



YOUTH OUTDOOR SOCCER RULES

Revised and approved 8/10/2018

TABLE OF CONTENTS

General Rules

- a. Registration
- b. Practices
- c. Inclement weather
- d. Teams

1. Field of Play

2. The Ball

3. The Players and Substitutions

- a. Home Team
- b. Teams
- c. Forfeits
- d. Substitution
- e. Playing Time

4. Player Equipment

- a. Jewelry
- b. Shoes
- c. Shirts

5. The Officials

- a. Safety
- b. Protests

6. Goalkeepers

- a. Goalkeeper

7. Duration of the Game

- a. Time
- b. Shootout

8. The Start of Play

- a. Kickoff

9. Ball in and out of Play

- a. Out of Play
- b. In Play
- c. Drop ball

10. Scoring

11. Offside

12. Fouls and Misconduct

- a. Advantage Clause
- b. Sliding Tackles
- c. Dangerous Play
- d. Misconduct
- e. Fouls
- f. Yellow Cards
- g. Red Cards

13. Free Kick

14. Penalty Kick

15. Throw In

16. Goal Kick

17. Corner Kick

18. Coaches

19. Conduct and League Awards

20. Drugs, Alcohol and Weapons

Revised and approved 8/10/2018

GREAT BEND RECREATION COMMISSION

YOUTH OUTDOOR SOCCER RULES

Games will be played by the Kansas State High School Activities Association (KSHSAA) official rules with the following emphasis and exceptions:

GENERAL RULES

Registration: We have three ways to register: On the internet at greatbendrec.com, at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.

Practices: Once teams have been formed, a team may meet no more than three times a week and for no longer than an hour and a half per meeting (including games.) Teams may accumulate no more than 4.5 hours of meeting time in a week.

Inclement Weather: For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m. or look for us on Facebook and www.greatbendrec.com. Make-up games will be scheduled as soon as possible with a memo passed out to the team managers. Games could include playing during another day of the week and not necessarily on regular game day.

Teams: Once a team is established, each player assigned will remain on that team. No player may switch teams under any circumstances except when approved by the Sports Supervisor.

THE FIELD OF PLAY

- Field Dimensions:** Because the Commission uses USD 428 fields, the dimensions for the field lay out will fluctuate to work with existing field dimensions. However, every attempt will be made to have the field sized to age specific.

THE BALL

- Ball Dimensions:** 2nd – 6th graders will use a size #4 ball. 7th – 8th graders will use a size #5 ball.

THE PLAYERS AND SUBSTITUTIONS

- Home Team:** The team listed second on the schedule is the home team and will kick-off to start the game.
- Teams:** Teams will be allowed as many players on their team as their roster will allow. Seven (7), nine (9) or eleven (11) players will be used in the field depending on enrollment numbers. Team sizes and field position breakdown will be adjusted each year depending on enrollment numbers.
- Forfeits:** Game time is forfeit time. Leagues using 11 or 9 players must field seven (7) players at game time or the game will be forfeited. Leagues using seven (7) players must field five (5) players at game time or the game will be forfeited.
- Substitution:** Free substitution will be used to allow players to substitute while the flow of the game continues, but players must enter from the sideline at midfield or scorer's area. Any number of substitutions may be made during the game except in the first 2 minutes of the first or second half.
- Playing Time:** All players must start the first or second half and play for a minimum of 2 minutes. There will not be any free substitutions for the first 2 minutes unless there is an injury.

PLAYER EQUIPMENT

- Jewelry:** No jewelry such as watches, rings, earrings, neck chains or bracelets are allowed (Exception: medical alert bracelets). Metal medical alert bracelets must be taped.
- Shoes:** No steel cleats are allowed in any GBRC sponsored Outdoor Soccer program. Rubber molded cleats are encouraged.
- Shirts:** Shirts of teammates shall be of the same color except that of the shirt of the goalkeeper, goalkeeper shirt will be provided.

