



TOCA FUSION RECREATIONAL SOCCER RULES

Overview

Recreational soccer is an introduction to the game where the players face less pressure so they can learn, make mistakes and grow. It is also designed to be a social experience and children are often grouped by neighborhood and school. When a child is cut from a team, these purposes are defeated. We risk that child leaving soccer forever and the parents of that child defaming the soccer program and discouraging others from ever joining. For these reasons, Toca Fusion recreational teams will be open to ALL children.

Coach Acceptance

A coach who accepts a recreational team and then treats it as a competitive team by cutting players, or failing to give adequate playing time will be removed as a coach and may face other penalties, including, but not limited to: suspension for up to one year from all involvement in soccer, be it as a coach, player, referee or club official and/or total expulsion from Toca Fusion.

Governance and Modifications

The recreational program of Toca Fusion shall adhere to Kansas State Youth Soccer Association's (KSYSA) bylaws, rules, and policies and the "Laws of the Game" as prescribed by the Federation International De Football Association (FIFA, www.FIFA.com) with the following clarifications and modifications:

Recreational Program: The Toca Fusion administered league is a recreational program and all teams must adhere to the KSYSA definition of a recreational team. As such:

- The use of tryouts, invitations, recruiting or any like process to roster players selectively to any team on the basis of talent or ability is prohibited.
- The coach may not exclude any previously rostered player.
- Toca Fusion accepts as participants in the league any and all eligible youths (subject to reasonable terms of registration) and will be responsible for assignment of players to teams.
- Each player must play at least one half of each game except for reasons of injury, illness, discipline or reasonable cause.
- Teams are required to accept player assignments provided there is room on the roster.



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Game and Team Format

Division	Grade	Game	GK	Field	Center Circle	Goal	Penalty Area	Goal Area	Min	Max	Play	Ball
U5-U6	XL, PreK and Kindergarten	3v3	No goalkeeper	30x20	N/A	4x6	N/A	N/A	2	6	16 minute halves	3
U7	1st Grade	4v4	No goalkeeper	40x25	10 ft	5x9	N/A	N/A	3	8	20 minute halves	3
U8	2nd Grade	5v5	Goalkeeper	45x35	15 feet	6x18	12 yards	3 yards	4	12	25 minute halves	3
U9-U10	3rd and 4th Grade	7v7	Goalkeeper	60x40	15 feet	6x18	12 yards	3 yards	4	12	25 minute halves	4
U11-U12	5th and 6th Grade	9v9	Goalkeeper	80x60	25 feet	7x21	18 yards	6 yards	6	16	30 minute halves	4
U13 and up	7th Grade and Above	11v11	Goalkeeper	110x70	30 feet	8x24	18 yards	6 yards	7	18	35 minute halves	5

The half-time interval shall be 5 minutes.

- If playing cross-division games, the younger team's ball size and the older team's period of play will be used.
- Players and substitutes are limited to rostered players & guest players only.
- Rostered players are players listed on the official team roster with the Club Registrar at the time of the game with player identification cards (for U8 & above) indicating that they are members of those teams.

Guest Players

Teams that are missing rostered players are allowed to add guest players to their team within the following guidelines.

- A team can only add enough guest players to increase their total attendance to equal the number of players on their official roster.
- The coach must receive prior approval from the coach of the guest player's primary team.
- The guest player must be an existing Toca Fusion rec player in the season in which they guest play.
- The coach must submit a request to the Toca Fusion Registrar for approval to use the guest player.
- A player may only guest play a total of four times per season.
- U8-U10 guest players may only guest play for a higher division team in their own age group or an older age group.
- Teams found to be in violation of these rules will be contacted by a club official and risk forfeiting any games in which violations occurred.

Warming Up in the Penalty Area

- No team will be permitted to utilize the penalty area for warm-ups on the game fields.
- Teams should utilize the area outside of the penalty area for any pre-game activities to alleviate additional wear and tear on the fields.
- The only activity permitted will be one player and one coach warming up the goalie.
- At no time should more than one player be performing any drills, or practice shooting in the penalty area. All activities prior to the game (first or second half) should be outside of the penalty area.



Special Rules for Spring U5-U7 Age Divisions

- Coaches will implement the “new ball” approach to increase time in play. When the ball leaves the field, coaches will roll a new ball into play.
- There will be no offside offense called.
- No goal can be scored from the defensive half of the field.
- Substitutions shall be unlimited. Either team may substitute at any time.
- There will be no goal kicks, corner kicks, or penalty kicks. When the ball leaves the field, coaches will roll a new ball into play.
- Slide tackling will not be allowed in the U5, U6 & U7 age divisions. A “slide tackle” is a tackle in soccer in which a player attempts to take the ball away from an opposing player by deliberately leaving his feet and sliding along the ground with one leg extended to push the ball away from the opposing player.
- No intentional heading allowed.

