



## LEHI CITY RECREATION Outdoor Soccer Rules



**United States Soccer Federation (USSF) laws of the game will be used with the following clarifications and modifications:**

1. The following soccer ball sizes will be used:
  - a. K-2 – Size 3
  - b. 3-6 – Size 4
  - c. 7-9 – Size 5
2. Number of Players:
  - a. Kindergarten – 4 players – No Goalie
  - b. 1<sup>st</sup> Grade – 6 players – No Goalie
  - c. 2<sup>nd</sup> Grade – 6 players – Including Goalie
  - d. 3<sup>rd</sup>-6<sup>th</sup> Grade – 8 players – Including Goalie
  - e. 7<sup>th</sup>-9<sup>th</sup> Grade – 11 Players – Including Goalie
3. Substitutions:
  - a. K-2<sup>nd</sup> Grade can substitute at any time.
  - b. 3 - 6: Substitutions may be made only with the referee's permission and only at the following times:
    - i. Prior to a throw-in in your favor (both teams may substitute if the team with possession is also substituting)
    - ii. Prior to a goal-kick by either team
    - iii. After a goal by either team
    - iv. After an injury to either team, when the referee stops play
    - v. During half-time
4. Player Equipment:
  - a. A Lehi Recreation soccer jersey is required to play
  - b. Shinguards are strongly recommended for all grades and are mandatory for grades 3 and up
  - c. Metal cleats are NOT allowed
5. Coaches and Spectators:
  - a. K-2<sup>nd</sup> grade teams are allowed to have one coach on the field during the game to officiate and give instruction to their players.
  - b. 3-9<sup>th</sup> grade teams must have coaches and spectators stay behind the touchlines and may not sit behind the goal lines. Team technical (bench) areas and spectators should stay behind the Spectator Lines (approx. 5 feet from the touchline)
6. Officials
  - a. K-2<sup>nd</sup> grade games are officiated by the coaches
  - b. 3<sup>rd</sup>-9<sup>th</sup> grade will be assigned two officials to officiate the game
  - c. No linesmen will be used
7. Duration of the Game:
  - a. K – 2<sup>nd</sup> Grade – 22 minute halves
  - b. 3 – 9<sup>th</sup> Grade – 25 minute halves
  - c. Half time will be 3 minutes for all age groups
8. Start of Play:
  - a. Choice of ends and the kick-off shall be decided by the toss of a coin. Team winning the coin toss shall have the option of choice of half to defend or the kick-off. If the team who won the coin toss elects to kick-off, then the other team will have the choice of half to defend. If the team who won the coin toss elects to choose the half to defend, then the other will kick off to start the first half
  - b. Players start in their own half of the field. Defensive players must stay outside of the center circle until the ball has been kicked
  - c. After the referee's signal, player shall kick the ball forward into opponents half. The ball is in play when it moves forward. Kicker cannot play ball again until touched by another player
  - d. After each goal, the game shall be restarted in the like manner (kickoff) by a player of the team scored upon
  - e. After half-time, teams will switch halves and the kick-off shall be taken by a player of the opposite team to that who kicked-off to start the game.

9. Offsides:

- a. No offsides will be called for K – 2<sup>nd</sup> grade
- b. Offsides will be called for 3<sup>rd</sup> and up

10. Fouls and Misconduct:

- a. The restart for K - 2 is in each case below an indirect free kick
- b. The following restarts below are for 3 - 6 only

D.F.K.= Direct Free Kick

I.F.K.= Indirect Free Kick

P.K. = Penalty Kick

<u>FOUL</u>	<u>PENALTY</u>
1. Kicks or attempt to kick others	D.F.K.
2. Trips or attempts to trip	D.F.K.
3. Jumps at an opponent	D.F.K.
4. Charges in violent or dangerous manner	D.F.K.
5. Charges from behind unless obstructed	D.F.K.
6. Strikes or attempts to strike	D.F.K.
7. Holds opponent with hand or arm	D.F.K.
8. Pushes opponent with hand or arm	D.F.K.
9. Handles the ball	D.F.K.
10. If defender commits any of the above 9 fouls inside his penalty area	P.K.
11. Dangerous play (e.g. try kicking ball when held by goalkeeper, high kicking near opponent)	I.F.K.
12. Charging fairly, but not playing ball	I.F.K.
13. Impeding an opponent	I.F.K.
14. Charging or unduly contacting the goalkeeper when he has possession of the ball (having a hand on the ball and under control)	I.F.K.
15. Goalkeeper having control for more than 6 seconds, after the moment he takes control of the ball. Goalkeeper must not roll or bounce ball on ground until another player touches ball. Defensemen must be outside penalty box before touching the ball.	I.F.K.
16. Holds up game by wasting time	I.F.K.
17. If after making a throw-in or a free-kick a player plays the ball again before the ball is touched by another player.	I.F.K.

11. Free Kick

- a. There are two types of free kicks: Direct and Indirect.
  - i. Direct: can result in a goal scored. Ball can go directly into the goal without anyone else touching it
  - ii. Indirect: Ball cannot go directly into the goal without someone else touching it. Someone else must touch ball (control of ball not required)

How executed

- a) Opponents must be ten yards away
- b) Ball must go outside penalty area (re-kick if not)

In all cases, ball is played only once by the kicker until it is touched by another player

12. Penalty Kick (3 - 6 only)

- a. Taken from penalty spot - 10 yards away for 3-4<sup>th</sup> grades and 12 yards away for 5-6<sup>th</sup> grades from the goal line.
- b. All players except kicker and goalie outside penalty area.
- c. Goalie's feet stationary on his goal line.
- d. Kicker cannot play rebound from goal post or crossbar; plays ball only once unless touched by another player (the goalkeeper is considered a player in this scenario).

**13. Throw-in**

- a. Taken at the spot where ball crossed the touch line.
- b. Taken by team opposite to that of the player who last touched the ball.
- c. Opposing players must be a minimum of 2 yards away from the thrower.

Execution

- a. Both feet on the ground during delivery outside of field, or part of one or both feet on touch line.
- b. Delivery from behind and over the head.
- c. Both hands on the ball (equally)
- d. K-2<sup>nd</sup> grade: Liberally interpreted

Penalty

- a. Improper throw-in, other team throws-in (K - 2 - one retry)
- b. If the thrower plays the ball before the ball touches another player - I.F.K.

**14. Corner Kick**

- a. Taken by an attacker after the whole of the ball passes over goal line when last played by a defender.
- b. Taken from the nearest corner.
- c. Opposition must be ten yards away from corner arc.
- d. Kicker cannot play ball again until it has touched another player from either team.

**15. Goal Kick**

- a. Taken by the defender after the whole of the ball passes over goal line when last played by an attacker.
- b. Taken from any spot within the goal box including the goal area boundary lines.
- c. Must clear penalty area (re-kick if not). In the K - 2 leagues, the ball must travel 8 yards before being played by another player (re-kick if not).
- d. Opponents must be outside penalty area until the ball has completely cleared the penalty box.
- e. Kicker plays ball only once until it has been played by another player from either team outside of the penalty area.

**Coaches must play all of their players a minimum of half (50%) of the game!**

Sportsmanship is important to create a good, positive atmosphere for all involved. We expect good sportsmanship to be exhibited at all times by officials, coaches and spectators. We have created a sportsmanship program to help encourage good sportsmanship called Fans Against Negative Sportsmanship (FANS). Please teach correct sportsmanship to your team through words and example.

Officials and Site supervisors have the right to remove any players, coaches and spectators that are conducting themselves in a manner not in compliance with the FANS program.