THE OFFICIALS

- Safety:** The referee has "Safety of the Players" as the main concern. The referee may warn, caution, and eject players and stop the game for injuries.

12. **Protests:** Protests will not be allowed except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the official's attention. The officials' decision is final.

GOALKEEPERS

13. **Goalkeeper:** From the moment the goalkeeper takes control of the ball with the hands when playing as goalkeeper within his/her own penalty area, he/she has six (6) seconds in which to release the ball into play. During that interval, he/she may hold the ball, bounce it or throw it into the air and catch it. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played or touched by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside of the penalty area. (Subject to 12-7-3 and 4) Art. 3 On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands. Art. 4 A goalkeeper shall not touch the ball with his/her hands when receiving it directly from a throw-in by a teammate. (NFHS Rule).
Penalty: Indirect free kick awarded to the opponent at the spot of the violation, unless in the goal area.

DURATION OF THE GAME/OVERTIME

14. **Time:** The game will consist of two (2) 16-minute halves. Half time will be 5 minutes in length. The clock will keep running with the following exceptions:
- Team Time Outs (2 per half)
 - Injury time-outs.
 - Officials time-outs.
 - On all dead balls the last 2 minutes of the last half.
15. **Shoot-out:** A shoot-out will be held for all tied games.
- A coin flip with the team managers shall determine whether the team will attack or defend first.
 - The defending team is represented by the goalie only. The goalie selected by the defensive team must be used during the entire Shoot-out (4 attempts) unless he/she is injured during play.
 - Youth Leagues will have 4 shooters. Each player (one at a time) will shoot the ball one time from the penalty kick line. The player is to attempt one shot from that spot. The Official shall give five seconds to shoot with a visible signal. Only one touch of the ball is allowed.
 - The team that scores the most goals out of (4) youth chances wins the game.
 - Teams alternate with a chance at a goal.
 - All rules of soccer are observed during the Shoot-out procedure.
- Sudden Victory Shoot-out:** If at the end of the Shoot-out, the score is tied, a Sudden Victory shoot-out immediately follows. Teams must now pick shooters who have not participated in the original shoot-out. If a team runs out of players, they may then start over with their original first shooter. The goalie may participate as a shooter. Each team gets one chance to score until one team scores and one team does not.

START OF PLAY

16. **Kick-off:** A kick-off is taken at the center spot to start the game, after a goal is scored and at the start of the second half. The team listed second on the schedule will kickoff to start the game. The other team will kickoff to begin the second half. Teams switch end at half. After a goal, the team scored against kicks off. Players must be in their half of the field on the kickoff. The non-kicking team must be outside the circle. The kickoff is retaken if it doesn't make a full revolution. The player kicking off cannot play the ball again until it has been touched or played by another player. Penalty: Direct free kick for the opposing team. A goal cannot be scored on a kick-off unless it first touches any other player of the playing field.

BALL IN AND OUT OF PLAY

17. **Out of Play:** The ball out of play when it has completely crossed a goal line or touchline, whether on the ground or in the air.
18. **In Play:** The ball is in play when it touches an official on the field of play, until the referee sounds the whistle and when a drop ball touches the ground.
19. **Drop Ball:** When two players from opposing teams both kick the ball out of bounds at the same time. The official drops the ball from waist level between the two players to put it in play.

SCORING

20. **Scoring:** A goal can be scored only if all of the ball goes completely over the outside edge of the goal line, under the crossbar and between the goal posts. Any player may score, including the goalkeeper. A player may score on the goal he/she is defending except when he is taking a free kick, throw-in, goal kick, penalty kick or kick off. (Coaches in younger age groups should be sure to teach their goalkeepers not to back into the goal after stopping a ball.)