Special Rules for U8 & U9 Age Divisions (1st and 2nd Grade)

- Players will be allowed a second attempt at a throw-in if the ball was improperly thrown on the first attempt.
- There will be no offside offense called.
- No goal can be scored from the defensive half of the field.
- Substitutions shall be unlimited. Either team may substitute on any stoppage of play.
- For U8 games, all foul restart kicks shall be indirect.

Goal Kicks

- U8 goal kicks will be taken from the mark on the field.
- U9 goal kicks will be taken from the top of the penalty box.
- The opposing team’s players must stay behind midfield until the kick is taken.

Corner Kicks

- U8 corner kicks will be taken from a marked spot halfway between the goal and the sideline.
- U9 corner kicks will be taken from the point at which the penalty box meets the end line.
- Slide tackling will not be allowed in the U8 & U9 age divisions. A “slide tackle” is a tackle in soccer in which a player attempts to take the ball away from an opposing player by deliberately leaving his feet and sliding along the ground with one leg extended to push the ball away from the opposing player.
- No intentional heading allowed.

Special Rules for U10-U11 Age Divisions (7v7)

- Opponents must be at least 8 yards away on all kicks (kick-offs, free kicks, corner kicks).
- Players will be allowed a second attempt at a throw-in if the ball was improperly thrown on the first attempt.
- Substitutions shall be completed in a timely fashion. Players shall enter at the halfway line, but may exit at the closest boundary line.
- Substitutions may be made after the referee gives permission, at the following times:
 - Prior to a throw-in in your favor. If the possession team substitutes, the other team may also substitute.
 - Prior to a goal kick, by either team.
 - Prior to a corner kick in your favor. If the possession team substitutes, the other team may also substitute.
 - After a goal, by either team.
 - After an injury, when the referee stops play and gives permission, unlimited number of substitutions, by either team.
 - Before the beginning of the half.



- No intentional heading allowed.
- Players may slide tackle as long as it is done in a safe manner per the LOTG.

Special Rules for U11-U12 Age Divisions (9v9)

- Opponents must be at least 8 yards away on all kicks (kick-offs, free kicks, corner kicks).
- Substitutions shall be completed in a timely fashion. Players shall enter at the halfway line, but may exit at the closest boundary line.
- Substitutions may be made after the referee gives permission, at the following times:
 - Prior to a throw-in in your favor. If the possession team substitutes, the other team may also substitute.
 - Prior to a goal kick, by either team.
 - Prior to a corner kick in your favor. If the possession team substitutes, the other team may also substitute.
 - After a goal, by either team.
 - After an injury, when the referee stops play and gives permission, unlimited number of substitutions, by either team.
 - Before the beginning of the half.
- No intentional heading allowed (U11 and below).
- Players may slide tackle as long as it is done in a safe manner per the LOTG.

Special Rules for U13 & Up Age Divisions

- Opponents must be at least 10 yards away on all kicks (kick-offs, free kicks, corner kicks).
- Substitutions shall be completed in a timely fashion. Players shall enter at the halfway line, but may exit at the closest boundary line.
- Substitutions may be made after the referee gives permission, at the following times:
 - Prior to a throw-in in your favor. If the possession team substitutes, the other team may also substitute.
 - Prior to a goal kick, by either team.
 - Prior to a corner kick in your favor. If the possession team substitutes, the other team may also substitute.
 - After a goal, by either team.
 - After an injury, when the referee stops play and gives permission.
 - Before the beginning of the half.

Charging the Goalkeeper

- Toca Fusion emphasizes the protection of the Goalkeeper while in the penalty area.
- Defending the Goalkeeper is not allowed while the Goalkeeper has control of the ball in the Penalty Area.
- For the purposes of youth development and safety, the Goalkeeper is in control of the ball when touching the ball with any part of his/her arm or hands.
- Once the Goalkeeper has rolled or dropped the ball deliberately to play with the feet (he/she cannot pick the ball up again), then the Goalkeeper may be defended as any field player.
- Toca Fusion follows the generally accepted rule in American youth soccer, which is that any foul of the goalkeeper is a violation that shall result in a direct free kick.
- Highly dangerous or intentionally violent charges of the goalkeeper may result in the giving of a yellow or red card at the discretion of the referee.

Uniforms and Equipment

- All players on Toca Fusion teams are required to wear a Nike uniform that clearly identifies the team as a Toca Fusion team.



- “Clearly identifies” means the Club logo is permanently fixed on their jersey and visible while they are playing. If no acceptable Toca Fusion logo is present on the jersey, then the match will be forfeited.
- All uniforms must be Nike brand and purchased through the club.
- Players shall not be allowed to wear any type of jewelry, which includes earrings, watches, bracelets, and necklaces. Players who must wear medically required bracelets or necklaces shall be allowed to play after the device has been securely wrapped or taped to the skin and checked by the referee.
- No toe cleats on shoes are allowed.
- Shin guards are required and must be fully covered by socks.
- A cast or brace may be covered and worn only if, at the discretion of the referee/field marshal, it is not dangerous and it does not give the player an unfair advantage.
- The referee/field marshal has the final discretion to decide whether any equipment or clothing is safe.

