

DANVILLE AREA SOCCER ASSOCIATION

LEAGUE POLICIES & PROCEDURES

FIFA (Federation International de Football Association)

Updated: December 1, 2020



The following rules govern play under the auspices of the Danville Area Soccer Association (DASA).

These rules are based on the FIFA/USSF rules and have been adapted to meet the goals of the Association. We encourage coaches, referees, and parents to read the full explanation of the rules; the full extent of the rules are captured in [FIFA's Laws of the Game](#).

Please be aware that some rules have been deliberately set aside by the Association for the good of the leagues. Additionally, modifications to the Laws of the Game have been to focus on development opportunities; all modifications and exceptions are identified below in the text. In the event ambiguity exist, the complete law prevails.

Never lose sight of the aims of the DASA: to provide the means to experience fair play and good sportsmanship for all our youth in an environment where everyone may enjoy and grow from the experience.



Table of Contents

Law 1: The Field of Play	3
Law 2: The Ball	3
Law 3: The Players	4
1. Number of Players	4
2. Substitutions	4
3. Substitution procedure	4
4. Changing the goalkeeper	5
5. Offences and sanctions	5
6. Players and substitutes sent off	5
7. Extra persons on the field of play	5
8. Player outside the field of play	5
9. Goal scored with an extra person on the field of play	5
10. Team captain	5
Law 4: Player Equipment	5
Law 5: The Referee	6
Law 6: The Other Match Officials	6
Law 7: Duration of the Game	6
Law 8: Start of Play	7
Law 9: The Ball In and Out of Play	7
Law 10: Determining the Outcome of Match	7
Law 11: Offsides	7
Law 12: Fouls and Misconduct	7
Law 13: Free Kicks	8
Law 14: Penalty Kick	8
Law 15: Throw-Ins	8
Law 16: The Goal Kick	8
Law 17: The Corner Kick	9
Video Assistant Referee	9
Miscellaneous Association Rules & Amendments	10



Law 1: The Field of Play

The standard definition of the parts of playing field, as described by the FIFA Laws of the Game (1.1 and 1.2), are consistent with how the fields will be marked for most divisions of DASA soccer. The exception occurs with the U6 field, as the field is modified by the following changes: No goal area, no penalty mark, no penalty area, and no penalty arc. Furthermore, the U6 field will contain an arc that is placed in front of the goal to identify a “defense free zone” which restricts the use of a defensive player; defensive players are not allowed to enter the “zone” without engaging with first attempting to engage the ball.

Moreover, the dimensions of the fields deviate from the FIFA Laws of the Game. The following table provides the preferred field sizes for each of the leagues.

The approximate sizes of fields are as follows:

DIVISION	FIELD SIZE (YDS)	GOAL WIDTH (YDS)	# PLAYERS	MINIMUM PLAYERS TO START	MINIMUM PLAYERS TO FINISH
U6	25 x 40	2	5	3	2
U8	40 x 60	4	7	5	4
U10	50 x 80	6	8	6	5
U12	60 x 100	7	8	6	5
U14	65 x 110	8	11	9	7

Note: Field sizes may vary depending on the number of players registered and the size of each time for a given season. The Danville Area Soccer Association has the final say on what the field dimensions will be for divisional play.

The following subsections of Law 1 do not apply for DASA: Goal Line Technology, Commercial Advertising, Logos/Emblems, and VAR.

Law 2: The Ball

Note: This section supersedes the corresponding section of the Laws of the Game.

As a development program, DASA feels it is important to use a ball that is proportional to the average size of the player. As a result, the following ball sizes will be used:

DIVISION	BALL SIZE
U6	3
U8	4
U10	4
U12	5
U14	5

On game day, each field will be provided a ball at the start of the day. In the event a ball becomes defective or lost during the day, DASA asks that a coach or referee exercise sound judgment to find a replacement ball for the remainder of the game. Both coaches should agree on the replacement ball prior to use.



Law 3: The Players

1. Number of Players

Note: This subsection supersedes the corresponding subsection of the Laws of the Game.

Division of teams will be at the discretion of the DSA board. The number of players per team will be determined by the board based on the total number of players in a division.

