



Youth Soccer Rules

I. Game Times:

- a) Prek-K: (2) 16 minute halves with 5 minute half-time
- b) 1st/2nd: (2) 22 minute halves with 5 minute half-time
- c) 3rd/4th: (2) 25 minute halves with 8 minute half-time
- d) 5th-8th: (2) 30 minute halves with 10 minute half-time

II. Game Ball:

- a) Prek-K – size 3
- b) 1st/2nd & 3rd/4th – size 4
- c) 5th-6th – size 5
- d) 7th-8th – size 5

III. Players on the Field:

<u>Age</u>	<u>Players</u>	<u>Goalie</u>
Prek-K	4	1
1 st /2 nd	5	1
3 rd /4 th	6	1
5 th -6 th	7	1
7 th -8 th	8	1

IV. Rule Changes

- a) 1st/2nd – offsides may be enforced if cherry-picking persists
- b) **SPORTSMANSHIP: After a team gets a 6-goal lead, they may only attack with 2 players in the offensive zone.**
- c) 1st/2nd – goal kicks are taken from the penalty box line
- d) 5th - 8th – all offensive penalties will result in direct kicks
- e) 5th - 8th – all fouls in penalty box will result in direct kick from penalty spot
 - i. Physical contact results in direct kick
 - ii. Non-physical contact results in in-direct kick
 - iii. Intentional handballs will result in penalty kick

V. Equipment:

- a) Players are required to wear shin guards at all games and must be covered by soccer socks.
- b) No jewelry is permitted, this includes, necklaces, earrings, bracelets, rings etc
- c) Footwear: Players may choose to wear training shoes or shoes with cleats.
 - 1. Cleats must be entirely made of rubber
 - 2. Toe cleats are not permitted.

VI. Substitutes: - Referees must acknowledge and approve all substitutions before it occurs

- a) Substitutions may be made any time
- b) You may substitute a player after a goal kick is called for either team, after a goal by either team, after a throw-in is called for your team, at half-time, and at any injury-timeout if other team replaces a player (you may only sub as many players as they do)
- c) Cannot sub on corners or free kicks
- d) Goal keepers may be subbed, but replacement must be ready to take position or official will send off

VII. The Game:

- a) A kick-off is the way to start each half of the game and to restart play after a goal is scored. Team that kicks is determined by a coin flip. Kick-off requirements:
 - i. From the center mark
 - ii. Each team in its half of the field
 - iii. Players from the other team must be outside the center circle
 - iv. The player who takes the kick-off cannot touch the ball again until the ball has been touched by another player from either team (Indirect free kick restart if this happens).
- b) No player may kick at a ball if the goalkeeper has the ball in their possession or is attempting to grab the ball within the goal box
- c) Free Kicks and Penalty Kicks
 1. In the event of a foul, referee should stop play and award a free kick.
 2. All free kicks are indirect, with 5th – 8th exceptions noted in sect. IV.
 3. Defending team must be 5 yards from the ball when free kick is taken.
 4. All goal kicks in 1st/2nd grade league will require a 20' player-free zone
 5. Referee will briefly advise the player what they done to concede the foul.
- d) Throw-Ins:
 1. If the ball goes out of bounds on the sidelines a throw-in is awarded to the opposing team.
 2. The ball must completely cross the line to be called out of bounds.
 3. The throw in must be taken correctly, ball thrown in over the head, and at the point of the throw, both feet must be on or behind the sideline and on the ground. One foot must be firmly planted to the ground; the 2nd foot can be trailing if one part of the foot is touching the ground.
 4. In the 1st/2nd grade league only, in the event of a foul throw, the attacking team will have a second chance at taking the throw. If a foul throw occurs a second time, the throw in will be awarded to the opposing team. This rule is in effect for the first week of games.
- e) Sportsmanship
 1. Teams that are scheduled to play each other are encouraged to lend players to team in need and play the game.
 2. Teams will shake hands with opposing team, coaches, and referees prior to the start of the game.

X. General:

- a) Age Cutoff – age cutoff for spring soccer is April 1 of current year; fall soccer is October 1 of current year.
- b) Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators.
- c) Shootouts - If a game is tied at the end of regulation, a shootout will determine the outcome.
- d) Shootout rules: practice – 3 players (deciding a tie game, 5 players will be used)
 1. GAME TIE-BREAKER SHOOTOUT - 5 players who ended the game on the field will be selected from each team. When deciding the outcome of a tied game, ONLY players that ended the game on the field can participate in the shootout UNTIL all of them have completed one turn. After that, bench players MUST be utilized during the shootout until all bench players have been exhausted. Goalies who ended the game on the field may be selected as one of the 5 players to take a penalty kick.
 2. PRACTICE SHOOTOUT – Any 3 players may be selected for the practice shootout.
 3. Shootouts will be taken as the same goal. Goal will be selected by the official.
 4. Game is over when a team has a decided advantage when there are not enough shooters left to overcome the advantage (ie. 2-0 after each team has shot twice, or with a lead after all 3 shooters have been exhausted)
 5. If a tie still exists, each team will send out 1 NEW shooter at a time, until there is a scoring differential after both teams' NEW shooters have completed their turn. Extra shooters must come from players that were on the field at games conclusion. Bench players can only become shooters after every on-field player has been utilized.
 6. Each additional shooter must be a player who has NOT participated in the shootout, until the entire roster has participated. Goalies MAY be one of the shooters.
- e) Slide tackling is NOT permitted in any age groups
- f) Headers are permitted in the 7th - 8th league only
- g) Yellow & Red Cards - First Yellow card is a warning. Second yellow card will result in an automatic red card and you will be ejected from the game. If you received a single red card it will result in an ejection from the game