

# 2024 Fall Youth Soccer Rules



**This is a recreational league. Good Sportsmanship is expected and will be practiced at all times by all players, coaches and parents. The officials have the right to terminate a game at any given time for inappropriate language and/or behavior. Remember, these are kids. This is their game. The referees are teenagers. They are learning, too. They will have green whistle lanyards (Green means under 18). Let's keep it positive for everyone!!**

## Law 1 – The Field

- Lines are part of the playing field.
- Please keep players from digging into the ground with either their heels or toes. We want to keep the field as smooth as possible.
- Coaching should happen from the sidelines, not at the goals or endlines.
- Parents stay behind the parent line so referees can move freely on the sidelines. Coaches should also be aware of referees so they are not interfering with their movement.

## Law 2 – The Ball

PreK-Kindergarten Size 3	1-2 Grade Size 3	3-4/5-6 Grade Size 4	7-8 Grade Size 5
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- Should be inflated from 5-8 lbs.
- If the ball becomes damaged beyond playability a drop ball restarts the match.

## Law 3 – Number of Players

PreK-Kindergarten	1-2 Grade	3-4 Grade	5-6/7-8 Grade
No more than 6 (including goalie) on the field for games 4 players can start a game.	No more than 7 (including goalie) on the field for games 5 players can start a game.	No more than 7 (including goalie) on the field for games 5 players can start a game.	No more than 7 (including goalie) on the field for games 5 players can start a game.
Substitutions can be made anytime by invitation of the referee	Substitutions can be made anytime by invitation of the referee	Substitutions can be made during any dead ball by invitation of the referee, excluding corner kicks and free kicks.	Substitutions can be made during any dead ball by invitation of the referee, excluding corner kicks and free kicks.

- **Substitutions are made at the invitation of the referee.** Substitutions should be made from the center line.
- Referees may stop and/or call back any play following an incorrect substitution.
- In the event of serious injury, the game will be stopped and the player should be replaced. Restart following injury should be a drop ball if the injury was not result of a foul, or goal kick from the nearest goal for PreK-2nd grade.
- In the event of minor injury, the game will be stopped at the next dead ball and the player will be assessed. Play should resume at the dead ball.
- Goalies can change with any player of his/her team. The referee must be notified, and the change will occur during the next stoppage of play.

**Law 4 – Player’s Equipment**

Players must not wear anything that is dangerous to herself/himself or other players.

- **Jersey- Each player must wear Hurricane Recreation red/white reversible jersey.** Jerseys can be purchased at the Hurricane Community Center. The home team is the first team listed on the schedule and will wear white on game days. Please remind your players that this is required.
- **Shin guards are mandatory. Socks must be worn over shin guards.**
- Shoes are okay for play, but soccer cleats are recommended. No metal cleats, steel toes or open shoe shoes.
- Goalies need to wear a top distinguishing them from other players and referees. A goalie shirt is provided for each team.
- Casts can be worn if covered and approved by (1) Field Supervisor (2) referee (3) opposition coach, and (4) player’s coach. If any of these four people object then the player cannot play.
- Referees will wear either yellow official shirts or Hurricane Recreation staff shirts.

**Law 5 – Referee**

<b>PreK-Kindergarten</b> <b>1 referee</b> <b>Coaches are allowed on the field</b>	<b>1-2 Grade</b> <b>2 referees</b>	<b>3-4 Grade</b> <b>2-3 referees</b>	<b>5-6/7-8</b> <b>3 referees</b>
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- Referees ensure the correct number of players before the start of each game. Forfeit time is 5 minutes after the scheduled start time. Or five minutes after the previous game ends, provided the previous game ended after the scheduled start time. Each team must be able to field the minimum number of players or they will forfeit.
- Referees make sure that players are properly equipped before each game.
- Referees enforce all laws unless it is determined the offending team will gain an advantage by enforcing the penalty. Referees do not call incidental contact, instead they focus on intent of breach.
- Referees stop play by blowing their whistle and using the correct hand gestures.
- Referees start quarters, restart after a goal, and penalty kicks with the whistle. Other restarts do not require a whistle.
- Referees must act professionally.
- Referees help players execute throw in, goal kicks, and corner kicks. They spot the ball for free kicks. They provide distance (10 feet), when requested, or necessary for free kicks.
- If lighting is observed, the Field Supervisor should be notified. They will monitor the situation to see if the games need to be stopped. They can also cancel the game due to other harsh weather conditions. If the game is in the 2<sup>nd</sup> half, there will be no rematch. Optional if canceled earlier. Coaches can discuss at that time.
- This is strictly a recreation league. Treat your players and referees with kindness.
- Referees act as the timekeeper and scorekeeper where applicable.
- Referees keep track of fouls.
- Referees are part of the playing field so play the ball if it contacts the referee.

**Law 6 – Duration of the Game**

<b>PreK-Kindergarten</b> <b>4 (6) minute quarters</b>	<b>1-2 Grade</b> <b>4 (10 minute) quarters</b>	<b>3-4 Grade</b> <b>2 (20 minute) halves</b>	<b>5-6/7-8</b> <b>2 (20 minute) halves</b>
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- 1 minute intervals between quarters.
- 5 minute halftime interval.
- 1 timeout (1 minute) is allowed per coach, per half with a continuous running clock. Coaches can use this as an extra water break if needed. A Referee can add time to the clock at the end if needed.

**Law 7 – Restarts**

- Home team will start the game with a kick-off. Kick-offs will alternate between teams at each quarter and half.
- Defense is on their own half of the field and outside of the center circle.
- Offense is on their half of the field and can be inside the center circle.
- The ball can move in any direction, distance does not matter.
- If the kicker touches it a second time before another player touches it, redo the kickoff until corrected.
- Goals can't be scored on kick-offs.