OFFSIDE

21. **Offside:** A player shall be declared offside when an offensive member who does not have the ball has no defender between he/she and the goalie. No offensive player without the ball may be closer to the goal than the last defender. Offensive players may be even with, but not closer to the goal than the last defender unless they have possession of the ball. A loose ball or an airborne ball is fair game. An offside penalty is called only if the offending player receives the ball. No offside can occur without the ball being passed to the player who is offside. Penalty: Direct Kick

FOULS AND MISCONDUCT

22. **Advantage Clause:** The referee may use the Advantage Clause to let play continue and not call a foul if he/she thinks it is to the advantage of the fouled team to play on.
23. **Sliding Tackles:** No sliding tackles will be allowed. Penalty: Direct kick
24. **Dangerous Play:** No one shall attempt to kick the ball while lying on the ground. No one shall kick the ball in the vicinity of anyone's head or face. A goal may be scored while sliding after kicking the ball, provided the slide is not a safety issue and no contact with any player is made. Penalty: Direct Kick

25. **Misconduct:**

A player or coach shall be cautioned for:

- a) Persistently infringing upon any of the rules of the game or acting in an unsportsmanlike manner.
- b) Objecting by word of mouth or action to the decisions given by an official.

A player or coach shall be disqualified for:

- a) Persistent misconduct or for a second caution.
- b) Exhibiting violent conduct, using foul or abusive language or spitting at/on opponents or officials.
- c) Penalty: In addition to a caution or disqualification's, a direct free kick shall be awarded, unless the play had already been stopped for another reason (throw-in, etc.) Exception: Misconduct by a non-player, which occurs during a live ball, the ball shall be played at the spot where the ball became dead at the time of the unsportsmanlike act.

26. **Fouls:** There are two kinds of fouls: major and minor.

Penalty for a minor foul: Direct free kick.

Penalty for a major foul: Direct or penalty kick.

Minor Fouls: Unintentional Fouls

- a) High Kicking - A high kick will be called for any kick that is made above the kicker's waist that in the officials opinion, endangers those around the kicker.
- b) Illegal obstruction - when not within playing distance of the ball.
- c) Charging the goalie.
- d) Taking more than four steps while controlling the ball.
- e) Fair charging, but with ball out of playing distance. (Definition of fair charging: shoulder to shoulder contact without danger to either player.)

Major Fouls: Foul must be committed intentionally.

- a) Kicking or trying to kick an opponent.
- b) Tripping
- c) Jumping at an opponent.
- d) Charging an opponent from the front, side or from behind.
- e) Holding
- f) Hitting or trying to hit an opponent.

- g) Pushing
- h) Handling the ball, except by the goalkeeper in his/her own penalty area. It is a foul when the ball touches any part of the hand or arm with intention to control the ball. Note: Instinctively protecting oneself from injury is not a foul.
- i) Sliding tackles are only allowed by goalie inside goalie box if he/she first touches the ball. It is illegal for the goalie to end up outside of the goalie box. Penalty: Arch kick for opposing team.
- j) It is the referee's judgment whether to call the foul or if the hand ball was intentional or gave an advantage to the offending team.

27. **Yellow Cards:** Yellow cards will be issued when:

- a) Continually breaking the rules.
- b) Arguing with referee (dissent).
- c) Interrupting the flow of the game with unsportsmanlike behavior.

Yellow Card Enforcement: Two-minute penalty or until opponents scores. Only one penalized player can re-enter per opponent's score. On a team's 6th foul, one player for offending team receives a 2-minute penalty. On each alternation foul thereafter (i.e. 8th, 10th, 12th, etc.), a two-minute penalty is assessed or until the opposing team scores a goal. All yellow card penalties carry over into succeeding periods. All yellow card cautions result in direct kick for the opposing team.

28. **Red Cards:** Red cards will be issued when:

- a) Violent behavior such as kicking, hitting or spitting.
- b) Using foul, insulting or threatening language.
- c) Acting in an unsportsmanlike or threatening toward other players, officials and GBRC staff.
- d) Challenging the referee.
- e) If the player receives 2 Yellow cards in the game, he/she is ejected for the remainder of the game. 2 Yellow cards in the same game equal a red card.