For community teams outside of Danville the board will direct the community representative as to how teams will be divided. The number of active players per side per game will be decided before the season by DASA. The default guidelines are provided above in the table included in Law 1. Except for the U6 league, 1 goalkeeper should be included when considering the position of the number of players.

In the event a team does not have enough players to field all positions on the field (i.e., number of players), a team can elect to start the game short-handed, as long the team as the minimum number of players to start (see table in Law 1). Similarly, a game can be completed so long as the team as the minimum number of players to finish a game (see table in Law 1). Alternatively, a team may borrow players from a lower league, if a shortage is known before the start of the game (e.g., a U14 team pulls a player up from U12). A team may borrow as many players from a lower league to allow up to 1 game time substitute for the bench. For U6, coaches can use players from a different U6 team, or from the Tiny Tot program. Any non-rostered player, serving as a substitute, must be an active DASA participant.

Deviation from the above rules will be reviewed by the league officers on a case by case basis and coaches/teams will be subject to board ruling up to and including, forfeiture of game and or coach dismissal or loss of game 5-0. If a game must be forfeited due to a shortage of players, and game cannot be rescheduled, a practice game **must** be played among the two teams, by a mutually agreed manner (i.e. Play short, mix up players, etc.).

2. Substitutions

Note: This subsection supersedes the corresponding subsection of the Laws of the Game.

DASA is focused on developing all players in the program and building foundational techniques. Thus, there are no limitations on the number of in-game substitutions that occur, so long as the substitution procedures are followed. Guidelines for substitutions and playing time are as followings:

- Every rostered player must play at least one half of each game or 50% of the total game time. This is strictly enforced.
- Borrowed Players - under no circumstances, should a borrowed player start the game in place of a rostered team player that is present at the field, nor play longer then the rostered players at the field. A borrowed player does not need to satisfy the 50% rule for the game.

3. Substitution procedure

Note: This subsection supersedes the corresponding subsection of the Laws of the Game.

As described above, the use of substitutions is encouraged and often necessary to help ensure all players are allowed the opportunity to participate in at least 50% of the playing time. The most important rule to follow for making a substitution is to ensure the player obtains permission from the referee or field monitor to enter the playing field. While waiting for permission to enter, the player must in the out of bounds area, by the halfway line. The exiting player must find the shortest route possible to exit the field of play. All substituted players and substitutes are subject to the referee's authority whether they play or not. Ejected players cannot be replaced.

Additional policies are below:

U6: No additional considerations

U8 and U10:

Obtain permission from the referee at any stoppage of play, except corner kicks.



U12 and U14:

Obtain permission from the referee. The team in possession may substitute on a throw in. If the team in possession substitutes the other team may also substitute at this time. Either team may substitute between halves, on a goal kick, after a goal or when play is stopped for an injury, caution or ejection.

4. Changing the goalkeeper

Please see the Laws of the Game

5. Offences and sanctions

This subsection does not apply to DASA

6. Players and substitutes sent off

This subsection does not apply to DASA

7. Extra persons on the field of play

Please see the Laws of the Game

8. Player outside the field of play

Please see the Laws of the Game

9. Goal scored with an extra person on the field of play

Please see the Laws of the Game

10. Team captain

This subsection does not apply to DASA

Law 4: Player Equipment

Note: This section supersedes the corresponding section of the Laws of the Game.

Uniforms consist of a shirt, shorts, stockings, shin guards, and shoes. All equipment should be age and size appropriate. Molded rubber or plastic cleated athletic shoes are recommended. Metal cleats are not permitted. Opposing teams must be distinguishable and goalkeepers must wear colors that distinguish them from the other players. Shin guards are mandatory for all players and shall be worn underneath the stockings. No jewelry may be worn. No casts or medical appliances may be worn unless deemed safe by the referee. The referee may request players to remove other articles of a hazardous nature. Tape or padding to correct any special situation are the responsibility of the team officials and subject to the removal of the game referee. Players may be temporarily removed from the game for correction of an equipment violation and return later to the referee for inspection and admission to play.

