

SOCA Challenge Program Rules of Play

Except as indicated in this summary, the Challenge Program will use international soccer rules as established by the Federation Internationale de Football Associations (FIFA) and set forth in the United States Soccer Federation (USSF) annual publication, FIFA Laws of the Game, Guide for Referees, USSF.

The ball sizes and game duration for the various divisions and age-groups are as follows:

Age Group:	Ball Size:	# of Players:	Game Length:	Maximum time for games:
U10's	4	7	2x25min half	70 minutes
U12's	4	9	2x30min half	80 minutes
U15's	5	11	2x35min half	90 minutes

Games not finished in the maximum time allotted will be ended when the maximum time allotted has expired. This rule is intended to keep the program on schedule each Saturday. For this same reason, it is very important that the teams show up for all games in advance of their scheduled playing time. Because of the limited number of fields and the demands of our schedule, all games must be played when they are scheduled. Use time prior to the game to properly warm-up and prepare your team to play.

All players must wear shinguards. Children will not be permitted to play if they are wearing anything dangerous to themselves or to other players. It will be at the referee's discretion to determine what is dangerous at the start of the game and before players enter the field. This includes jewelry, casts (with appropriate padding), or splints. Children with braces on their teeth are encouraged to wear a mouthpiece.

SOCA will provide uniforms which must be worn during games. Goalkeepers must wear a different colored jersey than either team and referee is wearing. Providing this shirt is the coach's responsibility. Each coach is encouraged to bring two different color-contrasting goalkeeper jerseys to ensure that one of them will also contrast with the opponents' uniform.

CHALLENGE PROGRAM EXCEPTIONS AND ADDITIONS TO FIFA LAWS

- 1) For the U10 Divisions
 - A) Field size will be 60 yards x 40 yards
 - B) Goal size will be 6.5' x 18'
 - C) There will be no heading during game play, the result of an intentional head ball is an indirect kick for the other team, unintentional head to ball contact will result in a drop ball.
 - D) There will be no goalkeeper punting or drop-kicking of the ball, they may either distribute the ball with their hands or play the ball from the ground as a field player.
 - E) All opposing players shall retreat behind the 'build-out' line on that side of the field when a goalkeeper is in possession of the ball and/or a goal kick is being taken. Players may advance once the ball is initially played.
 - F) The offside rule is in effect for this division and shall be applied as stated in standard FIFA rules (using the midfield line as the point when offside becomes applicable.)
 - G) Play is to be 7v7 in this division.

- 2) For the U12 Divisions
 - A) Field size will be 80 yards x 54 yards
 - B) Goal size will be 7' x 21' (or 8' x 24' as necessary)
 - C) Play is to be 9v9 in this division.

- 3) For ALL Divisions
 - A) Coaching may take place from one side of the field only. Coaching is not permitted from the endline. Coaches must conduct themselves in a sportsmanlike manner.
 - B) Opposing teams shall establish their bench areas on the same side of the field, with one team on either side of the midfield line. All spectators are to be on the sideline opposite the players and coaches. No one is permitted along the endline. In addition, coaches must limit their movements to an area along one side of the field from the top of the penalty area to the midfield line.
 - C) The number of substitutions allowed will not be limited, but when players are allowed to substitute is at the discretion of the match official. Recommended substitution times are during kick-offs and goal kicks, or on your own throw-ins. If one team is going to substitute, then both teams should be allowed to substitute.
 - D) Players are to play for one team only. No player may play for two teams. Guest Playing is not allowed.
 - E) Any team unable to field the minimum players required (U10=5, U12=6, U14=7) at the start of each game, shall forfeit the game by the score of 3-0. All forfeits are subject to the review by the SOCA staff.
 - i. There shall be a 10 minute grace period for all games.
 - ii. In the event of a forfeit, the opposing teams are encouraged to play a scrimmage match using the available players, during the assigned game time. The scrimmage result will have no effect on the forfeit status.

A player may play in only one SOCA program during any one season. Only official rostered (rosters issued by the SOCA office) players may participate in any practice or game.