



MONTEBELLO



YOUTH SOCCER RULE BOOK

City of Montebello
Department of Parks & Recreation • Community Services
Sports Division

Youth Soccer Rules

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Important Numbers

Sports Team Call/Information Center	<u>Office Hours</u> Tuesday-Thursday 11:00 am-8:00 pm Friday 11:00 am-6:00pm Saturday & Sunday Closed	323-887-4570
City Park Sports Office 236 George Hensel Dr. Montebello, CA 90640	<u>Office Hours</u> Monday-Thursday 4:00 pm-8:00 pm Fri., Sat., & Sun. Closed	323-887-4577

General Information

Section A: Classifications/Age

Divisions are determined by ages/birth year:

Division Tiny Tots*	3yrs	Born in the year of 2021
Division Rookie	4-5yrs	Born in 2020 - 2019
Division D	6-7yrs	Born in 2018 – 2017
Division C	8-9yrs	Born in 2016 – 2015
Division B	10-11yrs	Born in 2014 – 2013
Division A	12-13yrs	Born in 2012 – 2011
Division AA	14-15yrs	Born in 2010 - 2009

*Tiny Tot participants must be 3 years of age to join.

**Players that will turn 18 years of age during the season are ineligible.

Section B: Eligibility

1. All players must fall within the above age requirements, a signed liability release form, a copy of a school I.D. (or other I.D. that verifies grade/age), and a copy of his/her birth certificate.
2. Players may “play up” one division to accommodate sibling practice schedules/games. However, players MAY NOT “play down”.
3. A player may only play for one team.

General Rules

The official Federation International De Football Association (FIFA) and Montebello Soccer Rulebook shall govern all City of Montebello’s Youth Soccer Program. The City of Montebello Recreation and Community Services Department has created these rules based upon National Federation of State High School Associations (NFSHSA) and the California Interscholastic Federation (CIF). FIFA rules shall be employed except when they conflict with City of Montebello’s Youth Soccer Rulebook. PLEASE NOTE: THIS RECREATIONAL SPORTS PROGRAM CONSISTS OF 9 REGULAR SEASON GAMES. There are no post season games.

Section A: Uniforms

1. City sponsored and provided jerseys will be the official uniform and no other will be allowed. Uniforms will be colored and matching and may consist of a team logo on the front and will have a number on back.
2. Players who lose or alter their uniforms will NOT be allowed to play. He/she will have to purchase a new uniform from the Sports Office (\$30). (A pair of shorts will be \$10, and a Jersey will be \$20)
3. All players must tuck in their jerseys into their shorts while playing.
4. No jewelry is allowed.
5. Only soft rubber, non- metal cleats are allowed (Soccer Cleats).
6. Headbands or other hair devices (clips, rubber bands, etc.) may be worn to control hair.
7. Game officials and/or Sports staff must approve of all game equipment.

Section B: Protest

1. Protests can be made by coaches only (Note: a coach's manner and conduct matters).
2. A Protest cannot be made based on the accuracy of an official's judgment.
3. A protest can only be made to question misinterpretation of playing rules and/or the use of ineligible players.

Section C: Ejections

1. Players and coaches that are ejected will be required to leave the field and the entire facility. Players and coaches will also be required to miss the next scheduled game. **NO EXCEPTIONS.**

Section D: Forfeits

1. For Tiny Tot, Rookie, and D division:
 - a. Any team not having five (5) minimum eligible players on the field ready to play 10 minutes after the game's scheduled start time and throughout the game, will forfeit the game.
2. For divisions AA, A, B, and C division
 - a. Any team not having seven (7) minimum eligible players on the field ready to play 10 minutes after the game's scheduled start time and the throughout the game, will forfeit the game.
3. Any team that does not play each player the mandatory time, listed under the minimum play rules, will forfeit the game.
4. In the event of a forfeit, the team with enough eligible players will be awarded a win. Staff will make every attempt to run a scrimmage game for those players/parents that were able to make it to the game. The maximum amount of game time for scrimmage games will be two 12-minute halves without a regulation clock at any point of the game (including the last two minutes).

Section E: Playing Court & Equipment

1. "A" and "B" division teams will use the "5" size ball;
"C" Division and "D" teams will use the "4" size ball;
"Rookie" and "Tiny Tots" will use the "3" size ball.
2. The Sports Office will provide "Official" ball for play.
3. Fields will be a version of the actual FIFA playing field (scaled down)
 - a. "A", "B", and "C" divisions will play on a 130' (W) x 240' (L) field with a 7'x21' goal. (Name/Location: FIELD 2 – RUNS PARALLEL TO FENCE by apartment buildings)
 - b. "D", "Rookie" divisions will play on an 80' x 140' field.
(Name/Location: Field 1 – runs left to right in front of the youth center)
 - c. **"Tiny Tots" division will play on a 40' x 70' field.**

(Name/Location: Half of field 1- with no penalty boxes or field circle)

4. “D”, “Rookie”, and **“Tiny Tot”** divisions will use a 5’6” x 10’ goal.
“A”, “B, and “C” will use a 7’ x 21’ or 8’ x 24’ goal.

