YOUTH SOCCER RULES & REGULATIONS

GENERAL LEAGUE PHILOSOPHY:

A.) McMinnville Parks and Recreation soccer is a recreational league for boys and girls, K through 6 grades. B.) All registered players will play at least half of each game they attend, and play in both halves of each match. C.) Limited playing time due to discipline problems is a situational variable between the player, coach and league officers. D.) This recreational league adheres to the philosophy of: **ATHLETES FIRST**, **WINNING SECOND.** E.) Coaches, players, spectators and referees are always encouraged to applaud and cheer all displays of good effort from either team. F.) League officials reserve the right to remove any spectator, player or coach who behaves in an unsportsmanlike manner, or behaves in a manner detrimental to the league's philosophy.

GAME REGULATIONS:

TIMEKEEPER WILL BE REFEREE. SOCCER BALL IS SIZE #4 FOR ALL LEAGUES1.)K AND 1st GRADE:4 PLAYERS PER SIDE20 MINUTE HALVES2.)2nd-6th GRADE:6 PLAYERS PER SIDE25 MINUTE HALVES

PLAYER, PARENT AND COACH DECORUM:

All players, parents and coaches are expected to treat other players, parents, coaches and referees with proper respect. In this recreational sports program, it is vital that the athletes be treated with respect and dignity for their efforts, and that coaches understand that young athletes have the right to play as a child and not as an adult. Each participant has the right to an equal opportunity to strive for success and participate through qualified adult leadership in safe and healthy environments. Above all else young athletes have the right to have fun. To this end we encourage a positive approach to coaching, playing and spectating.

LEAGUE GAME RULES:

1. EQUIPMENT:

Players will wear their team shirt and shinguards during all games. Goalies must wear a different colored shirt. Goalies may also wear gloves. No wrist watches, friendship bands or bracelets, rings, necklaces or dangling earrings can be worn during matches. Players may wear shorts or sweat pants. Though cleated shoes may be preferable on our field surfaces they are not required. Tennis shoes, multi-purpose shoes can be worn. No metal spikes allowed. Hats will not be allowed except for goalkeepers and hair which needs be tied back, be done so without the use of metal or large plastic clasps.

2. START AND RESTART OF PLAY:

Kickoffs are taken at the start of the match, after a goal has been scored and at the start of the second half. A goal cannot be scored directly from a kickoff. Procedure:

- All players are in their own half of the field.
- Opponents of team taking kickoff are at least 5 yds from the ball until it is in play.
- Referee gives signal to start (whistle).
- Ball is in play when it is kicked and moves forward.
- Kicker cannot touch ball a second time until it has touched another player. (An indirect free kick is given to opposing team if this occurs.)
- If any of these conditions is not met, kick is retaken.

Dropped ball restarts play after a stoppage due to reasons not mentioned in rules (injury, spectator on field, etc.). Ball is in play when it touches the ground. If either player touches the ball before it hits the ground, the ball is dropped again.

3. BALL IN AND OUT OF PLAY:

The ball is out of play when it has <u>completely</u> crossed the goal line or touch line (sideline). It is still in play if any part of the ball is still on the line whether in the air or on the ground.

4. METHOD OF SCORING:

A goal is scored when the ball has <u>completely</u> crossed the goal line between the goal posts and under the cross bar.

5. OFFSIDE (4th and 5th-6th grade leagues only):

It is not an offense to be in an offside position.

A player is in an offside position if:

• he is nearer to his opponent's goal line than <u>both</u> the ball and the second to last defender.

A player is not in an offside position if:

- he is in his own half of the field.
- he is level with the second to last defender.

A player in an offside position is penalized only if, at the moment the ball touches or is played by a teammate, he is, in the referee's opinion, involved in active play by:

- interfering with play
- interfering with an opponent
- gaining an advantage by being in that position.

No offside offense if a player receives the ball directly from a goal kick, throw-in or corner kick.

For any offside offense, opposing team is given an indirect free kick from spot of infringement.