Red Card Enforcement: Any player who is ejected or cited for two yellow cards in the same game, must leave the facility within two minutes or his/her team forfeits that game. The player will also serve a two-game suspension. If ejection occurs at the end of the season, the two-game suspension will carry over into the next season.

FREE KICK

29. **Free Kicks:** Free kicks shall be classified "Direct" from which a goal may be scored or "Indirect" from which a goal may not be scored unless the ball is played by another player of either team. All free kicks may be taken in any direction and are taken from the spot of the foul except for the penalty kick, fouls for unsportsmanlike conduct committed by a non-player during a live ball and fouls committed in the goal area by the attacking team. Any foul committed within the goal area by the attacking team shall result in a free kick within that half of the goal area in which the foul occurred. Any player of the offended team may take the free kick.

PENALTY KICK

30. **Penalty Kick:** A Penalty Kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's penalty area. All players except the kicker and the opposing goalkeeper shall be within the field of play, but outside the penalty area and at least 10 yards from the penalty mark. The opposing goalkeeper shall stand without moving his/her feet on the goal line, between the goal posts, until the ball is kicked. The ball shall be kicked while it is stationary on the ground from any spot on the penalty kick line. The ball shall be moved at least its full circumference forward. Failure to kick the ball as specified shall result in a re-kick.

Penalty Kick Enforcement: Encroachment by the defending team or movement by the defending team's goalkeeper is ignored if the goal is scored, but if the penalty shot is missed, the penalty kick is retaken. If there is an infringement by the attacking team and a goal is scored, it is a re-kick; if a goal is not scored, it is a direct free kick for the defending team at the spot of the foul. After the penalty kick, the ball may be played by any player except the one who executed the penalty kick. The kicker may not play the ball until it has been played by another player on either team. Penalty: Direct free kick awarded to the opponents from the spot of the foul.

THROW IN

31. **Throw-Ins:** The ball shall be thrown in any direction from the point where it crossed the touch line by a player who is facing the field of play and has both feet on the ground outside the touch line. The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement. If the ball fails to enter the field of play, it shall be re-thrown. Penalty: Throw-in awarded to the opponent from the spot of the foul.

GOAL KICK

32. **Goal Kick:** A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, excluding that portion between the goal post and under the crossbar, either in the air or on the ground, having last been played by the team in possession of the ball. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.

CORNER KICKS

33. **Corner Kick:** A corner kick shall be awarded when the entire ball passes over the goal line, excluding that portion between the goal posts and under the crossbar, either in the air or on the ground, having last been played by the defending team. Players of the defending team shall be at least 10 yards (9.15m) from the ball until it has been kicked. The ball shall be kicked from the ground within the quarter circle nearest where the ball left the field of play. The ball shall be moved at least one revolution of the ball. Failure to kick the ball as specified shall result in a re-kick.

COACHES

34. **Coaches:** Coaching from the sidelines is permitted, provided that it does not interfere or interrupt play. Coaches are required to remain within their marked coach's box for the duration of the game. Penalty: Direct Kick. Second Offense: Bench Restriction. Third: Ejection.

CONDUCT & LEAGUE AWARDS

35. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
36. **League Awards:** Participant and league champion medals will be awarded to players. The tie breaker procedure for teams in league award positions will be as follows:
- a) *Head to head competition.*
 - b) *If still tied, co-champions will be declared.*

DRUGS, ALCOHOL AND WEAPONS

37. **Drugs and Alcohol:** There will be no use of drugs or alcoholic beverages on or near the game/practice field or facility premises by managers, coaches, players, officials, GBRC staff or anyone concerned with GBRC teams during games, pre-game activities, or practices. One warning may be issued; or the person in question will be asked to leave the field and face indefinite suspension from any GBRC event or program.
38. **Weapons:** Weapons of any kind are not allowed on or at any GBRC site or facility. (at the discretion of the GBRC Staff.)