

# SALT LAKE COUNTY PARKS AND RECREATION

## OUTDOOR SOCCER RULES



### **Players:**

Team rosters will consist of 8-16 players. All teams will play the game with equal players on the field in situations where there are not enough players to field a complete team. The number of players on the field is as followed:

- Pre K: 4 V 4 (must have a minimum of 4 players). No goalkeeper in this division
- Kindergarten: 4 V 4 (must have a minimum of 4 players). No Goalkeeper in this division
- 1<sup>st</sup> & 2<sup>nd</sup>: 8 V 8 (must have a minimum of 6 players). One player must be a goalkeeper
- 3<sup>rd</sup> & 4<sup>th</sup>: 8 V 8 (must have a minimum of 6 players). One player must be a goalkeeper
- 5<sup>th</sup> & 6<sup>th</sup>: 11 V 11\* (must have a minimum of 8 players). One player must be a goalkeeper.  
*\*For 5<sup>th</sup>/6<sup>th</sup> grade age group the number of players on the field may change due to size of the field. Some programs may have different size fields based on availability.*

### **Duration of Game:**

Clock will be running continuously during games. There will be a 1 minute break between quarters and a 3-5 minute halftime. Each team is allowed one time-out per half, which may be called only at normal stoppage of the game or when that team has clear possession of the ball. The timeout will last one minute. Here is a breakdown of the game times by division:

- Pre K will consist of four 8-minute quarters with a 3 minute halftime period.
- Kindergarten will consist of four 8-minute quarters with a 3 minute halftime period.
- 1<sup>st</sup> & 2<sup>nd</sup> will consist of two 20-minute halves with a 5 minute halftime period.
- 3<sup>rd</sup> & 4<sup>th</sup> will consist of two 20-minute halves with a 5 minute halftime period.
- 5<sup>th</sup> & 6<sup>th</sup> will consist of two 20-minute halves with a 5 minute halftime period.

### **Start of Play:**

The ball is kicked from the mid-point of the mid-field line. Defensive players must stand at least 5 yards from the ball. The ball must be kicked forward to start play. The ball must travel two-feet to be a legal kick. The kick off must touch another player before it goes into the goal. A player cannot pass the ball to himself (two kicks in a row) to start play. The officials will select a team to kick off at the start of the game. The other team will kick off to start the second half. Pre-K and Kindergarten age groups will alternate kickoffs between quarters and will not switch goals at halftime. 1<sup>st</sup> -6<sup>th</sup> Grade teams will change goals at halftime.

### **Substitutions:**

Unlimited; recommended between quarters or halftime. Substitutions are also allowed during regular stoppages of play (ball out of bounds, free kick situations, after a scored goal, time out, etc.) Official must be notified prior to substitutions. Each member of the team must play at least half of the game.

### **Players Equipment:**

Goal Keepers must wear colors that will distinguish them totally from other players (goalie pennies may be provided). Plastic or rubber cleats may be worn but are not necessary. Shin guards are highly recommended for all players. No Metal cleats allowed. Uniforms must be worn on the outermost layer of clothing.

### **Officials:**

One referee will be appointed to officiate. Kinder and 1<sup>st</sup>/2<sup>nd</sup> Grade divisions will have one official. One (or two referees if available) will officiate the 3<sup>rd</sup>/4<sup>th</sup>. Two (or three referees if available) will officiate 5<sup>th</sup>/6<sup>th</sup> grade division. The official's authority commences upon entering the field of play.

### **Fouls & Misconduct:**

A direct free kick\* (not required to touch another player before going into the goal) will be awarded to the opposing team if a player kicks, pushes, trips, strikes, boards, jump's towards, holds or violently charges an opposing player, or handles the ball. Any intentional foul committed as judged by the official, will result in a two minute benching penalty of that player. Offenses of obstruction, charging, dangerous play, and un-sportsman like conduct shall be penalized by an indirect free kick\* (ball must touch another player before going into the goal). No slide tackling, any slide tackle will result in a direct free kick for the opposing team.

*\*players must stand back at least 10 feet from the player who is kicking the free kick.*

- No Headers:** No heading of the ball will be allowed for all players in 4th grade and under. If this occurs there will be an indirect free kick awarded to the opposing team. Headers will be judged if the player intentionally uses his head to gain advantage. 4th grade and under coaches are not permitted to teach players how to head the ball.
- Violent Conduct:** If the official judges that a player is guilty of violent conduct, that player may be removed for the remainder of the game and/or the next game. This rule is enforced for all leagues.
- Goal Kick:** When the ball crosses the goal line completely after being touched by a player from the offensive team, the ball will be put into play by a free kick from the goal area by the defending team.
- Corner Kick:** When a ball crosses the goal line completely after being touched by a player from the of defending team, the ball is put back into play by a direct kick form the offensive team at the corner mark closest to where the ball went out.
- Penalty Kick:** Fouls in the goal box will result in a penalty kick. The penalty kick is taken by placing the ball on the designated spot on the field. All other players will move back to mid-field except the goalkeeper and the person taking the kick. When the referee blows the whistle, everyone can move. The player with the ball cannot dribble in to make a goal. The goalie can come off his/her line and the other players can go after the ball. This rule is enforced for all leagues except Pre-K and K will use a thrown-in from the sideline.
- Throw In:** When the ball completely crosses the sideline, the ball will be put back into play by the team who did not touch the ball last prior to it crossing the sideline. The ball will be held over the head and thrown in with both hands behind the sideline at the point where the ball crossed out of bounds.
- Off Sides:** This will only be enforced for 3<sup>rd</sup>/4<sup>th</sup> & 5<sup>TH</sup>/6<sup>TH</sup> grade divisions. A player is offside if, after the ball is touched by a player, the player is closer to the opponent's goal line than 2 defensive players, including the goalie. This does not apply to goal kicks, throw-ins or corner kicks. This rule is used to prevent an offensive player from 'camping-out' at the goal awaiting passes
- Use of Hands:** Players may not intentionally contact the ball with hand to gain an advantage (defined as any point from the point of the shoulder down to the tips of the fingers) with the exception of the goalie that may pick up the ball within the penalty box. The penalty for the hand ball will be a direct free kick for the opposing team from the point of the violation. Pre K and K kids will get a warning first and reminded to "please use your feet."
- Controversies:** The Head Official or Site Supervisor has the final say in all controversies or rule interpretations. **Remember this is a recreational league based primarily on sportsmanship.**
- Referees have the right to interpret and use their judgement to the best of their abilities of enforcing the rules of the game properly. If a player, parent or coach shows unsportsmanlike behavior, they may be asked to leave the facility. They may be suspended for the remainder of that game or the remainder of the season. This will be up to the Site Supervisor, Referee or Program Coordinator.

**PLEASE NOTE:** This is a recreational league, designed for participants to have fun playing soccer in a non-competitive atmosphere. All interpretations are at the desecration of the officials and site supervisor.

