



# ALDERGROVE

## YOUTH SOCCER CLUB

*Registered as the Aldergrove Soccer Society*

P.O. Box 582, Aldergrove, BC V4W 2V1

Tel: 604-856-5839 • Fax: 604-856-5851 • [www.aldergrovesoccer.com](http://www.aldergrovesoccer.com)

---

## AYSC Spring League Rules

Aldergrove Youth Soccer Club's Spring soccer program, endorsed and approved by BC Soccer, has an emphasis on fun and fitness. Rules are modified to ensure a fast paced and fun-filled game.

Games are played on the Aldergrove Athletic Park turf, rain or shine, unless the Township closes the field. Field closure notifications will be sent by email and posted to the Club website.

### *Registration*

All players must be registered with Aldergrove Youth Soccer Spring League. **There will be no exceptions to this rule.**

### *Parent / Guardian Responsibilities*

Please arrive 15 minutes before your game so that players can warm up and parents can set up nets. The Team Leaders' job is to warm up the players, to prevent injury; the parents' job is to set up / take down the nets.

- 5:45 pm game: parents are responsible for setting up the nets
- 7:00 pm game: parents are responsible for putting the nets away

### *Player Equipment*

AYSC will provide each registered player with a T-shirt uniform. Pinnies will be supplied at the field each night to differentiate teams on the field. Players will supply their own shorts and socks.

All players **MUST** wear shin guards – **NO EXCEPTIONS**. Any player without shin guards will not be allowed to play. Soccer cleats, turf shoes, or flat-soled shoes must be worn. Players may not wear rings, watches, earrings or any other jewelry.

---

***Our Goal is "Fitness & Fun"***

---

## *Game Time Length & Number of Players on the Field*

All games are 2 x 25 minute halves (5 minutes to warm up at start, 5 minutes to put away equipment at end).

The numbers below are GUIDELINES. Our focus is fitness and fun, not a lot of rules! Team Leaders can adjust the number of players on field (or modify the field itself) as necessary:

- if one team is short players, both teams can put on less players on the field, or one team can borrow a player(s) from the other team for that game to have an even amount of subs
- put the nets closer together if overall numbers are low for a game

**Group 1:** 8 players plus a goalie on the field

**Group 2:** 7 players plus a goalie on the field

**Group 3:** 5 players plus a goalie on the field

**Group 4:** ½ drills / skills, then ½ game run by AYSC's Head Coach and Team Leaders

## *Rules*

AYSC's Spring League follows FIFA rules in general, but **Team Leaders are NOT expected to know all of the "Laws of the Game" – COMMON SENSE SHOULD PREVAIL.**

Key rules to keep in mind:

NO drop kicks, NO offsides, NO slide tackling.

Fouls (hand ball, tripping) result in an indirect free kick for the team that was fouled against. An indirect kick means the ball must be passed to another player and may be taken in any direction (the kick cannot be directly at the net).

Older players should try and keep the ball on the ground.

Substitutions can be made on the fly (no stoppage in play).

Throw-ins: players should keep both feet on the ground behind the sideline (AKA touchline) and bring the ball all the way behind their head before throwing.

Goal kicks: if the ball crosses the end line (near the net) off of a player from the opposing end, either the goalkeeper or another player on the team may take the goal kick (ball placed on the box outside net).

Corner kicks: if the ball crosses the end line (near the net) off of a player from that end, the opposing team takes a corner kick.

---

No “running up” the score: season scores are not kept – games are for fun! **PLAYERS ON BOTH SIDES ARE NOT REALLY HAVING ANY FUN, OR LEARNING ANY SOCCER SKILLS OR SPORTSMANSHIP, IF THE SCORE IS 15-0.**

If the score differential is more than 5 (e.g. 5-0 or 7-2), Team Leaders should adjust the play for a period of time to make the game more competitive:

- make your dominant team wait until the opposing team crosses the 2/3 mark before allowing them to challenge
- swap a stronger player or two for that night
- have stronger players play as defenders, or only allow them to pass and not shoot on net
- require your team to pass X times before they can shoot on net

Player ejection: Team Leaders or referees should warn any player who is playing too aggressively, is willfully disobeying the rules of the game, is verbally abusive to other players or Team Leaders, etc. Team Leaders or referees may eject a player from the game (ask them to leave the field) for continued inappropriate behavior. **Any significant events should be brought to the attention of the Club immediately following the game, where additional sanctions may be imposed.**

***Remember: Games are all about FITNESS & FUN!***

*Revised 18-Apr-2018*

---

***Our Goal is "Fitness & Fun"***