary by the board of directors.

### 3. Co-Ed Divisions

- a. Bumblebees
  - i. Coaches are encouraged to play an even number of boys and girls when possible.
- b. Kickers/Seniors

A minimum of 2 females will be on the field at all times.

## Law IV: Players Equipment

1. All players must wear shin guards and keep them covered at all times during play and practice.
2. Players may be allowed to play with casts if deemed safe by a member of the Board of Directors and the referee.
3. Absolutely no jewelry of any kind is permitted to be worn by a player on the field of play.
4. There will be no hair accessories and/or restraints that contain any hard metal or plastic. Additionally, a soft accessory creating a hardened knot or hardened area is also prohibited.
5. The referee has final judgment on all items that may be dangerous and not permitted on the field of play. (Zippers, hooded sweatshirts, hair clips, splints, etc...)

6. If discrepancy in team uniform, final decision on eligibility to play can be made by the referee and/or Board of Directors.

#### **Law V: Referees**

1. HHS referees shall have all the powers granted by the game and shall be responsible to the Director of Referees and the HHS Board of Directors.
2. Referees are responsible for correctly recording the game score on the official game card and for having the coaches sign the official game card.
3. The referee is required to note all yellow and red cards issued during the game on the game card and also any information that he/she feels important to convey to the board of directors.
4. A team coach may not referee games in his/her division. A referee may officiate a game in which a family member is playing provided that both team coaches agree to this before the start of the game. This rule does not apply to Bumblebee divisions.

#### **Law VI Assistant Referee**

1. HHS uses a two-person referee system.
2. If only one referee is available for a HHS game, the referee may appoint two club assistant referees, one from each team, to assist him/her during the game. The club linesman shall only raise the flag when the whole of the ball crosses the whole of the touch line, not to call offside or direction of throw in.

#### **Law VII: Duration of the Game**

1. Game length by division

Division	Length
Grasshoppers	Four 8-minute quarters
Bumblebees	Four 8-minute quarters
Passers	Four 10-minute quarters
Wings	Two 25-minute halves
Strikers	Two 30-minute halves
Kickers	Two 35-minute halves
Seniors	Four 15-minute quarters

2. During hot days, the referee may decide to let the divisions that play halves, change to quarters.
3. Halves may be shortened due to extenuating circumstances if agreed upon by both coaches, the referees, and / or the board of directors.

#### **Law VIII: The Start and Restart of Play**

1. no modifications

#### **Law IX: Ball In and Out of Play**

## 1. No Modifications

### **Law X: Method of Scoring**

1. Score and standings will not be kept in the Grasshoppers and Bumblebee Division.

### **Law XI: Offside**

1. There is no offside in the Grasshoppers, Bumblebee and Passers Divisions.
2. Coaches in these divisions must disapprove of their players continually being offside.
3. In the opinion of the referee, coaches allowing or encouraging players to continually play in an offside position may be cautioned for unsporting behavior.

### **Law XII: Fouls and Misconduct**

1. Slide tackling is not permitted in the Passers and Bumblebee Divisions.
  - a. The result of any slide tackle in the Passers and Bumblebee Divisions is an indirect kick.
2. Legal slide tackles are permitted in the Wings, Strikers, and Kickers Divisions. Careless or reckless tackles using excessive force are still fouls.
2. Violent tackles and tackles from behind are considered red card offenses.

### **Law XIII: Free Kicks**

1. In Passers and Bumblebee Divisions, all free kicks are indirect.
2. In Passers and Bumblebee Divisions, no free kick will be taken by the attacking team inside the defending team's goal area.

### **Law XIV: Penalty Kicks**

1. In Passers and Bumblebee Divisions, no penalty kicks are to be taken.

### **Law XV: Throw-In**

1. In the Passers a second throw-in by the same player must be allowed if the player commits a foul on the first attempt.
  - a. The referee shall explain to the player what he/she did wrong before the second attempt.
  - b. A foul on the second attempt results in a throw-in being awarded to the opposing team.
2. In the Bumblebee Division, unlimited throw-ins are permitted with the referee and/or coach explaining the foul if one occurs.

### **Law XVI: Goal Kick**

1. Defending players in the Bumblebee division shall remain an appropriate distance from the goal kick as decided by the referee.

### **Law XVII: Corner Kick**

1. Defending players in the Bumblebee and Passer divisions shall remain an appropriate distance from the corner kick being taken. The referee will decide the appropriate distance.

### **Additional HHS Rules:**

1. Opposing coaches and players shall shake hands after each game. Any sign of disrespectful behavior may result in a red-card.
2. Coaches must instruct in a positive and encouraging manner.
3. Only one coach and two assistant coaches are permitted on the player sidelines.
4. Bumblebee division are allowed one coach per team on the field and one coach per team behind the goal they are defending. One coach or parent must be on the sidelines with the remainder of the team.
5. With the exception of Bumblebees, Grasshoppers all leagues will switch sides after halftime.
7. **There is to be no dogs permitted within 3 yards of the playing field unless the dog is a registered service animal.**
8. **No Punting in Passer or wings divisions.**
9. **Guest players are permitted with a maximum of three substitutes. The player can only guest play twice a season and cannot play more than two games in a day. The guest player may be from the same age division or one younger. Male players cannot guest play on female teams, females may guest play on a male team. If a team is co-ed then either can guest play. A player cannot skip a game for his/her registered team to guest play.**

