

# Thomas Township Parks & Recreation

## Youth Soccer Rules

This is a recreational program and no standings are kept. The object is to learn about soccer and sportsmanship while having fun.

Hands can only be used by the goalkeeper or a player throwing in the ball from an out of bounds call by a referee.

Each team is allowed 2-time outs per game. Time outs are one minute long.  
No slide tackles.

We will call Off Sides in the 4<sup>th</sup> - 6<sup>th</sup> grade division.

### **Y5's**

Players: 5 v 5 and one goalkeeper (if a team does not have 6 players teams will play down to equal numbers of players)

Coaches: Only 2 Coaches per team, both coaches from each team may be on the field with their team to make communication easier

Play: Play is divided into four 8-minute quarters  
Half time is 8 minutes  
Quarter breaks are 4 minutes

### **K-1<sup>st</sup> Grade**

Players: 6 v 6 and one goalkeeper (if a team does not have 7 players teams will play down to equal numbers of players)

Coaches: Only 2 Coaches per team, both coaches from each team may be on the field with their team to make communication easier

Play: Play is divided into four 8-minute quarters  
Half time is 8 minutes  
Quarter breaks are 4 minutes

### **2<sup>nd</sup> and 3<sup>rd</sup> Grade**

Players: 7 v 7 and one goalkeeper (if a team does not have 8 players teams will play down to equal numbers of players)

Coaches: Only 2 Coaches per team, 1 coach from each team may be on the field with their team to make communication easier

Play: Play is divided into four 12-minute quarters  
Half time is 8 minutes  
Quarter breaks are 4 minutes

## 4<sup>th</sup>-6<sup>th</sup> Grade

Players: 7 v 7 and one goalkeeper (if a team does not have 8 players teams will play down to equal numbers of players)

Coaches: Only 2 Coaches per team, no coaches are on the field during the game

Play: Play is divided into two 26-minute halves  
Half time is 8 minutes

**Off sides will be called.**

### SUPPLEMENT RULES FOR 4<sup>TH</sup>- 6<sup>TH</sup> GRADE DIVISION

#### Direct free kick

*~A direct free kick is awarded to the opposing team if a player commits any of the following seven offences 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
- Holds an opponent
- Spits at an opponent

**~A direct free kick is taken from the place where the offence occurred**



#### Penalty kick

*~A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.*

#### Indirect free kick

*~An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:*

- Controls the ball with his hands for more than **six seconds** before releasing it from his possession.
- Touches the ball again with his hands after he has released it from his possession and before it has touched another player.
- Touches the ball with his hands after it has been deliberately kicked to him by a team-mate.
- Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.

*~An indirect free kick is also awarded to the opposing team if a player:*

- Plays in a dangerous manner (You'll know it when you see it)
- Obstructs the progress of an opponent in a dangerous way
- Prevents the goalkeeper from releasing the ball from his hands
- Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or send off a player.

**~The indirect free kick is taken from the place where the offence occurred**

**\*IF PLAYER IS SERIOUSLY INJURED PLAY IS CALLED TO A HALT\***

**\*IF PLAYER IS ONLY SLIGHTLY INJURED HALT THE PLAY WHEN AND IF THE BALL IS OUT OF PLAY\***

**MERCY RULE: Once a team has an 8 goal lead the game will end**