For all leagues that use a goalkeeper, DASA will provide 2 jerseys per field at the start of game day for use by the goalkeepers. As these are "community" jerseys, there is no guarantee the jersey will be the correct size for the goalkeeper. Teams are encouraged to bring their own jersey for the goalkeeper to help ensure comfort and fit. Note: a previous seasons DASA works well, as long as the jersey is a different color from the teams playing.



Law 5: The Referee

Please see the Laws of the Game

Exceptions to the Law:

The following exceptions are made to help modify the laws for DASA development purposes:

- The U6 league will not use referees. Instead, a coach from each team will assume the responsibility of “Field Monitor” to help ensure fair play.
- Depending on availability, games may have more than one referee on the field. For these games, a head referee will be declared before the start of the game.

The referee’s authority begins with their arrival at the field and ends with departure from the area. The game is only part of their responsibility. They are also responsible for field inspection, player safety and the behavior of everyone at the field. Teams and coaches are responsible for the behavior of their spectators and may be penalized for their misconduct. Coaches, area representatives, and/or authorized DASA representatives are enabled to help control situations that may occur on the sidelines and to support the referees in the interest of fair play.

Abusive spectators and coaches may be ejected from the field by the referee or other authorized DASA representative; any ejections will result in a report to league officials. All spectator and coach ejections will be reviewed by the board for further disciplinary action. In addition to the individual ejections(s), the referee can and will abandon the match and the league (DASA) could award a forfeit if uncontrolled abuse from sidelines is not appropriately handled by the coach or area representative.

Law 6: The Other Match Officials

Note: This section supersedes the corresponding section of the Laws of the Game.

Two linesmen assist the referee by indicating when the ball is out of play completely over the touch line or goal line, which team is entitled to the ball and when players are offside. Each team must provide a qualified linesman for each game. The linesmen provide a second perspective and their signals may be used or disregarded as the referee sees fit.

Law 7: Duration of the Game

Note: This section supersedes the corresponding section of the Laws of the Game.

The game clock is normally stopped, at the referee’s discretion, for serious injuries, cautions or unsportsmanlike delays by either team. The game begins with the referee’s whistle and ends with the referee’s signal. Opposing team must remain outside the circle until ball is touched forward.

DIVISION	TIME (MINUTES)
U6	4 quarters x 10
U8	4 quarters x 10
U10	2 halves x 20
U12	2 halves x 25
U14	2 halves x 30

Note: The halftime break is typically 5 minutes in duration

Overtime and shootouts do not occur during divisional play; the games will end in a tie if the score is tied at the end of regulation.



Penalty Kick Considerations: If a penalty kick has to be taken or retaken, the half is extended until the penalty kick is completed.

Abandoned Match Considerations: An abandoned match is not replayed unless deemed necessary by the DASA Board.

Law 8: Start of Play

Please see the Laws of the Game

Exceptions to the Law:

The only exception that occurs to Law 8, focuses on the distance measurements of the field. In Law 8, the measurements assume a standard field size. For DASA, the measurements are proportional to the field size and determined at the start of the season.

Law 9: The Ball In and Out of Play

Please see the Laws of the Game

Law 10: Determining the Outcome of Match

Please see the Laws of the Game

Exceptions to the Law:

The Substitutions and sending-offs during kicks from the penalty mark subsection does not apply to DASA Divisional Play.

Law 11: Offsides

Please see the Laws of the Game

Exceptions to the Law:

DASA is focused on developing players and building foundational techniques. As such, the U6 and U8 Divisional play will not enforce offside offenses.

Law 12: Fouls and Misconduct

Please see the Laws of the Game

DASA is focused on developing players and building foundation techniques. As such, a brief simplification of the penalties for common topics is described herein. Players may be verbally warned prior to being cautioned (yellow carded) or ejected (red carded), depending on the rule violated or the seriousness of the offense. Players can be ejected for dangerous players or violent acts, repeated use of foul language, or serious foul play, which will carry a penalty of a 1-game suspension. When repeated infractions occur resulting in 2 yellow cards (e.g., soft red card), a suspension is not imposed.

Ejected players may not be replaced. Their team finishes the game with the reduced number of players, or forfeits, as required elsewhere. In addition to being ejected for the remainder of the game, the offending player will serve an automatic 1 game suspension, to be imposed for player's next immediate game!! Suspension will carry over from fall to spring to tournament if necessary. The referee will report ejection to the division officiating coordinator or authorized DASA representative.