6. FOULS AND MISCONDUCT: (All kicks are indirect)

A free kick is awarded to the opposing team, from the spot of foul, 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 an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent for possession of ball, while making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for goalkeeper in his own goal area)
- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- makes a sliding tackle

A free kick is also awarded to the opposing team if a goalkeeper, inside his own goal area, commits one of the following:

- touches ball again with his hands after it has been released from his possession and has not touched another player
- touches ball with his hands after it has been deliberately <u>kicked</u> to him by a teammate
- touches the ball with his hands after it was received directly from a throw-in taken by a teammate

A goalkeeper is considered to be in control of the ball by touching it with any part of the hand or arm.

7. FREE KICKS: (All kicks are indirect)

Ball must be stationary when kick is taken. Kicker cannot touch ball second time until another player has touched it. Any free kick that is kicked directly into opponent's goal results in a goal kick.

Procedure for free kicks:

- opponents at least 5 yds from ball
- ball is in play when it is kicked and moves
- kick is taken from spot of foul
- any free kick (attacking or defending team) awarded in the goal area is taken from the goal area line parallel to the goal line.

If any condition above is not met, kick is retaken.

If player taking kick touches ball a second time before it is touched by another player, opposing team is given an indirect free kick from spot of offense.

8. **<u>THROW-IN:</u>**

A throw-in is awarded:

- when the ball completely passes over the touch line (side line), either on the ground or in the air
- from the point it crosses touch line
- to the opponents of the player who last touched the ball

Procedure:

At the moment of delivery, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside of the touch line
- uses both hands
- delivers the ball from behind and over his head

If all of these conditions are not met the ball is given to opposing team for a throw-in.

The thrower may not touch ball again until it has been touched by another player.

9. THE GOAL KICK:

A goal kick is awarded when the ball, having last touched a player of the attacking team, passes completely over the goal line, not into the goal.

- Procedure:
- ball kicked from any point in the goal area
- kicker does not touch ball again until another player has touched it
- ball is in play when it is kicked directly beyond goal area. Kick is retaken if this does not occur.

10. **<u>THE CORNER KICK:</u>**

A goal may not be scored directly from a corner kick.

A corner kick is awarded when the ball, having last touched a player of the defending team, passes completely over the goal line, not into the goal.

Procedure:

- ball placed within 1 yard of nearest corner flag
- corner flag is not moved
- opponents at least 5 yds from ball
- ball is in play when it is kicked and moves
- Kicker does not play ball a second time until it has been touched by another player. If this occurs, indirect free kick awarded to opposing team.

11. **<u>THE REFEREE:</u>**

- enforces rules
- acts as timekeeper
- stops, suspends or terminates match at his discretion for any infringement of the rules, outside interference, or a player who is seriously injured and needs to be removed from the field of play
- allows play to continue until ball is out of play if a player, in referee's opinion, is only slightly injured
- allows play to continue if that is to the advantage of the team that was fouled, and will penalize the original offense if that advantage does not happen
- takes action against coaches, players, or spectators who fail to conduct themselves in a responsible manner and may expel them from the field and its immediate area
- ensures no unauthorized persons enter field of play

12. SUBSTITUTIONS:

- coach may <u>request</u> substitution on any dead ball
- referee must acknowledge substitute before entering field
- substitution may be denied if, in opinion of referee, allowing the substitution would take away opposing team's advantage (quick kick, quick throw)

13. COACHES AND SPECTATORS:

- players and coaches will occupy one side of the field with all spectators occupying the opposite side of the field
- only coaches and assistants will be on the same side of the field as their team and will not go onto field unless referee's permission is given
- no one will be permitted behind or beside goals during the game. Coaches are asked to help enforce this with their spectators.

14. Parks and recreation staff has the authority and responsibility to enforce these rules and, if necessary, implement additional disciplinary measures.

MCMINNVILLE PARKS AND RECREATION:

Please contact our Recreation office at 600 N. Evans Street, or call 434-7310 with questions. Rainout information: 434-7310.