

TFA REC LEAGUE PLAYING RULES - SAY RULES DO NOT APPLY

The basic rules of play for the TFA Rec League are covered under FIFA, USSF, US Youth Soccer and OSYSA rules of play. The following cover the specifics of play for the TFA Rec League.

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SECTION I - LEAGUE OPERATIONAL RULES

A. League Structure

1. If the numbers permit, each spring and fall the league will operate both a boys and girls divisions.
2. The league director may schedule matches between boys and girls teams.
3. Boys and girls CAN play on the same team.
4. The league director may create co-ed teams if necessary.
5. TFA Rec League will operate as many divisions as necessary to support the number of teams entered. Teams will be randomly assigned to division but based to the best of the league's ability, in groups of similar age.
6. Leagues will operate in multiple year age groups if necessary.
7. Teams will play 7-8 games per season. The league director will likely schedule rec teams against TFA select teams to complete a schedule.
8. All games (except rec invite teams) must be played at the TFA Harrison Complex in West Harrison, IN.

B. Team Rules

1. Select players from any club may play on a TFA Rec Team.
2. Coaches can assemble their own teams – no picking from a hat
3. A team will be placed in an age division based upon the age of its oldest player.
4. Teams can have players of different ages up to three years apart.
5. 2017 is the youngest birth year permitted to play in the league for the Spring of 2023.
6. 2009 is the oldest birth year permitted to play in the league for the Spring of 2023.

C. Game Length

9v9; 7v7 and 5v5 25 min halves

D. Club/Team Ranking Positions – There are no league standings. Game scores are not posted.

E. Substitutions

1. Unlimited substitutions are permitted (unless otherwise stated) at the following times with consent of the Referee:
2. Prior to a throw-in your favor.
3. Prior to a throw-in in your opponent's favor when the opponent's team is substituting.
4. Prior to a goal kick by either team.
5. After a goal, by either team.
6. After an injury, by either team, when the Referee stops play.
7. At half time

8. For a cautioned player

F. Officiating system

1. 5V5; 7V7 and 9V9 – 1 ref system

G. Scheduling

1. Teams MUST play their games as scheduled
2. The official schedule is posted on the TFA Website
3. Requests for game changes cannot be considered
4. The League Referee coordinator may change the time and date of any game at any time but will attempt to give all teams involved 48-hour notice by posting the new date/time on the official league schedule
5. Teams are responsible for checking the online posted game schedule for changes
6. If a team is unable to play a game, for any reason, that team must notify the league director no less than five (5) days prior to the scheduled game date
7. The league director may extend the season if multiple weekends are rained out

H. Guest Players

1. A team may use guest players if needed with the permission of the league director
2. Guest player requests can be emailed or texted to the league director – tristatefa@gmail.com or 513-382-4027
3. Guest players must be registered with the TFA rec program or with the TFA select program and must be age appropriate
4. Guest players from outside the club cannot be used
5. Teams may only use guest players if their team falls short on the number of players needed to play plus 2 subs
6. Guest players cannot play in more than two games a day, and must have at least the time equivalent of a one game break between games in which he/she plays

SECTION II - GAME RULES

A. Official Game

1. Any game that is started but not completed due to weather will not be rescheduled
2. A team will wait 10 minutes for its opponent to arrive. If a team fails to appear, it will forfeit the game.

B. Playing Rules

1. Goalkeepers may not be fair charged while holding the ball. The penalty for violation of this rule may be a yellow or red card. Any goal scored by the goalkeeper being knocked into the goal will be disallowed
2. A Referee may suspend a game for lack or failure of a team's coach(es) to control its parents/spectators, poor team behavior or other unsportsmanlike circumstances
3. Each coach is responsible for the behavior of his/her sideline players, parents and fans and a coach can be yellow or red carded for their misbehavior. The suspension shall be reported to the league director, which shall ascertain the facts and decide upon what penalty, if any, should be imposed. Disciplinary action may include, though is not limited to game suspensions or removal from the league

4. Each team player is required to wear the shirt provided to them by the league. In the case of a color conflict, another jersey or t-shirt can be worn. Any color shorts and socks may be worn but the league recommends navy shorts and navy socks
5. For inclement weather, warm-up pants may be worn. Long sleeve shirts of any color can be worn underneath the provided game shirt
6. Prior to each match, each player must have their jersey tucked in and socks pulled up over their shin guards. Each player must wear shin guards during a match
7. Referees will be instructed to check players for proper equipment and appearance
8. Players not abiding by this ruling will not be allowed to participate in the game
9. Only coaches on the team's roster are allowed on the half of the field where the team is sitting.

