

Toiyabe Spring 2008

U14 Boys & Girls Division

Modified Play Rules

Division these Apply to: U14 Boys and Girls
Play Rules Applicable: AYSO, Toiyabe
Web Site for Details: www.ToiyabeSoccer.org

Questions: John@carsonsoccer.com 775 690 0949

Play Format: 6v6 (including keeper)

Substitutions: All Games MUST follow AYSO play guidelines for substitution. All kids play at least half game,

Referees: The "Home" team will provide the center referee that is at the minimum a regional referee. Touch line assistants for games can be from either team but are preferred to be certified Referees. Parent volunteers can assist on the side lines but ONLY call IN-OUT of play balls. NO other calls are allowed by none certified volunteers. The Game can be officiated by just one referee if needed.

Play Time: Two 30 minute halves with 5 minutes half time break.
Quarter Break stoppage with the clock running for substitutions.
Officials may extend stoppage time on hot days at their discretion for player hydration.

Ball Size: Number 5. Home Team provides minimum two Game balls to Official.

Field Set Up: Home Teams Should set up flags at Edmonds on their field at arrival and should pick up and store corner flags if they are the last team on the field. A Flag storage Box is located between Fields 7 & 9. Lock Combination: 3 full turns to the right and stop at 3, 1 full turn to the left past 3 and stop at 36, turn right and stop at 5.

Mercy Rule: In an effort to maintain sportsmanship and to keep the game fun for the kids, the Toiyabe league operates under the mercy rule of "No More Than 5 Goal Differential." Teams choosing to score more than a 5 goals differential (i.e. 7-1, 9-3, 9-0) are penalized 1 point for every goal above the 5 goal limit. We found that this rule keeps the games focused on development in uneven matches.

Game reports: All Toiyabe Teams must report their scores online, regardless of the outcome of the match, to the Toiyabe Website within 24 hours so we can keep accurate records.
Referees, All Toiyabe Registered team referees should report game results on our online referee report Card within 24 hours of the match.

Sportsmanship: Please, always observe the "Fair-Play" and "Good sportsmanship and Positive coaching" approach in all your games.

Comments: A survey/comment form will be available online at the Toiyabe website for you to give us feed back and Comments, this is a "pilot" program and we need to know what is working and what may not. Your comments and suggestions are needed and appreciated! **For the Good of the Game!**

Play Rules:

- a) There is NO Off side in this format.
- b) "Goal Kicks" can be taken by the choice of the keeper to drop the ball anywhere in the penalty or goal box and kick it so it goes outside of the penalty box to another player, or the keeper can chose to play the ball outside of the penalty box by dribbling or by putting the ball in play by an arm throw. Once a ball has been dropped, it can't be picked up by the keeper unless touched by an opponent.
- c) All ball restarts from the goal keeper after a ball leaves the field, i.e. Goal Kicks, Drop Kicks & Arm Throws, can not pass the midfield line unless the ball has touched the ground or a player of either team. (No Goal to Goal drop kicks).
- d) Corner Kicks & Touch Line throw-ins as per FIFA rules of play.
- e) Fouls, penal infractions, etc. as per FIFA rules of play.

Coach Notes: The purpose of this style of play is to allow players to develop: Fast decision making, Quick Accurate Passes, Fast move off-the ball, and field involvement and game distribution by the goal keepers. The game should resemblance Futsal style of play speed and excitement as the ball will move faster from goal area to goal area. It will also allow more touches on the ball for goal keepers.