★ Naperville Yard **COED Youth Recreational** Soccer ★
2026 – 2027 Winter League Rules

General

- Divisions are based on grade in school (see player eligibility on page 2).
- Referee(s): all decisions made by the referee are final.
- If a team has any concerns regarding the referee or opposing team, coaches must wait 24 hours after the game before discussing the issue with Yard staff.
    - Parents of Naperville Yard house teams are to contact their team's coach first. This includes the Naperville Yard staff member and/or the parent coach.
    - Any parent/guardian, coach, and/or spectator causing disturbances inside the facility will be asked to leave.
- All divisions: The length of the game is 43 minutes, running clock, with subs on the fly. After each game, the clock resets to 45 min. Teams have 2 minutes to get on the field and get ready to start.
- Acceptable footwear: soccer cleats with plastic studs / turf / indoor flats, or sneakers.
- **Shin guards and soccer socks are mandatory. Players who are not wearing shin guards will not be allowed to play.**
    - *Rookies: shin guards go underneath the soccer sock.*
- No jewelry is allowed (watches, etc). Earrings must be removed.
- If both teams are wearing the same color, the HOME team (1st team listed) must change.
- No gum, food, coffee/tea, or spitting on the field
- Naperville Yard house teams will be coached by parent volunteers and/or Naperville Yard coaching staff.
- Only players on the roster and coaches (2) are permitted on the field – no spectators.
    - Coaches: Please notify the League Manager if you will have a young child with you on the sidelines.
- The Naperville Yard will provide the game ball, as well as pinnies for goalkeepers.
    - TEAMS AND PLAYERS: DO NOT BRING SOCCER BALLS!!!
- Game scores will be recorded as is. To discourage teams from excessively running up the score, games are capped at a 3-goal differential.

Hallways & Spectators

- **Do not leave children unattended!**
- No warming up in the hallways or on a different field; This includes passing/throwing/shooting/kicking a ball and running. Teams may stretch in the hallway as long as they do not congregate in front of a door or near a staircase.
- **The Playroom is closed for everyone except those attending an Over the Top Birthday party! The outdoor playground is closed.**

Laws

USSF (United States Soccer Federation) rules apply except for the modifications noted below,

- **All teams will play 5v5 (including goalie) unless the Slaughter Rule is enforced (see page 2).**
    - A team with less than 4 players at the start of the game must forfeit. The opposing team will receive a 3-0 win.
    - A team can decide to start with 4 players instead of 5. The Coach must notify the referee when they add the 5th player.
- No slide tackling
    - Defensive slide tackle inside the goal box results in a PK.
- Defensive players in a wall need to be 5 yards from the ball.
- No offside rule
- The build-out line will be used for u6, u8, and u10. The line is halfway between the top of the box and the half line. On Fields 3A & 3B the line is yellow.
    - The referee may move defensive players back to the half-line for teams struggling to release the ball.
- **All free kicks are indirect**
    - An indirect free kick must
    - If the referee needs to stop the game, the restart will be a drop ball.
    - A purposeful header by a player in the u6, u8, u10, and u12 division will result in an indirect free kick.

- **New for 2026 – 2027**
    - **All boards, walls, and curtains are considered out of bounds.**
    - All restarts are pass-ins.

Kick Offs

- The ball is in play when it is kicked and clearly moves.
- The kicker must not touch the ball again until it has been touched by another player.
- A goal may NOT be scored directly from a kick-off. Restart is a goal kick for the opposing team.
    - If the ball hits any player and then goes into the goal, the result is a goal.

Goal Kicks

- Can be taken anywhere inside the goal box
- Build out line (u10 & below): The defending team must wait behind the line until the ball is put into play.
- *The ball is in play once the kick is taken; it can be played before leaving the penalty area.
- **Ball cannot travel in the air past the half line on a goal kick unless touched first by a player.**
    - The result is an indirect kick from the center circle for the opposing team.

Goalkeepers

- No punts or drop kicks (ball must bounce 3 times before being kicked)
    - Penalty is an indirect kick from the kick off spot for the opposing team.
- Throws may pass the half-line in the air.
- Ball placed down by the goalkeeper and then kicked may travel in the air past half.
- If the goalkeeper throws the ball into their own net, it is considered a goal.
- A goalie may not throw the ball into the opposing goal and have it counted as a goal, unless touched by another player.
    - Result: Goal kick for opposing team
- After a save is made and the goalkeeper puts the ball down on the ground, he/she may not pick it up again.
    - Penalty is an indirect kick to the opposing team at the top of the penalty box.
- Goalkeeper has 6 seconds, after gaining possession, to release the ball.
    - Penalty is an indirect kick for the opposing team at the top of the penalty box.
- The goalie should wear a jersey that is a different color from his/her team and the opposing team.

Explanation of the Pass Back Rule

If a field player passes the ball to their goalie, the goalie must use their feet. If the goalie uses their hands, the opposing team will receive an indirect free kick from where the infraction occurred.

Headers

- Due to Naperville Yard divisions, we will not allow players in the u6, u8, u10, or u12 divisions to commit headers.
    - Purposeful headers will result in an indirect kick for the opposing team at the spot where the header occurred.

Penalties

- The Naperville Yard, and its officials, have the right to eject players, parents, and/or coaches from the league and/or the facility for misconduct.
- **Yellow Card**: **3-minute penalty** and your team will play a person down until penalty is up.
- **Red Card:** Red card equals 1 game suspension plus a fine, which will be determined by fighting, spitting, extreme language, etc. Offending team plays down a player for the rest of the game. **Players and/or coaches receiving a red card must leave the facility.**

Player Eligibility

- All players must be registered and rostered in the Naperville Yard Recreational Soccer League with a signed waiver.
- Naperville Yard Staff can roster check a team at any time. The game clock will continue to run.
- Divisions are based on academic school year,
    - U6: Kindergarten, size 3 ball
        - Pre-K players are accepted and must be entering Kindergarten in the fall of 2027.
    - U8: 1st & 2nd grade, size 3 ball
    - U10: 3rd & 4th grade, size 4 ball
    - U12: 5th & 6th grade, size 4 ball
    - U14: 7th & 8th grade, size 5 ball

Slaughter Rules:

- If the winning team is ahead by 6 goals, the opposing team may choose to add a 6th player (5v6). The extra player is removed when the goal differential is within 3.
- If the winning team is ahead by 8 or more goals the winning team must remove a player. The player may return when the goal differential is within 3.
- To discourage teams from running up the score, goal differential for playoffs is capped at 3.

Scoring

- Win = 3 points
- Tie = 1 point
- Forfeits = 3-0 win for opposing team
- Schedule & standings will be posted to the Naperville Yard Winter Recreational Soccer website.
- In the event of an odd number of teams, division seeding going into playoffs will be based on score percentage, which is calculated by points divided by games played.

Playoffs

- All teams participate in playoffs
    - If a playoff game is tied at the end of regulation, there will be a PK shootout. Best of 3 goals wins.
- U6: All players will receive a medal. The 1st & 2nd place medals may differ from other placements.
- U8 – u14: All 1st & 2nd place teams will receive a trophy (when there are a minimum of 4 teams).

Tie – Breakers

- Head-to-head competition
- Goal differential (capped at 3)
- Winner of most matches