



## VAA Community Soccer Differences from USSF/FIFA Rules

### Law 1 Field of Play

VAA uses age-group appropriate size fields. Kindergarten players play on outdoor hockey rinks. Grades 1&2 play on approximately 2/3 rd size fields. Grades 3&4 play on ¾ size fields. Grades 5-7 and High School play on full size fields. Goals for each age group are scaled accordingly.

VAA does not use corner flags.

### Law 2 The Ball

Kindergarten and Grade 1&2 play with a size 3 ball. Grade 3&4 and Grade 5-7 play with a size 4 ball. High School plays with an adult size 5 ball. The game ball *should* be a VAA supplied ball for regular season games and *must* be a VAA supplied ball for playoff games.

### Law 3 Number of Players

Kindergarten and Grade 1&2 play seven-a-side: 1 keeper and six field players per team. Grade 3&4 play seven-a-side or nine-a-side: 1 keeper and 8 field players, depending upon the number of players enrolled. Grade 5-7 play nine-a-side or 11-a-side, and High School play 11-a-side.

If a team has fewer players, there is no requirement for the opposing team to reduce their numbers to equalize the field. This is up to the discretion of the opposing coach.

We allow unlimited substitution. For Kindergarten and Grade 1&2 Leagues substitutions may be made at the quarter or for an injured player. For Grade 3&4 and higher substitutions may be made, with the consent of the referee, as follows:

- Prior to a throw in, by the team with possession of the ball. If the team in possession is substituting, both teams may substitute.
- Prior to a goal kick, by either team.
- After a goal, by either team.
- After an injury, by either team, when the referee stops play – substitution is unlimited.
- At half time.

A substitute may enter the field before the substituted player has left the field, provided that the substituted player leaves the field as quickly as possible. Play may not resume until only the correct number of players are on the field.

The referee's permission must be obtained prior to a substitution. In the last 2-minutes of the game the referee may deny substitutions if in their opinion the substitutions are for purposes of wasting time.

### Law 4 Player's Equipment

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All players must wear their VAA jersey (for games), shin guards, shorts or pants, which do not drag on the ground, and athletic shoes (soccer shoes preferred). Players must not wear caps (except for the keeper who may wear a soft brimmed hat), jewelry, watches, wristbands, necklaces, and earrings. If soccer shoes are worn they must not have metal cleats. In cold weather, players may wear soft thermal gloves or hats, and may wear additional warm clothes under their uniforms (jersey must be worn on the outside).

### Law 5 The Referee

Coaches are responsible for refereeing Kindergarten and Grade 1&2 League games. For grade 3&4 and higher we provide two referees for most League games. For Grade 5-7 and higher playoffs, three referees will be provided.

### Law 7 The Duration of the Match

Kindergarten:

- 4 8-minute quarters
- 1 minute between Q1 and Q2, and Q3 and Q4
- 5 minutes between Q2 and Q3

Grade 1&2

- 4 12-minute quarters
- 1 minute between Q1 and Q2, and Q3 and Q4
- 5 minutes between Q2 and Q3

Grade 3&4

- 2 25-minute halves
- 5 minutes between halves

Grade 5-7

- 2 30-minute halves
- 5 minutes between halves

High School

- 2 35-minute halves
- 5 minutes between halves

### Law 8 Start and Restart of Play

For 2<sup>nd</sup> grade and younger, opponents must be 6 yds from a restarted ball (free kick, corner kick, or kickoff). For 3<sup>rd</sup> and 4<sup>th</sup> grade, 8 yds. For 5<sup>th</sup> grade and older, 10 yds.

### Law 11 Offside

Does not apply to Kindergarten and Grade 1&2 Leagues.  
No difference from USSF/FIFA for all other Leagues.

### Law 12 Fouls and Misconduct

Applied very loosely for Kindergarten and Grade 1&2 Leagues.  
No difference from USSF/FIFA for all other Leagues.

**Note:** a red card will *not* be shown for denying an obvious goal scoring situation by deliberately handling the ball or other direct kick foul inside a player's own penalty area (unless excessive force is used).

**Note:** the details of *any* red card awarded must be reported: **by the coach to the age group director**; and **by the referee to the referee coordinator**, *within 24 hours* of the conclusion of the game.

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### Law 13 Free Kicks

For 2<sup>nd</sup> grade and younger, opponents must be 6 yds from a free kick. For 3<sup>rd</sup> and 4<sup>th</sup> grade, 8 yds. For 5<sup>th</sup> grade and older, 10 yds.

### Law 15 The Throw-In

Kindergarten:

- Throw-ins are not used

Grade 1&2

- Throw-ins are used
- Players given extra tries to get throw-in right (at the discretion of the coach/referee)
- If foul throw on a subsequent try – possession is award to other team to take throw-in (at the discretion of the coach/referee)

Grade 3&4

- Throw-ins are used
- During early league games (first 2 or 3 games) Players given two tries to get throw-in right.
- If foul throw on second try – possession is award to other team to take throw-in

All other leagues

- No difference from USSF/FIFA

### Law 16 The Goal Kick

### Law 17 The Corner Kick

Kindergarten

- Corner kicks are not used

All Other Leagues

- No difference from USSF/FIFA, (bc: add) except for 2<sup>nd</sup> grade and younger, opponents must be 6 yds from a corner kick. For 3<sup>rd</sup> and 4<sup>th</sup> grade, 8 yds. For 5<sup>th</sup> grade and older, 10 yds

## Procedures to Determine the Winner of a Match

League Play:

- The team with the greatest number of goals wins the match
- If the score is tied at the end of the regular time, the game is recorded as a tie.

Tournament Matches

- The team with the greatest number of goals wins the match
- If the score is tied at the end of regular time, two 5-minute extra time periods are played. In the event of inadequate light or inclement weather, the referee may elect to –
  1. Play just one extra time period, or
  2. Proceed directly to penalty kicks without playing extra time.This must be decided by the referee and communicated to the coaches at the end of regular time.
- When penalty kicks are taken, FIFA competition penalty kick procedures apply (see page 36 of USSF/FIFA Laws of the Game), with these exceptions:
  1. if each player on the field has shot once, players off the field may be brought on to shoot.

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2. if one team has fewer players than the other, and every player on the field for that team has shot, and a winner has not yet been determined, the team with fewer players will restart their shooting order with the first shooter.
3. neither team may change their shooting order once a player has shot.

### **Technical Area**

There is no technical area in VAA Community Soccer, however coaches are asked to restrict themselves to one-half of the touchline.

### **Fourth Official**

VAA may supply a fourth official during play-off games to assist referees with administrative duties and coach and spectator management. The fourth official will typically be a VAA Soccer Board Member.