## **Part Two: Regulations**

### **1. Bad Weather Procedures:**

- a. The referee shall have the authority to suspend the game due to adverse weather conditions or darkness. This decision will be based on whether the field of play presents a danger to the participants.**
- b. Only board members at the park can decide to postpone and/or cancel games for the day.**
- c. Once the referee suspends the game, the teams must remain off the fields, in their vehicles until the game is resumed or officially canceled by a board member. No one should return to the field for a minimum of 30 minutes after the last lightening is seen or thunder is heard. Failure to return to a resumed game will result in forfeiture.**
- d. Regardless of weather conditions, teams must report to the assigned field ready to play unless officially notified of a postponement of the game. The penalty for failure to show for a scheduled game is forfeiture.**
- e. If a game is terminated before the end of the first half, that game will be replayed. If the game is terminated after the end of the first half, the game is considered complete and the score is final.**

### **2. Heat Procedure:**

**This procedure is to be used until such time as the temperature is below 84 degrees as no combination of heat and humidity at that level will result in a need to curtail activity.**

- 1. Thirty minutes prior to the start of activity, temperature and humidity readings should be taken at the site.**
- 2. The temperature and humidity should be factored into the Heat Index Calculation and Chart and a determination made as to the Heat Index. If schools are utilizing a digital sling psychrometer that calculates the Heat Index, that number may be used to apply to the table.**
- 3. If a reading is determined whereby activity is to be decreased (above 95 degrees Heat Index), then rereading's would be required every thirty minutes to determine if further activity should be eliminated or preventative steps taken, or if an increased level of activity can resume.**
- 4. Using the following table, activity should be altered and/or eliminated based on this Heat Index as determined:**

#### **Under 95 degrees Heat Index—**

- Optional water breaks every 30 minutes for 10 minutes in duration to allow hydration as a group.**
- Have towels with ice for cooling of athletes as needed.**
- Watch/monitor athletes carefully for necessary action.**
- Re-check temperature and humidity every 30 minutes if temperature rises in order to monitor for increased Heat Index.**

#### **95 degrees to 99 degrees Heat Index—**

- Water shall always be available, and athletes shall be able to take in as much water as they desire.**
- Mandatory water breaks every 30 minutes for 10 minutes in duration to allow for hydration as a group.**
- Have towels with ice for cooling of athletes as needed.**
- Watch/monitor athletes carefully for necessary action.**

- Helmets and other equipment should be removed when athlete not directly involved with competition, drill or practice and it is not otherwise required by rule.

**100 degrees (above 99 degrees) to 104 degrees Heat Index—**

- Water shall always be available, and athletes shall be able to take in as much water as they desire.
- Mandatory water breaks every 30 minutes for 10 minutes in duration to allow hydration as a group.
- Have towels with ice for cooling of athletes as needed.
- Watch/monitor athletes carefully for necessary action
- Alter uniform by removing items if possible and permissible by rules.
- Allow athletes to change to dry shirts and shorts at defined intervals.
- Reduce time of outside activity as well as indoor activity if air conditioning is unavailable.
- Postpone practice to later in day.

**Above 104 degrees Heat Index—**

- Stop all outside activity in practice and/or play and stop all inside activity if air conditioning is unavailable.

**Notes: Reduce time of outside activity. Consider postponing practice to later in the day. Re-check temperature and humidity every 30 minutes to monitor for increased Heat Index.**

**2.Field and Game Procedures for Teams, Coaches & Spectators:**

- a. Each head coach is responsible for the conduct of his/her players, parents, assistant coaches and team supporters.
- b. Abuse or Abusive language toward any referee will not be tolerated.
- c. All spectators will stay on the side of the field that is opposite the player's side and shall remain behind the spectator's line at all times.
- d. No more than one coach is permitted on the field of play at one time, for injury or instances deemed necessary by the referee. Coaches permitted to enter the field of play by the referee will attend to the injured player only. Attempting to coach players while attending to the injury is not acceptable and the coach can be cautioned if deemed necessary by the referee.

**3. Ejections and Suspensions:**

- a. If a coach is ejected from a game, he/she is not permitted to coach in the next playable game.
- b. If a coach is ejected from a game, the assistant coach assumes the role of head coach. If the assistant coach is absent, a kid safe approved parent may assume the role of active head coach. If one is not available a board member will assume the role. Whoever takes over must be kidsafe approved.
- c. In the Wings division and older, if a player receives a red card, that player is not

permitted to play in the remainder of that game and that player's team must play one player short. The ejected player is also not permitted to play in the next regular season or tournament game or any other disciplinary action deemed necessary by the board of directors.

d. In the Passer Division and younger, if a player is ejected, that player is not permitted to play in the remainder of that game and is subject to any other disciplinary action deemed necessary by the Board Of Directors.

#### **4. Appeals & Protests:**

a. Judgment calls by referees may not be protested. An official protest concerning a particular game and any incidents which occurred during that game may be submitted by the Head Coach, or Assistant when the Head Coach is not present, **ONLY** if it is alleged that a playing rule or law was incorrectly applied or enforced by the referee. Laws available at [www.ussoccer.com](http://www.ussoccer.com)

##### **b. Official Protest Procedure:**

1. An informal, but official, verbal protest must be made by the Head Coach or Assistant Coach if Head Coach is not present, **BEFORE** the referee(s) leave the playing area.

2. A simple or vague complaint about a call will not suffice. The word protest must be used and made clear to the referee.

3. The referee must notify the opposing coach of the protest.

4. The coach must provide a written (e-mail acceptable) report of the incident and pay the \$50 protest fee to the Board of Directors within 24 Hours.

5. If the protest is upheld, the deposit will be returned. If not, the deposit is forfeited.

#### **5. Amending the Rules and Regulations**

a. The Board of Directors may only make changes to the Rules and Regulations

**Approved By HH Board on**