



UNITED RECREATIONAL SOCCER LEAGUE

Games will be according to FIFA Laws of the Game with the following modifications

Roster size:

No maximum, however, clubs should take fairness into consideration when fielding teams and the amount of playing time that can be afforded to players on teams with very large rosters. It is the aim of the league that all players play at least half the game.

Game Format:

3rd and 4th grade - 7 v 7, 6 field players and a goalkeeper.
Minimum number of players on a team to start a game is 5

5th and 6th grade - 9 v 9, 8 field players and a goalkeeper
Minimum number of players on a team to start a game is 6

7th and 8th grade - 11 v 11, 10 field players and a goalkeeper
Minimum number of players on a team to start a game is 7

7th and 8th grade - 7 v 7, 6 field players and a goalkeeper.
Minimum number of players on a team to start a game is 5

High School divisions - 7 v 7, 6 field players and a goalkeeper.
Minimum number of players on a team to start a game is 5

The Ball:

3rd and 4th/5th and 6th grade - Size #4

7th and 8th grade and older - Size #5

Duration of play:

3rd and 4th grade - 2 x 25 minute half, 5 minute halftime

5th and 6th grade - 2 x 30 minute half, 5 minute halftime

7th and 8th grade - 2 x 35 minute half, 5 minute halftime

High School divisions - 2 x 35 minute half, 5 minute halftime

Field of play:

3rd and 4th grade - Width: minimum 30 yards, maximum 45 yards

Length: minimum 45 yards, maximum 75 yards

5th and 6th grade - Width: minimum 40 yards, maximum 55 yards

Length: minimum 60 yards, maximum 85 yards

7th and 8th grade 11v11 divisions - Width: minimum 50 yards, maximum 80 yards

Length: minimum 100 yards, maximum 130 yards

7th and 8th grade divisions and older playing 7 v 7 – See 5th and 6th grade field recommendations

For all fields, the length MUST be greater than the width



UNITED RECREATIONAL SOCCER LEAGUE

Goals:

3rd and 4th grade - 6' x 18' or 6.5' x 18.5' Both goals on the field must be the same size

5th and 6th grade - 7' x 21' recommended, 6' x 18', 6.5' x 18.5' allowed. Both goals on the field must be the same size

7th and 8th grade 11v11 divisions - 8' x 24'

7th and 8th grade divisions and High School divisions playing 7 v 7 - 7' x 21' recommended, 8' x 24' allowed. Both goals on the field must be the same size

Referee:

All 7 v 7 games

Center referee only, club linesmen at the referee's discretion

3rd and 4th grade and 5th and 6th grade divisions

Center referee only, club linesmen at the referee's discretion

7th and 8th grade 11v11 divisions

Center referee and assigned Assistant referees (2)

Throw-ins:

3rd and 4th grade only! - In the event of a foul throw-in, a second attempt shall be given to **the same player**. A second foul throw-in and possession is awarded to the opposing team.

Substitutions:

Unlimited with regard to the number of players and re-entry

At any stoppage of play, with the referee's permission, regardless of possession (this is actually NOT a FIFA modification)

In the event of a substitution at a penalty kick stoppage, no player entering at this stoppage may take the spot kick

Unbalanced Score:

This rule applies to ALL levels of play. 7v7 is used as an example and should not be construed as limiting this rule to only divisions playing 7v7

When a team is leading by 5 goals the opposing team may add a player to the field and can add an additional player for each succeeding goal up to three additional players. The additional players shall remain on the field until the goal differential is 3. At that point all additional players are removed and play resumes at 7 v 7

Unbalanced score rule clarification/example

5 goal lead - game becomes 8 v 7

6 goal lead - game becomes 9 v 7

7 goal lead - game becomes 10 v 7

Additional players remain on the field until the score is a 3 goal differential and the process starts over if necessary



UNITED RECREATIONAL SOCCER LEAGUE

No Heading, 3rd and 4th grade and 5th and 6th grade divisions:

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, then the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

Build-out line and punting, 3rd and 4th grade division only:

A line half the distance between the penalty area and the halfway line shall be established. It may be painted or marked by cones placed just outside the sideline. This line establishes where offside is called; is the line behind which the defending team must retreat when a team is awarded a goal kick or the goalie comes into possession of the ball. The defending team may advance when the ball is put back into play by the goalie to another teammate.

The goalie may not punt the ball. All other methods of putting the ball into play are accepted.

Club Pass players:

Players from the same club may play on other teams within their club with the following conditions -

They must be of the proper age group or younger than the team they are "Club Passing" to

They may only play in two games per day

They should not miss the game of the team for which they are originally rostered

Club Pass players should be announced to the opposing team at a pre-game meeting of the head coaches.

Teams should announce the fact they are using Club Pass Players to their opponent. Present rosters if asked. Further, if a team asks to see a roster and is refused that should be reported to the league (dshannonsoccer@gmail.com). As always, include the game number; the team asking and the team refusing. Any other information that the reporting team deems pertinent.

Failure to show a roster is grounds for a forfeit review.

It should be noted that the intention of the Club Pass Player rule is player centered. It is to give clubs the flexibility to have players otherwise rostered to younger or lower tier teams the chance to occasionally test their growing skills at a higher level; to ensure that teams have enough players to compete in a game rather than forfeit (i.e., let's not make any players feel they need to show up for a game when they are sick !). It is not intended to be used to "stack" a team with the intention of getting a certain result. Teams and clubs found to be using this rule contrary to the spirit of the rule as outlined above can be reviewed and may be sanctioned, including limiting the number of Club Pass Players allowed or having the ability to use Club Pass Players suspended.

Penalties for using ineligible players can include; game forfeit, coach suspension, player suspension or more stringent sanctions based on the circumstances as determined by committee.



UNITED RECREATIONAL SOCCER LEAGUE

Player safety:

Wearing of casts, braces or other medically necessary accessories.

Wearing of the above items is permitted as long as they are

-securely attached/worn

-adequately padded and the padding is tightly secured so as not to come loose during play.

-not used during the course of the game to gain an unfair advantage

The acceptability of the padding will be determined by the coaches before the match. The team with the player in this situation should approach their opponent early in the warmup stage before the match for approval so if there are any necessary adjustments they can be made before the starting time of the match. The player should bring additional padding and tape or whatever is necessary to secure the padding in case the initial padding is not deemed adequate. The player/team should also be prepared to make adjustments during the match in case the padding or securing material becomes loose and/or unacceptably unsafe for further play.

Using the padded device to gain an advantage - If, during the course of the game, the referee determines that the player is using the well padded device to gain an unfair advantage in the game, the referee should give a warning and if the behavior does not change the player may be removed from the game. It will be up to the referee if the player will have the opportunity to return. An example of gaining an unfair advantage would be swinging or flailing the device around in a menacing way to ward off players. While not making contact with any other player, and the possibility of injury diminished due to the padding, the player is still gaining an unfair advantage by keeping other players away in fear of injury

URSL Rules

Original document 04 April 2021

Amended:

14 April 2021 – Player Safety added

02 August 2021 – Age group changes, removed all COVID references; Unbalanced Score Rule clarification; Added Fall High School divisions

12 September 2021 – Clarified the Unbalanced Score Rule to ensure that it applies to all divisions of play