



COMPETITIVE SOCCER RULES

ALL DIVISIONS

- The first team listed warms up on the north or east goal, sits at midfield on the north or east sideline with their fans on both sides of them, and starts game with the ball defending north or east goal.
 - No coaches or fans behind goals.
- All players receive equal playing time
 - Exception being goalkeeper position
- For a game to be "official" and for standings, within five minutes of scheduled game time, each team must have no fewer than two players less than standard from their own roster or the game will be forfeited. Borrowed players will also result in a forfeit.
- All players must wear:
 - Provided uniform kit with no modifications
 - Shin guards (under the sock)
 - No jewelry allowed (earrings must be removed or taped)
 - Goalkeepers must be in color different from both teams
 - Casts/splints must be foam or bubble wrapped for player safety
- Should participate in postgame elements after each game
 - Thank opponent with handshake line
 - Thank referee with high five or knuckles
 - Thank God with postgame prayer with opponent
 - Thank spectators with applause
- Regular season recreational games end in ties; competitive games move directly to 5-man PK shootout
 - Visiting team shoots first in shootouts
- If game time temp 100+, 2-minute water breaks (running clock) will be taken midway through each half

GENERAL SOCCER RULES

- **Kickoffs** start each half and after each goal
 - Ball starts at midfield
 - Kicked any direction
 - Cannot score directly from kickoff
 - Players start on own half of field
 - Defense outside of midfield circle
- **Goal Kicks** taken by defending team when opponent touches last on ball crossing end line
 - Ball placed inside smaller box
 - Can be kicked by anyone on team
 - Can score directly from goal kick
 - Defense outside larger box
- **Corner Kicks** taken by attacking team when opponent touches last on ball crossing end line

- Ball placed in nearest corner
- Can be kicked by anyone on team
- Can score directly from corner kick
- **Throw-ins**
 - Taken at spot along sideline where ball went out of bounds
 - Cannot score directly into the goal
 - No offsides called on throw-ins
 - Technique
 - Both feet on ground
 - Two hands on ball
 - Ball goes directly over head
 - No “re-do’s”; bad throw results in turnover
- **Offsides**
 - Offensive player cannot be between goalie & last defender **when ball is struck**
 - Must be potentially influential to play for offsides to be called
 - Possible to be in offsides position but not be called offsides
 - Cannot be offsides if on own half of field
- **In or out?**
 - Ball must be 100% completely over a line to be called a goal or out of bounds
- **Handball**
 - Did the team gain an advantage from the handball?
 - Handball calls will result in direct kick; defense 8 yds back
- **Fouls**
 - Foul calls will result in direct kick; defense 8 yds back
 - Intentional pass back to goalie (using hands) & obstruction calls will be indirect kicks
 - Option to pull ball to nearest point on box
- **Penalty Kicks**
 - Awarded after handball or foul in goalie box
 - Goalie must stay on goal line but can move laterally
 - All other players must be outside of box and at least 8 yards away from shooter
 - Referee must blow whistle before kick can be taken
- **Substitutions**
 - Coaches who go onto field without referee permission will be given yellow card
 - Require attention and approval of referee
 - May request substitution on any ball out of play
 - Goal kick, corner kick, throw-in, post-goal, etc.
 - May not substitute after fouls (unless replacing injured player) or offsides
 - Referee has right to refuse substitution if being used as perceived stall tactic
- **Drop Ball**
 - Occurs when referee stops play for injury but ball still in play
 - Referee will drop ball at feet of team that touched ball last when play was stopped
 - Drop ball is not contested by defending team; must be 8 yards back

3RD-6TH GRADE DIVISION

- 9 players on field (8 + goalie)
- 2 x 25 minute halves
- Size 4 ball
- No intentional headers
 - Results in indirect kick for opponent
 - Header in box still indirect
 - Option to pull ball to nearest point on box
- Defense must be 8 yards back for corner kicks, handballs, fouls, and goal kicks (or outside larger box)
- Offsides & penalty kicks in effect
 - Penalties taken from 10 yards out
- Tie games go directly to 5-player PK shootout from 10 yards out (away team shoots first)

7TH-8TH GRADE DIVISION

- 9 players on field (8 + goalie)
- 2 x 30 minute halves
- Size 5 ball
- Defense must be 8 yards back for corner kicks, handballs, fouls, and goal kicks (or outside larger box)
- Offsides & penalty kicks in effect
 - Penalties taken from 10 yards out
- Headers allowed
- Tie games go directly to 5-player PK shootout from 10 yards out (away team shoots first)