

**DELHI PARKS AND RECREATION
YOUTH SOCCER LEAGUE RULES**

A. LEAGUE PHILOSOPHY

This program exists to serve the needs of our youth. All involved should be allowed to participate on an equal basis in a low competitive atmosphere. The primary focus should be on individual development (learning all the positions), FUNdamentals, and teamwork. The main emphasis is on having fun, involving the family, and developing a positive self-image. Good sportsmanship is expected at all times from the players, coaches and parents.

The Delhi youth leagues are set up for participation and not win - loss records. If a team shows up with less than the required number of players and wishes to play, the game should be played and not ruled a forfeit. It is encouraged that the other team lend a player whenever possible.

B. COACH / PLAYER CONDUCT

Coaches whose conduct conflicts with league philosophy may be reprimanded. Coaches are responsible for their own conduct as well as the conduct of their players and spectators. Any coach who is ejected by a volunteer official for misconduct shall be ineligible for the next game. The Delhi Parks & Recreation office retains the right to further disciplinary action if the infraction warrants it. All ejection's need to be reported to the Parks & Recreation office the next day after the incident.

A player and coach may call instructions to his/her player, but cannot intentionally distract the opposing players.

C. SPORTSMANSHIP

In order to maintain our recreation philosophy and sportsmanship, shake hands with your opponents at the conclusion of the game.

D. EQUIPMENT

The Delhi Township Parks & Recreation Department will provide all team equipment. Volunteer coaches will be responsible for the care of their equipment. Please return the team equipment promptly at the conclusion of the season so we can keep our inventory updated.

E. FIELD

1. Field dimensions are between 40 yards wide & 80 yards long.

F. TEAM AND PLAYERS

1. The team consists of seven (7) players including the goalie on the field at any one time. Teams may have only 1 coach on the field if serving as an official, otherwise coaches should not be on the field.
2. A team must field a minimum of five (5) players to start the game. There are no forfeits; teams should borrow players from the other team so the game may be played.
3. Each team member must play the equivalent of one half each game. If a player cannot fulfill this rule due to disciplinary problems or lack of attendance at practices the coach must notify the opposing coach, official, and parents of the participant prior to the game.
4. There will be free substitutions and a player or players may come into the game at any time the ball is not in play. Substitutes report to the referee upon entering the game.
5. Players are required to wear the Delhi Parks & Recreation t-shirts in order to participate in each game. Players must wear gym shoes of soft rubber or continuous mold soccer type shoes. Cleats of any other type or street shoes will not be permitted.

G. LENGTH OF GAME

1. The length of the game shall be 40 minutes, broken into 4 - 10 minute quarters. The time clock will be kept running except for injuries or an official timeout called only by the referee.
2. The referee will keep official time.
3. There will be a 5 minute rest period between quarters, and a 5 minute (10 if needed) rest between halves.
4. There are NO TEAM TIME OUTS.

H. SCORING

1. A goal is scored when the ball passes entirely over the goal line, under the crossbar, and inside the uprights. It shall not be a goal if it is carried, thrown or batted with the hand or arm.
2. One point is awarded for each goal.

3. If a tie exists at the expiration of regulation time, the game will end in a tie.

I. OFFSIDE

1. There is no offside position.

J. PENALTIES AND FOULS

1. All free kicks are indirect and are to be taken with the opposing team at least ten (10) yards away from the ball. The attacking team within the defending team's goal box shall take no free kicks.
2. Penalties to players -- penalties called against a player will be assessed in the following manner:
 - 1st penalty - caution to player
 - 2nd penalty - yellow card, warning to player
 - 3rd penalty - red card, removal of player from game
3. A player who intentionally charges the goalkeeper in the penalty area will be removed from the game without prior warning.
4. There are no penalty kicks.

K. GOAL KICKS

Goal kicks are taken by a member of the defending team when the ball passes completely over the goal line, either in the air or on the ground, having last been played by the attacking team.

How Taken - Ball is placed anywhere in the goal area and the attacking team must be at least ten (10) yards from the ball.

L. CORNER KICKS

A member of the attacking team takes corner kicks when the ball passes completely over the goal line, having last been played by the defending team.

How Taken - Member of the attacking team places the ball on the ground nearest corner where the attacking team kicked the ball and it crossed the goal line. Ball may be kicked in any direction and opponents must be at least ten (10) yards from the ball.

M. GOALKEEPER PRIVILEGES

1. Within own penalty area, a goalkeeper may:
 - a) Catch, carry, strike or propel the ball.
 - b) Not be charged, interfered with or impeded in any manner by an opponent while in possession of the ball.
*Penalty-Free kick from point of infraction.
 - c) Not hold the ball for an extensive period under time.
Length of time is at the discretion of the official.

N. THROW-IN

Throw-ins are taken to put the ball back into play after it has passed completely over a touchline from the point where it crossed the line. The ball can be thrown in any direction by a player of the team opposite to that of the player who last touched the ball.

How taken - The thrower, at the moment of delivering the ball, must face the field of play and part of each foot must be on the ground. The thrower shall use both hands equally and shall deliver the ball from behind and over the head. A goal may not be scored directly from a throw-in. If the ball is improperly thrown-in twice in a row the opposing team is awarded a throw-in from the same location.

O. MAKE-UP GAMES

1. Rainout games will be rescheduled subject to field availability. Please contact your coach for game cancellation information.