Home Team Responsibilities

The Home Team shall be responsible for:

- The game ball.
- Switching to their conflict jerseys.

Referees and Game Time Deadline for Forfeit

- All referees will be USSF certified.
- Referee's decisions are final.
- 3v3 games will not have a referee. Coaches will administer these games.
- 4v4 and 5v5 games will be assigned one referee only.
- 7v7 games will be assigned two center referees only.
- All other games will be assigned a center referee and two assistant referees.
- If a team cannot field the required minimum number of players by game time, the game will result in a forfeit.
- The game will not be rescheduled.
- If a game is forfeited due to an insufficient number of players, a lack of player cards at halftime, terminated by the referee or Field Marshal before official time has expired, or any other action that results in the game being officially ended, the game is no longer an official match and referees will not be allowed to officiate.

Termination of a Game by Sportsmanship

- If a team is losing by 10 or more goals at halftime, the referee should contact the losing coach at the half and verify whether or not they want to continue playing the game.
- If they want to continue playing after half time, they will not be asked again to call the game once the second half of play has begun.
- If the losing coach decides to call the game at half time, the referee will notify the other coach and the game will end.

Team Rosters & Player Check-In

Digital Rosters (PlayMetrics)

All teams are required to present their official digital roster through the PlayMetrics app prior to each match.

At check-in, the team's coach or manager must present the digital roster from their mobile device to the referee or designated Field Marshal before the game begins.



- Digital rosters in PlayMetrics are required for all Toca Fusion Recreational League matches.
- Teams that are unable to present their official PlayMetrics roster at check-in will be permitted to play the first half only.
- The official digital roster must be presented by halftime. If it cannot be produced by halftime, the match will be forfeited.
- Any player not listed on the official PlayMetrics roster will not be eligible to participate.
- If a team is unable to field the minimum required number of eligible players after halftime, the match will be forfeited. If the minimum number of eligible players is available, the match will continue.

Dual Rostering

- No player primarily registered/rostered on **any competitive team** will be permitted to compete on a Toca Fusion recreational team.
- Any player wishing to be multiple rostered:
 - Must designate the player's primary team and secondary team.
 - The teams must be in different divisions with the primary team being the lower division.
 - The player must pay a separate full registration fee.

Paid Coaches

Coaches are not allowed to be paid by the recreational teams they coach.

Sideline Conduct

- Up to 2 registered coaches will be allowed on the team sideline. Only approved coaches and players for that game will be allowed on the team sideline.
- Parents and spectators will be on the opposite sideline.
- The coach that arrives to the game first will select the field half his/her team occupies.
- Coaches must stay on their half of the field.
- Positive coaching from the touchline is permitted and it is recommended that only one coach be instructing players on the field at any given time during the match and that instructions to on field players be as limited as possible.
- No one is permitted to spectate, coach or cheer along the goal line.
- No coaches, players, or fans are allowed between the restraining and touchlines.
- Coaches are not permitted on the field during the match, unless there is an injury or other stoppage of play and the referee has signaled for the coach to enter onto the field. Exceptions are for U4-U6
- Parents must remain on the same half of the field as their teams sideline.
- No parents shall coach from the touchline.

Misconduct

- Coaches are responsible for their fans.
- Coaches and parents may be cautioned or ejected for misconduct.
- Parents may be asked to leave sidelines for misconduct.
- Where the Laws state that a referee will penalize a player, those penalties are extended to include coaches, parents, or other persons attending a Toca Fusion game.
- Red cards issued against players or coaches will result in a one game suspension (the next scheduled game).
- A suspension means the player/coach cannot be present at the park while the game is taking place.
- The Club has the right to further sanction players, coaches, and fans.



Additional Policies and Law Updates

- Alcohol & Tobacco - NO alcoholic beverages or tobacco products are permitted at soccer games.
- Pets at the Game Fields - Pets are not permitted at the game fields.
- Updated FIFA Laws of the game to be implemented from the Fall season of 2019 and beyond.
- Law Changes are updated per each fall by IFAB LOTG.
- Coin flip - Winner chooses Ball or Side.
- Dropped Ball - Uncontested to the team that touched it last. If ball is in Penalty Area, Drop Ball to the Goalkeeper. If a ball hits the referee and the opposite team gains possession, stop play and give a drop ball to the original team that kicked the ball.
- Handling - Accidental handball by attacker that results in a goal or a goal scoring opportunity must be called as a foul.
- Free Kick Walls (7v7 and above) - 3 or more attackers in a wall, opponent must be 1 yd from wall.
- Defending Free Kicks in Penalty Area and Goal Kicks (9v9 and 11v11) - opponents must be outside the penalty area, ball is in play when it is kicked and moves, can be played by anyone inside the penalty area.
- Penalty Kick - Goalkeeper must have 1 foot on penalty line.
- Substitutions - Play as usual. Sub between benches.
- Cards to coaches - You may show a card to a coach that is getting out of hand, do not show cards to parents.
- 8 sec for a GK distribution, corner kick will result.
- 5 sec for a throw-in or goal kick if the referee deems the team is wasting time.