



CORRALES SOCCER CLUB SUMMER PROGRAM

Corrales Summerfest Rules

(IFAB RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: Players may move freely between teams if they are the same age or younger and are registered with NMYSA. Any team or player determined by the event director to have falsified any information may be dismissed for the summerfest season and will be reported to their home club/league.

Registration: Every player must be registered with an NMYSA club to be able to participate.

PLAYERS:

3v3: Three field players at one time. There are no goalkeepers in 3-v-3 soccer. Substitutions may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark.

5v5: Five players at one time (One of which must be a goalkeeper). Substitutions may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark.

7v7: Seven players at one time (One of which must be a goalkeeper). Substitutions may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark.

The Referees: The referees will be approved by the referee director, the referees will be held to the same standards as in normal season play. Volunteer Referees (non-certified) may be used at the discretion of the Director. **The Referee's decisions are final and no arguments about the referee's calls will be considered.**

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. All players must wear soccer cleats. All players' uniform shirts must match in color. (In the event both teams are wearing matching colors the home team is to either change or wear training vests aka “pinnies”) NO Jewelry is to be allowed unless it is religious, in which case it is to be taped to the body. Teams are responsible for providing game balls. Preferred Ball Size for 3v3 = #3; 5v5 = #4; 7v7 = #5. In the event that age divisions are combined, the teams should use the older division’s ball size. If a game ball is provided by CSC the Home team is responsible for the welfare of the ball after the game and should ensure it is delivered to the referee.

The Field:

- 3v3 Fields shall be **90 Feet Long by 75 Feet Wide.**
- 5v5 Fields shall be **120 Feet Long by 90 Feet Wide.**
- 7v7 Fields shall be **200 Feet Long by 135 Feet Wide.**

Players and team benches will stay on one side of the field classified as the technical area; this area is for players, coaches, and referees only. Parents will be on the other side of the field only and both the parents and the technical area are to be behind the imaginary line behind the middle flag 3 yards from the touch line. The parents will not be allowed behind the goals or near the technical area.

3v3 Goals and Goal Area (Box): 6’ Pugg Goals will be used for 3v3. The goal box, **10 feet Wide by 8 feet Deep**, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The Penalty mark will be at the center of the half line.

5v5 Goals and Goal Area (Box): 6.5 x 12 Bownet Style Goals will be used for 5v5. The goal box is **15 feet Wide by 18 feet Deep**. The penalty mark will be at the top of the box (18 Feet from the goal line). **Note: 5v5 Goalkeepers may not punt the ball at any time. Doing so will result in an indirect free kick for the opposing team at the penalty mark.**

7v7 Goals and Goal Area (Box): 7 x 21 Metal Kwik Goals will be used for 7v7. The penalty area is, **72 feet Wide by 36 feet Deep**, the goal area is, **36 feet Wide by 12 feet Deep**. The penalty mark will be 24 yards from the goal line. **Note: 7v7 Goalkeepers are discouraged but not precluded from punting the ball. This is due to the fact that headers are not allowed in summerfest.**

GAME DURATION:

- 3v3 will be two 12 minute halves separated by a 3 minute half time.
- 5v5 will be two 15 minute halves separated by a 3 minute half time.
- 7v7 will be two 20 minute halves separated by a 5 minute half time.
- **Note: In the event of extreme heat (Over 95 degrees) there will be a 30 second water break halfway through each half.**

GOAL SCORING: In 3v3 and 5v5, a goal may be scored from a touch on the offensive half on the playing field only. If a goal is scored from the players defensive half, the goal will **not** count and the opposing team will be rewarded a goal kick. **In 7v7**, A goal may be scored in accordance with regular IFAB Laws.

NO OFFSIDE, NO SLIDE TACKLING AND NO HEADING in any Division!

Kick-ins/Throw-ins: For 3v3 and 5v5, The ball shall be kicked into play from the sideline instead of thrown in. **For 7v7**, the ball shall be thrown into play.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner and penalty kicks.

3v3 Goal Kicks: May be taken from any point on the end line, and not in the goal box area.

5v5 Goal Kicks: May be taken from any point within the goal box.

7v7 Goal Kicks: May be taken in accordance with regular IFAB Laws.

3v3 Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick **taken from the center of the midfield line** with all other players behind the midfield line and outside the center circle. If a goal is not scored, the defense obtains possession with a goal kick. **Penalty kicks are *not* live balls.**

5v5 Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction or by a defending player touching the ball in their own area. It is a direct kick **taken from the top of the goal box, 18 feet from the goal line** with all players behind the midfield line except for the kicker and the defending goalkeeper. If a goal is not scored, the goalkeeper obtains possession with a goal kick. **Penalty kicks are *not* live balls.**

7v7 Penalty Kicks: Shall be taken in accordance with regular IFAB Laws.

SCORING: Scores will be collected by the referee for bracketing purposes only. Scores are not kept or published. This is a friendly only league.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. **Abuse of the referees will not be tolerated.** Any instance of such conduct will disqualify the responsible team from the event. However if it is viewed as a few direct participants causing the problem any or all may be asked to leave by the referee, Field Marshal, Games Director, Referee Director or a Corrales Board Member. **ALL PARTICIPANTS MUST** behave accordingly and must show full respect for the game of soccer, the children, the referee, and any and all other participants. Coaches are expected to control all participants on his/her team including parents and spectators.

Cancellation/Suspension of play:

In the event that during or before play of a game the surroundings of the field or the field itself becomes too dangerous to continue play, the discretion to cancel, postpone or reschedule will fall solely to the highest ranking Board Member present. All updates will be posted on the Corrales Soccer Club facebook page. *Note: The CSC facebook page is available to be viewed even without a facebook account. Just google Corrales Soccer Facebook and refresh as needed.*

Lightning Policy:

Summer means monsoon season in ABQ and that means random lightning strikes. CSC utilizes the Weatherbug Spark Lightning App for lightning delays and cancellations.

Green or **Yellow** means the lightning is a safe distance away (> 20 Miles).

Orange means the lightning is close to becoming dangerous and the ranking CSC Board member present will determine playability (10-20 Miles).

Red means the lightning is dangerously close and there will be no play and no one will be on the field, no exceptions (<10 Miles).

Once the field is cleared there must be a 30 minute period of time from the last strike that was closer than 15 miles before returning. The clock restarts each time if there is a strike within 15 miles.

Weatherbug is available in the app store and on the internet and it is encouraged that coaches use the app for your personal use if you want to pack your gear up preemptively. However, the ranking board member's application is the only official app authorized for that determination. CSC will not accept your phone or a screenshot of the lightning status that your phone may or may not have.