

BOYS & GIRLS CLUB OF BETHALTO ATHLETICS

2009 Soccer Program Rules

Rules of Play

The latest soccer rules published by the National Federation of State High School Associations shall apply to any and all games held by the Boys & Girls Club of Bethalto. In addition, the following rules will be observed:

- Girls may use their hands and arms for the protection of the upper part of their chest.
- Boys may use their hands and arms to protect their private parts while playing.
- All duly registered players of a team are required to play an equivalent of at least one quarter of the game time (10 or 12 minutes).
- If regular-season games are tied at the end of regulation, a shootout in atom and bantam divisions and five-minute overtime in the pee-wee division will determine the winner. With the shootout, only the goalie and players on the field at the end of regulation are eligible to participate – no bench substitutions. If the game remains tied after the shootout or overtime, the game will end in a tie. For ties occurring at the end of the year tournament, all divisions will use shootouts.
- Only the coach, one assistant, and the players may be on the player's side of the field. All other persons must be on the spectator's side and not at the ends of the fields.
- The league will provide the game ball. Ball size is #4 for Pee Wee and Atom; size #5 for Bantam.
- The referees shall act as official timekeepers and scorekeepers.
- The referee is the only one to stop play.

Game Time

- Game time as designated on the schedule is also forfeit time. Referees are responsible for determining official time.
- The length of games for each age division shall be as follows: Pee Wee - two 20- minute halves; Atom and Bantam - two 25- minute halves.
- The half-time interval shall be five minutes.

-If a game is called due to weather after completing at least one half (20/25 min) of the game, the score shall be considered final.

Team Size

-For pee-wee games, a maximum of **eight** uniformed players on a side {7&1goalie}. Each team must have at least **six** players on the field to start the game. For atom and bantam games, a maximum of **10** uniformed players on a side {9 &1goalie}. Each team must have at least **seven** players on the field to start the game.

-However, if the opposing team has less than **maximum players on the field**, your team is required to match that number. All teams will play at equal strength.

-A tally of wins vs. losses will determine league standings. If two teams are tied, head to head record is used. If still tied, goals in head to head are tallied.

Substitutions

-If the team gaining the ball for a throw-in makes a substitution, the opponent may also make substitution.

-After an injury on either team, when the referee stops play, the injured player must be removed from play. Then, any player may be substituted.

Disputes and Protests

All disputes and protests involving teams or players shall be made in writing and signed by the applicant. The applicant should send the complaint to the Boys & Girls Club for review by the Program Director within 72 hours of alleged rules violation. No disputes of judgment rulings by officials of the game shall be permitted. If a dispute is not settled, further action will be taken if deemed necessary by the Boys & Girls Club Program Committee. Decisions made by the Program Committee will be final. The Program Committee will guide and direct the league and its rules, with the welfare of the children involved as their first priority.