

YOUTH OUTDOOR SOCCER SESSION 2 RULES

Program Philosophy

The Green River Parks and Recreation Youth Soccer Program was created to fulfill the recreational needs of the youth in the community. The major objectives of this program are equal participation, skill development, sportsmanship, and fun. Records of wins and losses are not kept in this league.

Participation

Each participant is required to play an equal amount of time, no matter the skill level of the player. Exceptions to this rule are if a player gets hurt or sick, player demonstrates bad sportsmanship, or if a player requests to be taken out of the game.

RULES

No Heading Rule: Heading of the ball is not allowed in any age group. The player will be warned and the other team will receive an indirect kick at the spot of the infraction.

2020 Special Outdoor Soccer Rules

1. **6v6 no goalie**
2. **A goal may be scored only from a touch within a team's offensive half of the field**
3. **All out-of-bounds balls result in a kick-in**
4. **When the ball is kicked out-of-bounds on the sideline, the ball will be put back into play with a kick-in instead of a throw-in.**
5. **All sideline kicks are indirect free kicks.**
6. **All infractions will result in an indirect free kick.**
7. **Penalty kick: shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. Ball will be placed at the top of the goal box for the penalty kick. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.**

Pre/K-6th Grade Special Rules

1. Pre/K teams do not switch sides at half.
2. On goal kicks, the non-kicking team must have all players approximately mid way between the end line and mid-field line until the goal kick is taken. The goal kick is not required to go past the penalty box area. Once the goal kick is taken, any player on the kicking team or opposing team can kick the ball. The opposing team can move their players up the field once the goal kick is taken. *(The player taking the goal kick may not play the ball again after it is in play until it touches another player on either team).

Pre/K-6th Grades Coaches

1. Preschool/Kindergarten coaches may go out on the field to assist players during play if necessary.
2. 1st-6th Grade Coaches are to remain near the sideline area or behind the goal area during play.

No Offside

Reasons for this rule include:

1. There is only one center official for games. There are no line judges to assist the referee on offside calls.
2. A primary role of the official is to ensure the safety of the players. We want the official to be focusing on illegal contact on the field and not have to concentrate on the offside call.
3. The offside rule is a confusing rule for coaches and players in a recreational league. Practice time is limited. We would rather have coaches and players concentrating on skill development rather than taking this time to review the offside rule.
4. As coaches, please do not take advantage of this rule and intentionally have players stay at the offensive goal area on a continual basis.

No Slide Tackles for All Ages

1. To prevent serious injuries, a no slide tackle rule is in effect for all ages.
2. A slide tackle is defined as when a defender slides on the ground and attempts to take the ball away from the ball handler.
3. Slide tackle violations **will result in a yellow card offense** and will result in an indirect kick.

Player Equipment

1. **Shin guards are mandatory for all players to participate in the game.** If a player does not have their shin guards, the Parks and Recreation Department will provide shin guards for that player to borrow for the game. Long socks or sweats should be worn to cover the shin guards to prevent injury to other players.
2. Uniforms consist of the reversible blue/white shirt purchased at the Green River Recreation Center, and any color shorts or sweats provided by the player.
3. Only tennis shoes or soccer shoes may be worn (no boots or sandals)
4. No jewelry of any kind is allowed. Watches, rings, necklaces, and earrings will have to be removed before the participant is allowed to play.
5. Rubber bands, soft hair ties or headbands can be worn.
6. Water bottles are strongly recommended for practices and games.

Number of Players on the Field

1. **Pre/K through 6th Grades: 6 players, no goalie** (depends on the number of players that are available). Four players are needed to start the game.

Officials

1. One center referee is responsible for officiating the game. The referee shall have total jurisdiction before, during, and after the game. All decisions are final.
2. The referee will keep record of the time and goals scored.

Duration of the Game (running clock except on stoppage of play for injuries)

1. Pre/K & 1st/2nd Grade: Four 8 minute quarters.
2. 3rd-6th Grades: Four 10 minute quarters.
3. Interval between 1st and 2nd quarter and 3rd and 4th quarter shall not exceed 2 minutes.
4. Interval between 2nd and 3rd quarter shall not exceed 5 minutes.
5. There are no time-outs unless the referee stops the game.

Home Team/ Away Team

1. The team listed first on the schedule, is the Home Team. The Home Team shall wear the white shirt.

Start and Restart of Play

Kick-off

1. Each quarter shall begin with a kick off at the center of the field on the referee's signal. Start of play after a goal will also begin in this manner.
2. On the kick-off, all players must be in their own halves of the field, and players on the team not kicking off are at least ten yards from the ball until the ball is kicked.
3. **During a kick-off, the ball can travel forward or backward.** No certain distance is required.
4. The player kicking off must not play the ball again until it has been touched or played by another player (either team). Penalty: Indirect Free Kick.
5. The kick-off is an indirect free kick. A goal can not be scored from a kick off, unless it the ball makes contact with another player before going in the goal.
6. The Home Team (wearing white) will kick off to start the game. Teams alternate kick-offs each quarter. The Visiting Team (wearing blue) has the choice on the end of field if desired.
7. Restart After a Goal: The team scored against kicks off after a goal is scored.

