

NWA 4A Soccer

We will play by FIFA Laws of the Game with the following modifications
Review the spreadsheet for an explanation on general modifications

Additional modifications

U6 and U8

- On goal kicks, opposing team must drop back to midfield line. Once the ball is played, they may advance and pressure the ball.
- It is recommended if a team is winning by 5 or more goals to instruct their players to not pressure until the opposing team has crossed midfield.
- Each team may play with a defender, but it is the coaches and referees responsibility to keep that player set up outside the 4-yard box. Defenders may be inside the 4 yard box if they are engaged with the play or defending a corner kick.

U10

Explanation of U10 build out line

- When the goalkeeper gains possession of the ball, defending teams must drop back to midfield
- Defenders must be behind midfield on goal kicks as well
- As soon as the ball is played by the goalkeeper (rolled, thrown, or dropped) play is live and defenders can begin pressuring
- As soon as a goal kick is taken, play is live and defenders can begin pressuring the ball
- If the goalkeeper chooses to play fast (before the defenders drop back) play is live
- If the defenders are purposefully not dropping back, and the referee determines their intent is to stall the game, a caution will be issued.

Throw-ins

- Players will get 1 retry on throw-ins for the jamboree. No retries will be given after the jamboree

Kickoff

- The kickoff no longer has to have to be taken forward. First touch can now be back to keep possession.

Participation Rules

Playing Time

- All players must play equal time

Borrowing players

- A team may borrow a player from another team if and only if that team doesn't have enough players to start the match.
- Example, for U10 if a team only has 5 players at the start, they may bring 1 player over to have 6.
- A borrowed player must be registered through the league and playing on a team for that season.
- Borrowed player must meet the age requirement for that game.
- If it happens multiple times, that team must borrow a different player each time.
- In the event that a team does not have the opportunity to borrow a player, the coaches will agree to either:
 - a) allow a player to play for the other team or
 - b) modify the #'s of participants on the field (ex. U14 can go from 11v11 to 10v10)

Sportsmanship

If a team is winning by 5 or more goals, it is the responsibility of the coach to make provisions to avoid running up the score.

Examples

- Bringing your strong attackers back to defend or even sub them out
- Place restrictions on your players (only strike with non dominant foot, have to connect 5 passes before shooting, etc)

Additional policies

- Referees and coaches should meet before each match to discuss game time, participation, etc
- Referee should record the score for each match to document for league standing
- For seeding, each win will result in 3 points, ties will result in 1 point, and 0 points per loss.
- Goal differential is the traditional tiebreaker. Since we are trying to promote sportsmanship, we will use head to head results to determine a tiebreaker