



SOCCER RULES

North Phoenix

ALL DIVISIONS

- First team listed sits at midfield on the north or east sideline with their fans on both sides of them.
 - First team 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
- All players must wear:
 - Provided uniform kit with no modifications
 - Shinguards (under the sock)
- No jewelry allowed (earrings must be removed or taped)
- 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 tie; competitive has shootout

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 anywhere inside goalie box
 - Smaller box if two boxes
 - Can be kicked by anyone on team
 - Can score directly from goal kick
- **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
- **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?
 - Intention: did hand hit ball or ball hit hand?
 - Handball calls will result in direct kick
- **Fouls**
 - Foul calls will result in direct kick
 - 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 7 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 7 yards back

PRESCHOOL-KINDERGARTEN DIVISION

- Five players on field
- 2 x 16 minute halves
- Size 3 ball
- Coaches can substitute after goals or “hockey-style” on the fly if not disruptive to game
- No referees; coaches are on field directing traffic and keeping time
- Players coached to:
 - Actively pursue ball
 - No goalies allowed
 - Kickoff to start each half and after each goal
 - Do not switch sides at halftime
- No offsides or penalty kicks

1ST-2ND GRADE DIVISION

- 7 players on field (6 + goalie)
- 2 x 20 minute halves
- Size 3 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 behind midline when goal kick is taken
- Defense must be 7 yards back when corner kick, handball, fouls are taken
- Kick-ins, not Throw-ins
 - Taken at spot along sideline where ball went out of bounds
 - Cannot score directly into the goal
- No offsides or penalty kicks

3RD-4TH GRADE DIVISION

- 8 players on field (7 + 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 7 yards back when goal kick, corner kicks, handball, and fouls are taken
- Offsides & penalty kicks in effect
 - Penalties taken from 10 yards out

5TH-7TH GRADE DIVISIONS

- 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 7 yards back when goal kick, corner kicks, handball, and fouls are taken
- Offsides & penalty kicks in effect
 - Penalties taken from 10 yards out
- **COMPETITIVE SOCCER MODIFIED RULE (5th-6th Grade)**
 - Tie games go directly to 5-player PK shootout from 10 yards out