



VIKING LEAGUE AGE GROUP MODIFICATIONS TO LAWS OF THE GAME

SPECIAL VIKING LEAGUE RULES APPLICABLE TO ALL AGE GROUPS

All of these rules and other helpful information can be found on our website. Go to www.sfvikings.com and click on the “About Us” link on the left.

- 1. PLAYING TIME** – Each player must play at least half of the game (this applies to all age groups in Viking). (Referees are not required to try to enforce this but if it is noticed the referee should report it to the league).
- 2. SUBSTITUTIONS** – Substitution is allowed in all age groups for an injured or ejected player from that team. Except for ages U7-U11 (for which specific rules are on the reverse of this page), unlimited substitution also at own throw-in, either team’s goal kick and after a score.
- 3. LOCATION OF SPECTATORS** – At Polo and Garfield, spectators must observe match from outside fence boundaries. At other fields, spectators are to be on one side of the field and coaches and their players on the other (unless there is no free side in which case, the coach and spectators from each team will share one half of the pitch). No one may stand behind the goal line. All spectators must stand back at least 3 feet from the sideline. The coach of each team will have a designated parent on the parent side who shall be responsible for the conduct of the spectators.
- 4. LOCATION OF COACHES** – Coaches must stay in their technical area (10 yards from the center line) and may not run up and down the sideline or go on the other team’s half. No team may have more than two coaches for a game.
- 5. IMBALANCED GAMES – No Running Up The Score.** Teams and coaches are strongly encouraged not to run up the score in any game. If one team is stronger than the other, the League encourages the coach of the stronger team to take steps like substituting for stronger players, playing weaker players in forward positions, etc. to even the competition. If a team gets a four-goal advantage, it must reduce the number of players on the field by one. For each additional goal by the leading team (increase in the lead), the leading team must reduce the number of players on the field by one additional player. For each additional goal by the trailing team (decrease in the lead), the leading team may increase the number of players on the field by one. At no time will either team have more than the maximum or less than the minimum number of players on the field according to their age group rules.
- 6. LATE GAMES or NO SHOWS** – In order to start playing a game, a team must have present at least 7 players for U12 and above and at least 5 players of U11 and below. There is a 10-minute delay if a team does not meet this minimum and then a forfeit will be awarded. The minute that the minimum number of players is there the game should start. In the event of a delay, the referee needs to shorten the game times to keep on schedule (so that this game will finish 10 minutes prior to the next game) in a manner the referee determines. **The referee can either shorten both halves or only one half.** We recommend that coaches and the referee discuss this in advance to avoid any issues. If a team does not show and there is a default the referee is paid anyway.
- 7. CRITICIZING THE REFEREE** – Coaches are not to criticize, evaluate or advise the referee in any way during a game, although they can do that later in writing to the office. If the referee wants to ask the coaches’ advice that is fine but outside of that coaches are to keep quiet. The only exception is if a coach feels the play has become dangerous, in which case he/she can make one request to the referee. If the coach still feels the game is unsafe he/she can abandon the game.
- 8. ASSISTANT REFEREES** – At every game, all U7-U14 teams must provide one volunteer parent who serves as an assistant referee to help the referee. This parent must be familiar with the “9 Things a Vikings Volunteer Assistant Referee Needs to Know”. This information can be found on the Vikings website at www.sfvikings.com.
- 9. VIKINGS RED HAT** – Required to be worn by one coach during the game.

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Under-7/8.

The Laws of the Game, as modified by C.Y.S.A., shall apply with the following exceptions:

1. **BALL** – The ball shall be size 3.
2. **# OF PLAYERS** – Seven (7), one of whom shall be a goalkeeper (minimum 5).
3. **GAME DURATION** – Two 20 minute halves, 5-minute break.
4. **SUBSTITUTIONS** – The referee will call for stoppage of play at the 6 minute and 13 minute marks of each half to allow for substitutions by both teams. In addition, substitution is allowed at the time of and for an injured or ejected player. Substitutions are not allowed at any other times.
5. **FREE KICKS** – All free kicks shall be indirect and no closer than the edge of the goal box. Make sure team understands that they can make a wall.
6. **PENALTY KICKS** – There shall be no penalty kicks -- infractions usually resulting in penalty kicks will result in indirect free kicks at the point of infraction but no closer than the edge of the goal box.
7. **OFFSIDE** – not observed, unless in the opinion of the referee a team is positioning a player(s) in an offside position for an extended period of time, including when the team does not have possession of the ball or is not attacking.
8. **TIE BREAKERS** – none, ties will stand.
9. **THROW-INS** – one re-throw will be allowed if foul throw occurs. Referee will explain fault before re-throw. Generally this is upon each throw in but if correcting throw-ins is getting in the way of the flow of the game, the referee can use his or her discretion.
10. **REFEREES** – The referees are encouraged to explain the infraction. The explanation should be addressed to both teams and not focused on the individual player. More generally, the referees in this age group are encouraged to be instructional. Many first time coaches and parents will not know pertinent rules and the referee should quickly explain the rule if requested. However, the decision of the referee is final and any disagreement must be addressed to the league, and not directly to the referee as any dispute directly with a referee will be grounds for disciplinary action - *whether or not the referee is correct.*