Naperville Yard and Westmont Yard Travel Soccer Rules

General

- Referee(s) serve as the field authority and/or field judge for all games; their calls and decisions are final regarding all game rulings.
- If a team has any concerns regarding the referee or opposing team, coaches must wait 24 hours after the game before discussing the issue with Yard staff
    - Parents are not to contact Yard employees via phone or email regarding these matters.
    - Any parents causing disturbances inside the facility will be asked to leave.
- Game schedules can be found on westmontyard.com and napervilleyard.com. Coaches are responsible for tracking their team's game schedule.
- Shin guards and socks are required for all players. Indoor turf shoes or cleats (no metal spikes) are permitted.
- If both teams are wearing the same jersey color, the HOME TEAM (listed first) must switch to a different color. Pinnies will not be provided.
- Players are not permitted to play wearing any form of jewelry (earrings, necklaces, bracelets, etc.)
- Gum, food, and spitting are not allowed in the field area.
- Games are 43 minutes long with a running clock and no halftime. After each game, the clock resets to 45 minutes. Teams have 2 minutes to be on the field and ready to play.
- Only players on the roster and up to 3 coaches are allowed on the field; no spectators are permitted.
- To prevent teams from excessively running up the score, games are capped at a 3-goal margin.
- No warming up in the hallways; this includes passing/throwing the ball, stretching, running, etc

Laws

- USSF rules apply except for the modifications noted below
- U7 – u8: 5v5 (including goalie) ***Only at Naperville Yard****
- U9 – u14: 7v7 (including goalie)
- High School: 6v6 (including goalie)
- No slide tackling (defensive slide tackle inside the box results in PK)
- Build out line (U10 & Below): Follows USSF rules. It will be halfway between the top of the box and half line
- No offside rule
- Goals cannot be scored on a kick off – kick off at the center spot is indirect
- All free kicks are direct and are to be taken from the spot of the foul, apart from,
    - Infringement in the penalty area will result in a direct free kick from the top of the box
    - Any ball that hits the ceiling will be result in an indirect free kick
    - A purposeful header by a player U11 or younger will result in an indirect free kick
- Defensive players in a wall or around the ball will need to be 5 yards away
- Throw-ins for out of bounds
- Subs are unlimited and on the fly
- ***Forfeits:*** Teams will have 5 minutes to assemble a team. Minimum to play is 4 players for 5v5, 4 players for 6v6, and 6 players for 7v7.
    - Teams unable to attend a scheduled game must forfeit. We will make every effort to arrange for another team to play the game. Please notify us as early as possible in the event of a forfeit so we can arrange a replacement team.
    - Score will be recorded as a 0-3 loss for team who forfeited
    - Forfeited games will not be rescheduled

- Teams that forfeit without at least a 24 hour notice will be fined $75.00.
- If a team has 2 forfeits in the season, they will be removed from the league and fined an additional $100.00.

Penalties

- ***Blue Card***: **2 minute penalty**. The offending team will play a player down until the penalty is up or the opposing team scores a goal. Teams will receive a blue card for persistent fouling, repeated foul language, a hard foul, **spitting or chewing gum on the field.**
- ***Yellow Card****:* 2 blue cards equals a yellow which is a **4 minute penalty** and your team will play a player down until penalty is up or opposing team scores.
- ***Red Card****:* Red card equals 1 game suspension plus a fine. Coach red cards will have a $100 fine and player red cards will have a $75.00 fine. Teams must pay the fine before they can play. All red card fines accumulated will be donated to a local charity. The offending team plays down a player for 5 minutes, regardless of the score.
    - If a player and/or coach receive 2 red cards in the league, they face removal from the league.
- ***Fighting:*** Any players, coaches, or parents involved will be ejected from the game and will face a suspension for the remainder of the season.
- For the safety of the players, parents are not permitted to enter the field. Any parent who does enter the field may be removed from the facility, and the team will incur a fine.
    - Player and coach ejections will be reported to their outdoor league representative.
- Westmont Yard & Naperville Yard reserves the right to eject players and/or parents from the league and/or facility for misconduct.

Goalkeeper

- No punts or drop kicks (ball must bounce 3 times before being kicked, and ball is live-penalty is direct kick from the center spot)
- Throws may pass the halfway line in the air
- Ball placed down by the goalie and then kicked may travel in the air past half
- If goalie throws the ball into their own goal, it is considered a goal
- Goalie may not throw the ball into the opposing goal and have it counted as a goal, unless touched by another player. The opposing team will get a goal kick.
- Goalie has 6 seconds after gaining possession to release the ball
- Goalie should wear a jersey color that is different from his/her team and the opposing team

Goal Kicks

- Can be taken anywhere inside the box
- Can be touched before leaving the box
- Ball cannot travel in the air past the halfway line on a goal kick unless touched first by a player or referee

Player Eligibility

- Maximum roster size of 18 players for all age groups
- All players must be completely registered on their team's roster in Bond Sports.
- Rosters are final the day before the league begins.
    - Clubs/coaches are liable for any player not registered in the league and are responsible for ensuring their rosters are complete.

- Players must be rostered on only one team. However, a player may participate with a higher-division or age-group as a substitute when needed.

Roster Checks

If a coach believes a player on the opposing team is ineligible, they must request a roster check before the 20-minute mark on the clock. At that time, staff will verify the rosters for both teams and may ask the coach to provide additional proof of the player's age. If the coach is unable to provide proof of age, the team will forfeit the game. Any ineligible player will be removed from the field, and the remaining players may continue to scrimmage with the remaining time.

- If Yard Management determines a player's ineligibility after the game has concluded, the game may still be declared a forfeit.

Scoring

- Win = 3 points
- Tie = 1 point
- Forfeits = 3-0 win for opposing team
- All scores and standings are posted at NapervilleYard.com or Wesmontyard.com, respectively
- Standings are determined by score percentage, calculated by adding the total points from wins (3 points per win) and ties (1 point per tie) and dividing by the total number of games played.

Tie – Breakers

- Head to head competition
- Goal differential, (capped at 3).
- Coin flip