Section F: Participation

Only the Head Coach and one (1) additional individual acting as Assistant Coach will be allowed on the team bench/sideline. Team Parents will be allowed on a designated sideline. NOTE: Only approved coaches are allowed on the coaches’ sideline. The Tiny Tot Division coaches will be Allowed on the field at all times.

When present, each player in good standing must play in each game as follows:

1. **“A, B, C” Divisions:** A team shall consist of nine (9) players on the field with (1) being the goalie.
“D” Division: A team shall consist of seven (7) players on the field with one (1) being the goalie.
“Rookie and Tiny Tots” Divisions: A team shall consist of (6) players on the field with (1) being the goalie.
2. Minimum Play Rule is **always** in effect.
 - Minimum Play Rule: Each player must play a minimum of five or six minutes consecutively each quarter depending on the division. (Every player on the bench must be substituted into the game at the start or midpoint of a quarter.
 - ❖ **(Example for Big Field):** Team A has Fourteen (14) players. This means that nine (9) players will play and the remaining Five (5) will rest until midpoint (6:00). The resting players will then need to be played at midpoint. The five (5) players who were in will then be rested and this pattern will be carried on until the fourth quarter. Which, if all players have rested by the 4th quarter, the coach will then have free substitution by the start of fourth quarter.
 - **“Tiny Tot” Division: 5 players must stay in for the entire 1st quarter and the Remaining players be subbed in the 2nd quarter. The same sequence applies for the 3rd/4th and the Goalie must be switched at half.**
 - Note: Players that arrive late must still rest (5) five consecutive minutes.
 - Late arriving players must report to the official scorekeeper immediately. If the player arrives after the 2nd half has begun, said player may not participate.
 - The only exception to the minimum play rule is players who are not able to play due to injury, illness, or disqualification.
 - **As a courtesy**, scorekeepers will notify coaches at the start of each quarter on the status of satisfying the minimum play rule. The head coach will be held accountable for satisfying this rule.
 - The penalty for non-compliance will be forfeiture of the game. In the event that the decision on the minimum play rule is being questioned,

the league Coordinator and/or Sports Staff shall render a decision on the spot.

3. In all competition, a Maximum play rule will also be in effect:

- *Maximum Play Rule:* Each player may play a maximum of **forty-two (42) minutes in a regulation “A”, “B”, or “C”** division game (not including overtime period (s).
“D” and “Rookie” Divisions there is no maximum play rule.
- *Note:* Only exception to this rule is when a team has (10) ten players (9 on the field including goalie and (1) one substitute on the bench.
- Each player must be out of the game a minimum of (6) six consecutive minutes for the “A”, “B” and “C” divisions. Each player must be out of the game for a minimum of (5) five consecutive minutes in the “D” and “Rookie” divisions. Each player’s time on the bench must start at either the beginning or midpoint of a quarter and may not be carried over into the next quarter or half.
- Exceptions to maximum play rule are allowed for players who are unable to participate due to injury, illness, or disqualification.
- Penalty for the maximum play rule will be automatic forfeiture of the game.
- Late arriving players: For a team with only nine players, if a tenth player reports to the scorekeeper by the end of the 1st quarter the team must adhere to this rule.

Section G: The Game

1. A game shall consist of four (4), ten (10) minute quarters, running clock, for the “D” and “Rookie” Divisions. The clock will stop for quarter and half breaks. Time runs during substitutions, after scores and during injuries. There is no stoppage time added.
2. **The “Tiny Tot” Division shall consist of four (4), six (6) minute quarters.**
3. “C”, “B”, “A”, and “AA” will play four (4) twelve (12) minute quarters.
4. A game that ends in overtime with the score still tied will go down as a tie.
5. There shall be one (1) minute between quarters and three (3) minutes between halves.