C. Game Officials

1. Refs are paid by the referee coordinator
2. Coaches are not to pay the refs directly
3. If the Referee fails to appear within 10 minutes after the scheduled start of the game, a certified Referee, appropriate for the age group of the teams playing, and willing to, can officiate the game
4. If no Referee is available/willing, the game can still be played if both teams agree
5. Each coach with a complaint concerning refereeing is to submit his/her complaint in an email to Kevin Scherer <kjscherer@aol.com>

D. Inclement Weather/Official Game

1. Teams are responsible for checking the TFA website for field closure
2. Games not played due to field closures may be rescheduled by the league director if time allows in the season
3. If thunder is heard or lightning is seen during any portion of the match, the Referee should immediately suspend the game and the game will conclude. Everyone should go to the cars and leave the complex. In this circumstance the game will not be rescheduled.
4. If thunder is heard or lightning is seen prior to the start of the match, the match shall be suspended for a minimum of 30 minutes after the last lightning is seen or thunder is heard, or the dangerously high winds have passed.
5. Any match that cannot start within 30 minutes of the scheduled start time shall be cancelled and the league director may reschedule the match if time within the season permits

E. Ejections

1. Any player ejected from a game will receive at least a one game suspension.
2. The coach of any ejected player or parent must provide his/her name to the league director within 24 hours
3. Any player guilty of fighting with another player on or off the field will be removed from the league and a refund will not be issued
4. Any player, coach, assistant coach, manager, or spectator guilty of striking a Referee will be removed from the league and a will refund will not be issued
5. The penalty for abusive language toward a Referee by a player, coach, assistant coach, manager, or spectator will be an automatic three game suspension
6. The Referee shall explain to the Referee Coordinator within 48 hours of the end of the game.
7. The Referee Coordinator shall inform the league director
8. The league director's decisions regarding suspensions and removals from the league shall be final
9. Anyone ejected from a game has to leave the vicinity of the field on which it is being played and move to a location where the game is not visible.

F. 7v7 and 5v5 Playing Rules

1. Unless otherwise specified, the rules in use by US Youth Soccer shall apply except as modified herein.
2. The fields designated as 7v7 and 5v5 at the TFA Harrison Complex shall suffice as the appropriate field size.
3. The goals used at TFA Harrison Complex shall suffice as the appropriate goal size.
4. The maximum number of players on the field at any one time is seven, one of whom is the goalkeeper.
5. Coaches should try to play all players at least 50 % of the total playing time unless the coach is enacting disciplinary action on the player
6. A team may not play with less than five players (7v7) or four players (5v5) on the field. Opponents are **REQUIRED** to share players with any team that does not have the required number of players present at the match. These 'shared' players can be rotated throughout the game.

7. Heading is prohibited

8. Build Out Line

- a) Build out line has been established on the 7v7 and 5v5 fields at TFA Harrison.
- b) Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
- c) After the ball is put into play by the goalkeeper via a throw, **the opposing team must wait until the receiving player takes their first touch**, then the opponents can cross the build out line and play resumes as normal
- d) If the goal keeper drops the ball to their feet, the opponents can immediately cross the build out line and play resumes as normal
- e) The opposing team must also move behind the build out line during a goal kick until the ball is put into play and the receiving player within the buildout line takes their first touch.
- f) If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- g) The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line
- h) Please note that the ball no longer has to leave the penalty box area during a goal kick prior to any player getting a touch on the ball.