**Law 8 – Method of Scoring**

<p><b>PreK-Kindergarten</b>          Can't score on a throw-in, kick off, or any free kick (since they're all indirect).          Can score on corner kicks</p>	<p><b>1-2 Grade</b>          Can't score on a throw-in, kick off, or any free kick (since they're all indirect).          Can score on corner kicks</p>	<p><b>3-4 Grade</b>          Can't score on throw-in or indirect kicks.          Can score on corner kicks and direct kicks.</p>	<p><b>5-6/7-8 Grade</b>          Can't score on throw-in or indirect kicks.          Can score on corner kicks and direct kicks.</p>
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- A goal is not scored until the entire ball crosses over the goal line.
- If there is an equal amount of goals or no goals at all, the game is a tie.
- Score is only kept for 5/6-7/8 grade level.

**Law 9 – Fouls & Misconducts**

A **direct** free kick (can score directly off the kick) is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless, or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges at an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (with exception for the Goalkeeper within his penalty area)

Any of these offenses results in a direct free kick at the spot of infringement. A penalty kick is awarded if any of the above ten offenses occurs in the penalty area.

An **indirect** free kick (must touch another player before a goal can be scored) is awarded to the opposing team if, in the opinion of the referee, a player:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball with his hands

- Commits any other offense

An **indirect** free kick is also awarded inside the penalty area if the goalkeeper:

- Controls the ball with his hands for more than six seconds
- Touches the ball again with his hands after releasing it
- Touches the ball with his hands after it has been deliberately kicked to him by a teammate
- Touches the ball with his hands after he has received it from a throw-in directly from a teammate

An **indirect** free kick is taken directly where the infringement occurred

### Law 10 – Free Kicks

PreK-Kindergarten Indirect Only	1-2 Grade Indirect only	3-4 Grade Indirect, direct, penalty	5-6/7-8 Grade Indirect, direct, penalty
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Free kicks are either direct or indirect. If a direct free kick is kicked into an opponent’s goal, a goal is awarded. If a direct free kick is kicked in a team’s own goal, a corner is awarded to the opposing team. An indirect free kick is shown by the referee raising his arm straight above his head and keeping it there until the kick has been taken and it touches another player. A goal off of an indirect free kick can only be awarded if it touches another player before entering the goal. If an indirect free kick is taken and goes directly into the opponent’s goal without touching another player, a goal kick is awarded. If an indirect free kick is taken and goes directly into a team's own goal, a corner kick is awarded to the opposing team. If any free kick is awarded, the opposing team must be at least 10 feet away from the ball.

### Law 11 – Penalty

PreK-Kindergarten None	1-2 Grade None	3-4 Grade Indirect, direct, penalty	5-6/7-8 Grade Indirect, direct, penalty
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A penalty kick is awarded when a team commits any of the ten direct free kick offenses, inside their own penalty area, while the ball is still in play. A goal can be scored from a penalty kick. The ball must be placed on the penalty area, the kicker must be identified, the goalkeeper must stay on the goal line until the ball has been kicked, and all other players must be outside the penalty area until the kick has been taken. The kicker must kick the ball forward and may not touch it again until it has touched another player.

### Law 12 – Throw In

PreK-Kindergarten Re-throw entire season. 3 tries.	1-2 Grade Re-throw half the season	3-4 Grade No re-throw	5-6/7-8 Grade No re-throw
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A throw-in is a method of restarting play and is awarded to the opponents of the player who last touched the ball when it went out of bounds either on the ground or in the air. A goal cannot be scored from a throw-in. The person throwing the ball in, must face the field, have both feet either on the touch line or on the ground outside the touch line, hold the ball with both hands, deliver the ball from behind and over the head, and must throw the ball in from where the ball went out of bounds. All opponents must stand at least 2 yards away from the thrower. The ball is then in play when it enters the field and cannot be touched again by the thrower until another player has touched it.

### Law 13 – Goal Kick

The goal kick is a method of restarting play. It is awarded when the whole ball crosses over the goal line, after being touched last by a player of the attacking team, and a goal has not been scored. The ball is kicked anywhere within the goal area and everyone else must stand outside the penalty area until the ball is in play. The ball is in play when it is kicked directly out of the penalty area and must not be touched by the kicker until it is touched by another player. If a ball is not kicked directly out of the area on a goal kick, the kick is retaken. Any defensive player can kick the goal kick.

## **Law 14 – Corner Kick**

The corner kick is a method for restarting play. A corner kick is awarded when the whole ball crosses over the goal line, either on the ground or in the air, having last touched a player on the defending team, and a goal has not been scored. A goal may be scored directly from a corner kick but only on the opposing team. The ball must be placed inside the corner arc, the corner flag must not be moved, opponents must remain at least 10 yards from the corner, the corner must be taken by a player from the attacking team, the ball is in play when it is kicked and moves, and finally the ball may not be touched again by the player who kicked it until another player has touched it. Referees are not obligated to hold the corner flag out of the way of the kicker.

## **Law 15 – Offside**

<b>PreK-Kindergarten None</b>	<b>1-2 Grade None</b>	<b>3-4 Grade Learning</b>	<b>5-6/7-8 Grade Enforced</b>
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A player is offside when they are nearer to the opponents' goal than both the ball and the second to last defender. A player is not in an offside position if they are on their own half of the field, is level with the second to last opponent, or they are level with the last two opponents. A player is only offside if, at the moment the ball touches or is played by one of his team, he interferes with play, interferes with an opponent, or he is gaining an advantage by being in that position. There is no offside on a goal kick, throw-in, or a corner kick. When an offside decision is awarded by the referee, the other team takes an indirect free-kick at the spot of infringement.