A caution for misconduct can also be assessed for the off-field conduct of coaches or spectators. Furthermore, the severity and continuation of the misconduct may result in forfeit. **See Miscellaneous Law # 5.**

If the play of the game is stopped due to fouls and/or misconduct, the play shall be restarted according to the Laws of the Game.

Law 13: Free Kicks

Please see the Laws of the Game

Exceptions to the Law:

The only exception that occur to Law 13, focuses on the distance measurements of the field. In Law 13, the measurements assume a standard field size. For DASA, the measurements are proportional to the field size and determined at the start of the season.

To help following serves as a quick reference to help differentiate between the two types of kicks.

- direct, where a goal can be scored by one player
- indirect, where another player must touch the ball after the kicker, before a goal can be scored.

Law 14: Penalty Kick

Please see the Laws of the Game for the foundational rules involving Penalty Kicks.

Exceptions to the Law:

The only exception that occur to Law 14, focuses on the distance measurements of the field. In Law 14, the measurements assume a standard field size. For DASA, the measurements are proportional to the field size and determined at the start of the season.

Law 15: Throw-Ins

Please see the Laws of the Game for the foundational rules involving Throw-Ins

Exceptions to the Law:

DASA is focused on developing players and building foundational techniques. As such, the U6 Division should attempt throw-ins without penalty. Prior to the game, coaches can decide if players can reattempt an unsuccessful throw-in or just let the play continue you on. Additionally, the U8 and U10 Divisions will provide players two attempts to make a successful throw in. If the first attempt is unsuccessful, the referee will explain the fault to the player and that same player will retake the throw in.

Law 16: The Goal Kick

Please see the Laws of the Game for the foundational rules involving Goal Kicks.

Exceptions to the Law:

DASA is focused on developing players and building foundational techniques. As such, the U8 and U10 Divisions requires that the ball clears the penalty area or is touched by a second member of the kicking team before it is considered "in play". If the In the U12 and U14 Divisions, a pall is considered in play as soon as it moves.

Furthermore, the U6 division does not have a goal area, nor a penalty area. Teams should simulate a goal kick by placing the ball



approximately 6 feet off of the goal line and approximately 6 feet to the side of the goal.

The Offences and Sanctions of the Law remain in force as described by the Laws of the Game.

Law 17: The Corner Kick

Please see the Laws of the Game for the foundational rules involving Corner Kicks.

Exceptions to the Law:

DASA is focused on developing players and building foundational techniques. As such, the U8 Divisions will allow a second attempt in the event the corner kick immediately leaves play.

Furthermore, the U6 division should attempt corner kicks to return the ball back to the field of play. If a player kicks the ball immediately out of bounds, the team should reattempt the corner kick without penalty.

Video Assistant Referee

This section does not apply to DASA



Miscellaneous Association Rules & Amendments

Coaches may request to reschedule regularly scheduled games for compelling reasons. Requests should be submitted by email to contactdasa@DanvilleSoccer.org with a minimum of five (5) days in advance,

League Officer approval is required before the game is considered to be rescheduled.

REQUESTING COACH:

- 1) The requesting coach is responsible for contacting the opponent coach with the intentions and league Officer approval to reschedule.
- 2) The requesting coach is also responsible for providing a referee who will be acceptable to both coaches. However, the league may assist in providing a referee, but the requesting coach is responsible for compensating the referee at the prevailing league rate if compensation is required. If these conditions are not all met in the process of rescheduling the game, the game shall be played as originally scheduled.

OPPONENT COACH:

The opponent coach is responsible for providing a reasonable timetable and options for the requesting coach to choose from within 48 hours or sooner

LEAGUE OFFICER RULING:

Coaches of both teams must mutually agree on the date and time for the game to be played. However, if reasonable options, dates and times are present and game cannot still be played, the league will make final ruling on game schedule and or the outcome of the game.

The rescheduled game must be completed and game results reported to the league scorer prior to the next regularly scheduled game day.

DASA discourages the forfeiture of games and encourages playing all games to completion and as scheduled.