



Leagues

Kindergarten: Co-ed
1st and 2nd Grades: Boys
1st and 2nd Grades: Girls

SOCCER LEAGUE K-2 RULES

Teams

Teams are developed according to:

1. Grade
2. Gender
3. Head-to-head requests
4. City in which resident resides
5. School area in which the participant lives or attends
6. Areas within the school boundaries set by the Recreation Department

NOTE: Cities, schools, or areas may be combined in order to develop full teams.

Ball Size / Field Size

League ball size: #3 for all grades

League field size: Kindergarten 35X27; 1st and 2nd Grades 45X30

Number of Players

Kindergarten: 5 (max team size: 9)

1st and 2nd Grades: 6, including goalkeeper (max team size: 10)

1st and 2nd grades will have a goalkeeper. The goalkeeper cannot touch the ball with their hands outside the goalie box.

Each player shall play a minimum of one half of each game.

Opponents of a team fielding less than the required number of players shall either:

- a) field only the number of players the other team has, or
- b) if the opposing coaches agree, loan surplus player(s) to the other team to equalize numbers.

Player Equipment

The usual equipment of a player is a team jersey, shorts, socks, and footwear. All players should make every effort to wear their uniform shirt to every game. Goalkeeper shall wear colors that distinguish him from the other players and from the referee.

Players may not wear anything dangerous to themselves or other players, such as watches, rings, casts, etc. Metal cleat shoes and baseball shoes with toe cleats are specifically prohibited.

Shin guards are required for all players in all divisions.

Coaches and Spectators

Teams are allowed to have one coach on the field, if they are serving as a referee, and may coach during dead-ball situations. These teams are also allowed one coach behind the goal line to direct and encourage their team's goalie.

Referee

One referee must be provided by each team for every game. The referee is there to see that the rules of the game are enforced; to see that the game is played according to the spirit and philosophy of the program; and to serve as an instructive resource for coaches and players.

Method of Scoring

A goal is scored when the whole ball has passed over the goal line between the goal posts and under the crossbar. A goal cannot be scored on the following:

1. Indirect free kick
2. Throw-in
3. Kick off

Substitutions

Coaches should substitute liberally, so players do not become exhausted and all players participate in half of the game. Substitutions may be made during any break in play; however, the field player must leave the field before play resumes.

There will be no substitutions with less than two minutes to play in each half.

Length of the Game

Games consist of two, 20-minute halves with a five-minute halftime.

Start of Play

Choice of ends and kick-off shall be decided by the schedule: The team listed first on the schedule will kick-off the first half, and the team listed second may choose which end of the field to defend.

Players start in their own half of the field. Opponents must be outside the center circle on their side of the field.

After the referee's whistle, the ball is in play when it is kicked and moves forward. The kicker cannot play ball again until touched by another player. An improper kick-off should be retaken.

After each goal, the game shall be restarted in like manner by a player of the team scored upon.

At half time the ends shall be changed, and the kick-off shall be taken by a player of the opposite team that kicked off at the first of the game.

After a temporary suspension of play, the game shall be restarted by an alternate possession rule with opponents at least eight yards from the ball.

Ball In / Out of Play

Ball is in play at all times unless:

- a) Whole of the ball crossed the goal-line or touch-line, whether on the ground or in the air.
- b) Game is stopped by referee

Ball is in play when it rebounds from goals, flags, or official; the goal lines and the touch-lines belong to the field of play.

Throw-In

A throw-in is taken at the spot where the entire ball crossed over the touchline. Throw-ins are taken by the team opposite to that of the player who last touched the ball.

Execution

1. Both feet on the ground during delivery outside of field, or part of one or both feet on touch-line
2. Delivery from behind and over the head
3. Both hands on the ball (equally)
4. Player must face in the direction they are throwing the ball.
5. Retry each time then allow game to play on.

Penalty

If the thrower plays the ball before another player - indirect free kick (IFK) at point of infraction.

Goalie Kick

1. Taken by the defender after the whole of the ball passed over goal line when last touched by the attacker
2. Taken from that half of the goal area nearest the point where the ball went out of bounds
3. Must clear penalty area (re-kick if not) before being touched by another player

4. Opponents must be outside penalty area
5. Kicker cannot play ball twice consecutively

Corner Kick

1. Taken by the attacking team after the whole of the ball passes over goal line when last touched by the defending team
2. Taken from the nearest corner
3. Opposition must be eight yards away from corner kick
4. Kicker cannot play ball twice consecutively

Free Kick

There are two types of free kicks: direct and indirect. All free kicks will be indirect.

1. Direct: Can result in a goal scored
2. Indirect: Cannot score directly; ball must be touched by another player (either offensive or defensive) to be counted as a goal.

Execution: When taken by a player in his/her own penalty area, all opposing players must remain at least eight to ten yards away from the ball and outside the penalty area until the ball has cleared it. The ball is in play when it has moved after being touched by an offensive player. When taken by a player outside his/her own penalty area, all opposing players must remain at least eight to ten yards away from the ball. The ball must be stationary when a free kick is taken and may not be replayed by the kicker until touched by another player.

Offside

Offside is not called at this age level.

Fouls and Misconduct

The penalty in each of the following cases is an indirect free kick.

Foul Penalty

1. Kick or attempts to kick others
2. Trips or attempts to trip
3. Jumps at an opponent
4. Charges in violent or dangerous manner
5. Charges from behind, unless obstructed
6. Strikes or attempts to strike opponents
7. Holds opponent with hand or arm
8. Pushes opponent with hand or arm
9. Deliberately carries, strikes, or propels the ball with ANY part of the arm or hand.
 - Instinctive, self-protection arm reactions, which involve contact with the ball, should not be penalized under the handling definition.
 - Accidental (non-deliberate) contact of the ball with the "hand" should not be penalized, even if an advantage is gained
10. If defender commits any of the above nine fouls inside the penalty area
11. Dangerous play (i.e. kicking ball when held by goalkeeper, high kicking near opponent)
12. Slide tackling is prohibited, but players can legally slide to play the ball if there is no danger of contact or injury to an opponent

13. Charging fairly, but not playing ball
14. Obstructing an opponent
15. Charging or unduly molesting the goalkeeper when he has possession of the ball (having a hand on the ball and under control)
16. When playing as a goalie within his / her own penalty area, taking more than 10 seconds to release the ball, or having released it, touching it again with a hand before it has been touched by another player or touching the ball with a hand when it was deliberately kicked to the goalie by a teammate
17. Holds up game by wasting time
18. If after making a throw-in or a free-kick a player plays the ball again before the ball is touched by another player

The coach's example is powerful, for better or worse. If you insist on fair play; if you concentrate on your players' enjoyment of the game and their overall, long-term development; and if you support the referee, your players and their parents will notice.