



2013 Youth Soccer Rules

Law 1 – The Field

Pre K - K – No penalty Mark	1-2- No Penalty Mark	3-4 – Penalty Mark	5-6 – Penalty Mark
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- Goals will be secured to the ground.
- 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.
- One game day, the home team is the first team listed on the schedule and they wear white.

Law 2 – The Ball

Pre K - K - Size 3	1-2 - Size 3	3-4 – Size 4	5-6 – Size 5
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- Home team (first team listed on the schedule) supplies the ball for their match only.
- Should be inflated from 5-8 lbs.
- If the ball becomes damaged beyond playability a drop ball restarts the match or in the event damage occurs during the restart then play resumes with the original restart situation/possession.

Law 3 – Number of Players

Pre K - K No more than 6 (including goalie) on the field for games 4 players can start a game Substitutions can be made between quarters and half time	1-2 No more than 8 (including goalie) on the field for games 4 players can start a game Substitutions can be made between quarters and half time	3-4 No more than 10 (including goalie) on the field for games 4 players can start a game Substitutions can be made anytime by invitation of the referee	5-6 No more than 11 players on the field for games 9 players can start a game Substitutions can be made anytime by invitation of the referee
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- In the event of serious injury the game will be stopped and the player should be replaced.
- In the event of minor injury the game will be stopped at the next dead ball and the player will be assessed.
- Goalies can change with any player of his/her team that is already playing. The referee must be notified and the change will occur during the next stoppage of play. If the referee is not notified a yellow card MAY be issued to both players involved.

Law 4 – Player’s Equipment

Pre K - K	1-2 - Size 3	3-4 – Size 4	5-6 – Size 5
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- Players must not wear anything that is dangerous to herself/himself or other players.
 - o Casts can be worn if covered and approved by (1) referee (2) players coach (3) opposition coach. If any of these three object then the player must comply. CASTS must be inspected prior to the game.
- Shoes or okay for play but soccer cleats are recommended. No metal cleats or to cleats or open shoe shoes.
- **Shin guards are mandatory. Socks must be worn over shin guards.**

- Jersey
 - **Each player must wear Hurricane Recreation red/white reversible jersey.** Jerseys can be purchased at the Hurricane Community Center.
 - Goalies need to wear top distinguishing them from other players and referees.
 - Referees will wear either black official shirts or Hurricane Recreation staff shirts.

Law 5 – Referee

Pre K - K	1-2	3-4	5-6
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- 2 referees will be on the field for each game. 1 Referee for Pre K – K, Coaches are allowed on the field for Pre K -K.
- Referees ensure the correct number for each start of the 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.
- Referees make sure that Law 4 is enforced 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, but 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, when requested, for free kicks. 5 yards for Pre K - K & 1-2 and 8 yards for 3-4 & 5-6.
- Referees stop the game the moment anyone sees lightning. They can also cancel the game due to harsh weather conditions. If the game is in the 3rd or 4th quarters no rematch. Optional if canceled earlier. Coaches can discuss at that time.
- Referees administer red/yellow cards. This is strictly a recreation league. Treat your players and referees with kindness.
- Referees act the timekeeper and score keeper is 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

Pre K - K 4 (8) minute quarters	1-2 4 (10 minute) quarters	3-4 4 (10 minute) quarters	5-6 2 (24 minute) halves
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- 1 minute intervals between quarters.
- 5 minute halftime interval.
- Coaches are allowed 2 timeouts per game.

Law 7 – Restarts

<p>Pre K - K Home team chooses which goal to attack at the start of the game. The other team receives the kick off. Goals can't be scored on kick offs.</p>	<p>1-2 Coin toss determines which goal to attack at the start of the game. The other team receives the kickoff. Goals can't be scored on kick offs.</p>	<p>3-4 Coin toss determines which goal to attack at the start of the game. The other team receives the kickoff. Goals can be scored on kick offs.</p>	<p>5-6 Coin toss determines which goal to attack at the start of the game. The other team receives the kickoff. Goals can be scored on kick offs.</p>
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- Defense is on their own half of the field and outside of the center circle.
- Offense is on their half of the field and outside the center circle.
- The ball must roll forward or else it is a re-kick. Distance doesn't matter.
- If the kicker touches it a second time an indirect kick is awarded to the other team.

Law 8 – Method of Scoring

<p>Pre K - K 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>1-2 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>3-4 Can't score on throw-in or indirect kicks. Can score on corner kicks and direct kicks.</p>	<p>5-6 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 scored when the whole ball crosses over the goal line. If the ball is touching any of the goal line, whether in the air or on the ground, it is not a goal. The game is won by scoring more goals than your opponent. If there is an equal amount of goals or no goals at all, the game is a draw.

Law 9 – Fouls & Misconducts

<p>Pre K - K</p>	<p>1-2</p>	<p>3-4</p>	<p>5-6</p>
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- A direct free kick is awarded to the opposing team if a player commits any of the following offences 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 offences results in a direct free kick at the spot of infringement. A penalty kick is awarded if any of the above ten offences occurs in the penalty area.

An indirect free kick 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 offence not mentioned in Law 12.

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

Pre K - K Indirect only	1-2 Indirect only	3-4 Indirect, direct, penalty	5-6 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 touched 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 with touching another player, a goal kick is awarded. If an indirect free kick is taken and goes directly into a teams 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 yards away from the ball.

Law 11 – Penalty

Pre K - K None	1-2 None	3-4 Indirect, direct, penalty	5-6 Indirect, direct, penalty
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- A penalty kick is awarded when a team commits any of the ten direct free kick offences, inside their own penalty area, while the ball is still in play. A goal can be scored from a penalty kick and additional time will be added so a penalty kick can be completed. 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 as 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

Pre K - K	1-2	3-4	5-6
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Re-throw entire season. 3 tries.	Re-throw half the season	Re-throw half the season	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

Pre K - K	1-2	3-4	5-6
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- The goal kick is a method 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.

Law 14 – Corner Kick

Pre K - K	1-2	3-4	5-6
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- The corner kick is a method or 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.

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Law 13 – Offside

Pre K - K None	1-2 None	3-4 See Below	5-6 See Below
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- A player is offside 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 is 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, by interfering with play, interfering with an opponent, or 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.