CENTRALIA RECREATION COMPLEX YOUTH SOCCER RULES 1st & 2nd Grade

Number of Players:

6 vs. 6 (5 field players and 1 goalie)

Playing Time:

4 periods 7 minutes in length with 1 minute between each period and a 3-minute halftime between periods 2 and 3. Each team will be granted 2

time-outs per game.

The Ball:

A size 5 ball will be used for this league.

NO PLAYERS MAY HEAD THE BALL IN THIS LEAGUE

Start of Play:

Opponent must be behind the white volleyball line while the kickoff is in

progress.

Throw-in:

A sideline throw-in is awarded when the ball goes out of play over the sideline. The game is restarted by a throw-in by a player of the opposing

team of the player who last touched the ball.

Goalies:

The goalie may play the ball with his/her hands only in the goal area (goalie box). The Goalie Box is the designate area directly in front of the goal. Should the goalie contact the ball, he/she may not throw, kick, or pass the ball past the half court line. An infraction will be a free kick from mid-court. A team may change goalies only on a dead ball and

inform referee.

Corner - Kick:

A corner kick is awarded to the attacking team when the whole ball passes over the goal line (except between goal posts) having been touched last by a defender.

Corner – Kicks are taken from inside the corner on the side the ball passed over the goal line.

All opponents must be at least three yards from the corner kicker until the ball is kicked.

Goals can be scored directly from a corner kick.

Goal - Kick:

A goal kick is awarded to the defending team when the whole ball passes over the goal line (except between goal posts) having last been touched by an attacking player.

The goal kick should be kicked directly into play from the goal area (out of the goal box).

Opponents must be three yards from the ball.

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

Free Kicks:

All free kicks in this league will be indirect. This means that the ball must be touched by another player before going in the goal.

A free kick will be awarded at the spot closest to the infraction. If a penalty occurs in or within 5 feet of the goalie box, the result will be either a goal kick (if penalty on the offense) or a corner kick (if penalty on the defense).

Offsides

Offsides will be called in this league. **Offside** position if: Nearer to his opponents' goal line than both the ball and the second last opponent. A player is not in an **offside** position if: — He is in his own half of the field of play.

Goal Scoring:

Goals can be scored from anywhere on the field but cannot be scored directly from a kickoff, goal kick, throw in, or an indirect free kick. If the ball goes in the goal on a kickoff, goal kick, throw in, or free kick it will result in a corner kick for the team that was in possession of the ball at the time of the kick or throw. A GOAL WILL BE AWARDED IF THE WHOLE BALL CROSSES THE GOALINE. (So, if the goalie moves backwards with the ball and crosses the goaline it will be counted as a goal)

After a goal is scored, the team against whom the goal was scored kicks off from the center of the field.

Substitutions:

Substitutions may be made during stoppages of play by referee and between periods. If a coach would like to substitute during a stoppage of play a referee must be made aware of the substitution and the referee will call in the sub.

Substitutions may be made upon any injury of a player.

Equipment:

It is required that players wear team shirt and shin guards.

All players must wear athletic shoes with non-marking soles.

Overtime:

Regular Season - No overtime will be played in the regular season. A game may end in a tie.

Postseason Tournament - If the score is tied at the end of the 4th quarter the game will be decided by penalty kicks. 5-3-1

Spectators:

Spectators are not allowed to stand near or behind the goal area. Fans are reminded to conduct themselves in a way that will have a positive impact on the players. The Complex has the right to remove any spectator that is displaying unsportsmanlike conduct.