Playing Rules

Players

1. In “AA”, “A”, “B” and “C” divisions, each team will field 9 players (one of which being the goalie).
2. In the “D” division each team will field 7 players (one of which being the goalie).
3. In the “Rookie” division each team will field 6 players (one of which being the goalie).
4. In the “Tiny Tot” division each team will field 6 players (one of which being the goalie)

Penalties

1. Yellow Cards will be given out for excessive rough play, intentional fouls, talking back or arguing with officials and “flopping” (faking injury to waste game time clock)
 - a. If a player receives a yellow card, he must sit down for 5 minutes (this does not count towards the player’s rest) If a coach receives a yellow card he must sit the rest of the game.
2. Red Cards will be given out for fighting, cussing, or excessively rough play. A Red card is given as the second yellow card. A Red card is an automatic ejection and will result in the player or coach missing the next game.

Start and Re-Start of Play

Kick-offs

1. Each game will start with a kick-off at the midfield line.
2. A coin toss decides who kicks off.
3. After a goal is scored, the team that was scored-on will kick off from inside the center circle at the midfield line.
4. A goal may be scored from kick-off.
5. **The “Tiny Tot” division will start with a Coin Toss for possession from a Goal kick.**

Drop Ball

1. The referee will drop the ball at the point of stoppage- this usually occurs when play is stopped after injury.

Ball in and Out of Play

1. The ball is out of bounds when the entire ball has crossed either the end line.

Free Kicks

1. There will be either direct or indirect kicks.
2. **Indirect Free Kicks:** This is when the referee raises his arm after a penalty. A goal can not be scored on an indirect kick unless it touches another player. All opponents will be 8 yards away from the kicker at the time of the kick.
3. **Direct Kick:** A direct kick will be indicated by the referee with his arm pointing in the direction the kick will be taken towards. Goals can be score on direct kicks.

Penalty Kicks

1. Penalty kicks are awarded when a direct kick type of penalty is committed by an opponent within their own penalty area.
2. Goals can be scored directly on a penalty kick.
3. **There will be NO penalty kicks for “Tiny Tot” Division. All “so called” Penalties will result in a Drop Ball.**

Throw-Ins

1. Players will face the field of play; both feet need to be touching the floor and the thrower must use both hands and throw the ball from behind the head.
2. The ball must touch another player before the thrower touches it again.
3. **For “Tiny Tot” Division the player can either throw-in or kick in from the out of play spot.**

Goalies

1. A player's time played at Goalie does not count towards rest time.
2. In the “D” and “Rookie” Divisions the defense must retreat to midfield to allow the goalie to clear the ball from the goal. If the goalie decides to kick the ball before the defense retreats, the ball is live.

Offsides

1. There will be no OFFSIDES penalty for “D” and “Rookie” Divisions
2. There will be standard OFFSIDES penalties for “C”, “B”, “A”, and “AA” Divisions.

Injuries

1. If a player sustains an injury or an apparent injury, he/she must sit out until the next subbing period (5:00 or 6:00 minute mark or start of quarter)
2. NOTE: this time does not count for rest time unless the coach sits the injured player from 10:00 (for small field) or 12:00 (for big field) on the clock to 5:00 (for small field) or 6:00 (for big field).
3. SCENARIO – a player is injured with 9:20 on the clock and must sit out until the 5:00 minute mark. The rest from 9:20 to 5:00 DOES NOT count for rest time. This rule is designed to prevent flopping or faking injury.

Goal Differential

1. “D” and “Rookie” Divisions at no time should the score displayed be greater than a 4-goal difference. If a team is winning 5-0, the score will display 4-0, if the opposing team scores a goal to make it 5-1 a goal will be added to both sides to display the score of 5-1.
2. “C”, “B”, “A”, “AA” Divisions at no time should the score displayed be greater than a 5-goal difference. If a team is winning 6-0, the score will display 5-0, if the opposing team scores a goal to make it 6-1 a goal will be added to both sides to display the score of 6-1.

OVERTIME/PENALTIES

In the event that a game is tied at the end of regulation, there will be a 3-minute overtime period. The period will be played with the Golden Goal rule (Sudden Death, first team to score wins) and the players who were on the field at the end of regulation must start the overtime period.

If there is no score in the overtime period, the teams will go to penalty shots. Teams will choose 5 players each to take a penalty shot in alternating fashion (Team A shoots 1st then Team B will shoot etc.) After all 5 players from each team has shot,

the team with more goals in the shootout will be declared the winner. If both teams scored the same amount of goals, a second round of penalties will begin with the shooting order reversed (Team B will shoot 1st then Team A 2nd). Turn order will reverse with each subsequent round. Teams will select 5 more players to shoot. All players on a team must shoot before a player can shoot a 2nd time. Penalties will continue in this fashion until a winner is decided.

A coin toss will start the shootout. The winner of the toss will get the option of either deciding which team will shoot 1st/2nd or which goal side to shoot on. The loser of the toss will get the option the winner did not take.

*Overtime/Penalties are only for C division and older