

NWA 4A Soccer League Modifications

We will play by FIFA Laws of the Game with the following 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

- When the goalkeeper gains possession of the ball, defending teams must drop back to midfield.
- As soon as the ball is played by the goalkeeper (rolled, thrown, or dropped) play is live and defenders can begin pressuring.
- Defenders must be behind midfield on goal kicks as well.
- 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 warning will be issued.

Throw-ins

- Players will get 1 retry on throw-ins for the 1st week only (excluding U6/U8). No retries given after 1st week.

Kickoff

- The kickoff no longer has 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 for substitution purposes.
- 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.
- If a player plays up for a team, that player must stay in that division for the remainder of the season. The team that loses the player that plays up, if their numbers are diminished below the minimum allowed for a team, then that team can have a player play up from the division below them as long as they are skilled enough for that division.
- 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)

Forfeiture

- Minimum number of players per division
 - U14 - 9
 - U12 - 6
 - U10 - 5
 - The game can still be played with the minimum number of players for a win. The coach with the correct number of players for the division has the right to play all his players. A modification to the game can be made concerning the numbers of players on the field as long as it is agreed upon by both coaches.

- Having under the minimum number of players to field a team will result in a forfeiture.

- 3 forfeits during a season due to not meeting the minimum number of players will result in a no tournament entry for that team.

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

- Parents must sit opposite of the teams. Referees will enforce this rule before the match. If parents do not move, the ref will notify the coaches of the parents and it will be the responsibility of the coaches to move the parents. Failure to move will result in the game being delayed until the parents move.
- Yellow carded players will sit for 5 minutes before re-entering the match. A substitute player can enter match for yellow carded player.
- 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.