SUMMARY: SOCCER RULES

PLEASE SEE "SOCCER EXTENDED RULEBOOK" IN YOUR STARS TOOLBOX FOR MORE DETAILS & CONTEXT BEHIND SOCCER'S MOST COMMON 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.
- All players must wear:
    - Provided uniform kit with no modifications
    - Shin guards, under the sock
    - No jewelry allowed
    - Goalkeepers must be in color different from both teams
    - Casts/splints must be foam or bubble wrapped for player safety
- Both teams expected to participate in "postgame gratitude" 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 games end in ties at the recreational level; competitive games end in PK shootout
- Coaches or refs can decide before the game if in-game water breaks are needed

GENERAL SOCCER RULES

- **Kickoffs** start each half and after each goal
    - Ball starts at midfield
        - Kicked any direction
        - Can 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
    - Can be kicked by anyone on team
    - Rec: ball placed on top of big box; defense back at least 10 yards
        - 1st/2nd Grade modification: defense retreats to midfield
    - Comp: placed in little box; defense outside of big box
    - Can score directly from goal kick

(General Soccer Rules continued)

- **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
    - Illegal technique: opponent's throw; ball never goes in: re-throw
- **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, on throws, on goal kicks, or corners
- **In or out?**
    - Ball must be 100% completely over a line to be called a goal or out of bounds
- **Handball**
    - Ball hit hand or hand hit ball? Did the team gain an advantage from the handball?
    - Handball calls will result in direct kick; defense 10 yds back (8yds in 1st/2nd grade)
- **Fouls**
    - Foul calls will result in direct kick; defense 10 yds back (8yds in 1st/2nd grade)
    - 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 10 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 dead ball play
        - Goal kick, corner kick, throw-in, post-goal, foul, offsides, etc.
    - 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 10 yards back

4 YR OLDS-KINDERGARTEN DIVISION

- 5 v 5 (no goalies)
- 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 managing the game and keeping time
- Players coached to:
    - Actively pursue ball (no goalies)
    - Kickoff to start each half and after each goal
        - Do not switch sides at halftime
- No offsides or penalty kicks

1ST-2ND GRADE DIVISION

- 7v7 (6 + goalie); 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 retreating to midfield line on goal kicks and when goalies have ball in hand
- Goalies may not punt; must roll, throw, or drop to feet and play
- Defense must be 8 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
- In-game penalty kicks taken from 8 yards out
- No offsides but should coach against "cherry picking"

3RD-8TH GRADE DIVISION

- 3rd-4th Grade Boys: 7v7 (6 + goalie); 25 minute halves; size 4 ball
- 3rd-6th Grade Girls: 9v9 (8 + goalie); 25 minute halves; size 4 ball
- 5th-6th Grade Boys: 9v9 (8 + goalie); 25 minute halves; size 4 ball
- 7th-8th Grade: 9v9 (8 + goalie); 30 minute halves; size 5 ball
- Headers only allowed in 7th-8th grade
    - Intentional headers 3rd-6th grade results in indirect kick for opponent
    - Header in box still indirect
        - Option to pull ball to nearest point on box
- Defense must be 10 yards back for goal kicks, corner kicks, handballs, and fouls
- Goal kicks:
    - Rec: taken from top of big box with defense back 10 yards
    - Comp: taken from little box with defense outside of big box
- Offsides & penalty kicks in effect
    - Penalties taken from 10 yards out
- ALL TIED COMP GAMES: go to 5-man penalty kick shootout from 10yds out (away shoots 1st)