Dropped Ball

1. A drop ball occurs after a temporary suspension of play (referee unsure of possession, injury, opponents kick the ball out of bounds at the same time).
2. A drop ball must hit the ground before it can be played.
3. A goal can be scored from a dropped ball as an indirect free kick.

Ball In and Out of Play

1. The ball is in play until it crosses the goal line or side line in its entirety, either in the air or on the ground.
2. If the ball is kicked out-of-bounds at the end line by the offensive team, a goal kick is awarded to the defense (ball can be placed anywhere in the goal box).
3. If the ball is kicked out-of-bounds at the end line by the defense, a corner kick is awarded to the offense.
4. When the ball is kicked out-of-bounds on the sideline, the ball will be put back into play with a kick-in instead of a throw-in.
5. All sideline kicks are indirect free kicks.

Goal Kick

1. Taken by the defending team when the ball is kicked out of bounds at the goal line by the offense.
2. Opposing players must remain outside the penalty area until ball clears the penalty area.
3. The goal kick can be taken anywhere in the goal area.
4. Any player can take the goal kick.

Corner Kick

1. Taken by the attacking team when the ball is kicked out of bounds at the goal line by the defensive team.
2. The ball is placed in the corner arc nearest to where the ball went of play.
3. The opposing team must be at least ten yards away from the corner kick.
4. A corner kick is an indirect kick.

Scoring

1. The ball must cross the goal line entirely and must pass under the crossbar between the posts of the goal

Indirect Free Kick

1. A goal may be scored only if the ball touches or is played by one or more players (either team) after it is kicked into play and before it enters either goal.
2. The referee signals an Indirect Free Kick by putting one arm straight up and holding it up until the ball touches or is played by another player (either team), or until the ball goes out of play.
3. Indirect free kicks are awarded for non-penal fouls.

Non-Penal (Indirect Free Kick) Fouls-Do not result in a yellow or red card

Non-Penal Fouls That Apply to All Players

1. Dangerous play. Examples of dangerous play are trying to head the ball that, or trying to kick a high ball.
2. Impeding the progress of an opponent. It is illegal for a player to move into the path of an opponent to block the opponent's movement.

Penal Fouls (result in an indirect free kick)

These fouls may result in a yellow or red card.

1. Kicking or attempting to kick an opponent
2. Tripping or attempting to trip an opponent
3. Jumping at an opponent (whether or not contact is made)
4. Charging an opponent
5. Striking (hitting) or attempting to strike (hit) an opponent
6. Pushing an opponent
7. Slide tackling an opponent
8. Holding an opponent
9. Spitting at an opponent (this is also a Red Card Offense and player must leave game)
10. Deliberately handling the ball: Handling the ball is when a player touches the ball with any part of the hand or arm while *intending to control the ball*. The referee should not call the 'hand ball' foul if a player: a) is not trying to control the ball b) is instinctively protecting himself or herself from injury.
11. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Misconduct (Yellow Card & Red Card Infractions)

Yellow Card Infractions Include:

1. Unsporting behavior. Blatant holding or pushing, and hard fouls.
2. Arguing with the official
3. Continually breaking the rules
4. Delaying the restart of play
5. Failing to respect the required distance at a corner kick or free kick
6. Violating the no slide tackling rule
7. Serious Foul Play. This includes penal fouls where intentional violence is used when competing for the ball against an opponent. Serious foul play can occur only when the ball is in play.
8. Violent conduct, such as maliciously kicking or hitting anyone. Can occur with the ball in or out of play.
9. Spitting at anyone
10. Using offensive, insulting or abusive language and/or gestures
11. Receiving a second yellow card in the same game
12. A player or coach that receives a Yellow Card is still allowed to remain in the game. ***A second yellow card infraction that occurs in the same game carries the same penalty as a Red Card Offense (the player or coach must leave the game).*** A team is not allowed to replace a player that receives a Red Card.

Restarting Play after a Misconduct Infraction

If the ball is in play and referee stops play to caution or send off a player, the opposing team restarts play with an indirect kick.

1. An indirect free kick if the offense did not include a penal foul.
2. A direct kick or penalty kick, as appropriate, if the offense did include a penal foul.
3. The referee may warn, caution or send off a player who is guilty of misconduct occurring while the ball is out of play, but the referee may not give a free kick for that misconduct. The restart is the same as though the misconduct had not occurred.

Communicable Disease Procedure

1. If excessive bleeding occurs, play will be stopped and the player will be substituted for.
2. If uniform is contaminated with blood, it must be changed before the player is allowed to return.
3. Follow all COVID-19 precautions and regulations.