

# Lawrence Parks and Recreation

## Youth Indoor Soccer Rules

This manual is intended to provide you with information pertaining to the rules and regulations of the Lawrence Parks and Recreation's soccer program.

### Field of play.

Soccer Turf Field: K - 4<sup>th</sup> Grade – Small sided field - 5<sup>th</sup> /6<sup>th</sup> Grade – Full Field  
(No off-side rule) (Off-side rule)

### Ball Size

K-2<sup>nd</sup> grade leagues - Size 3 soccer ball.

3<sup>rd</sup>-6<sup>th</sup> grade leagues - Size 4 soccer ball.

#### 1. Official(s).

The official(s) has authority over players, coach, and fan conduct.  
This authority includes pre-game, actual game, and post-game.

#### 2. Uniform:

Shirts – Participants are to wear the shirts provided to them by the Parks & Recreation department.  
Shin Guards - are required in all leagues and must be covered.  
Shoes – indoor turf soccer shoes are recommended but tennis shoes and cleats are allowed.  
**NO METAL CLEATS ARE ALLOWED.**

#### 3. Number of players.

**Kindergarten** – Six (6) players, including one person designated as goalkeeper.  
**1-2<sup>th</sup> grade** - Six (6) players, including one person designated as goalkeeper.  
**3-4<sup>th</sup> grade**, Five (5) players, including one person designated as goalkeeper  
**5-6<sup>th</sup> grade**, Seven (7), including one person designated as goalkeeper.

Goalkeepers should wear the gold target jersey provided to each team in their equipment bag.

#### 4. Duration of game:

Two (2) 20-minute halves and 5-minute halftime. Running clock – K - 4<sup>th</sup> Grade  
Two (2) 24-minute halves and 5-minute halftime. Running clock – 5<sup>th</sup> - 8<sup>th</sup> Grade  
One 30-second time-out is allowed per half.

#### 6. Substitutions:

Substitutions are made “on the fly”. A substitute may come onto the field of play only after field player is off the field of play. At no time shall a team have more than six (K), (1st/2nd), five (3/4<sup>th</sup>) & seven (5<sup>th</sup> - 6<sup>th</sup>) players on the field of play. An infraction of this rule is an indirect free kick (IFK) from anywhere along the centerline.

#### 7. Start and re-starts:

Kick-off – ball played in any direction (can pass a kickoff in any direction);  
Players **cannot** score directly from a kick-off, kick-in/throw-in or indirect free kicks (IFK),  
Ball out-of-bound (touchline) - **Kick-in** for K - 4<sup>th</sup> grade. **Throw-in** for 5<sup>th</sup> - 6<sup>th</sup> grade

#### 8. Keeper Goal Kicks:

A goal kick is awarded when the whole of the ball passes over the end line, on the ground or in the air, having last touched a player of the attacking team. The ball must be stationary and is kicked from any

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point on the goal box line by the goalie. The goalie may not touch the ball again until another player has touched the ball.

**K-4<sup>th</sup> grade** – opponents must be behind the halfway line until the ball is in play (touched by goalie).

**5<sup>th</sup>/6<sup>th</sup> Grade** – opponents must be outside the penalty area until the ball is in play (touched by goalie).

9. **The opposing players must give 3 yards (K - 4<sup>th</sup> grade) and 8 yards (5<sup>th</sup> - 8<sup>th</sup> grade) of space** around the ball. Balls kicked into the ceiling or lights will result in a kick-in (IFK) at the closest point along the closest touchline.
10. **LPRD Soccer is a no-contact game.** FOULS: FIFA outdoor rules apply when necessary.  
No shoulder-to-shoulder charging is allowed.  
No sliding tackles are allowed. Players must stay with at least one foot on the ground while reaching for the ball, passing, or shooting.  
Goalkeepers may slide as long as the keeper is going for the ball and it's in the penalty area.  
Violations result in an Indirect Free Kick from the point of the foul.
11. Goalkeepers may not handle the ball when intentionally played back to them by one of their teammates. Goalkeepers may receive passes from teammates at any time and use their feet to control the ball. When a goalkeeper handles the ball, he/she must release the ball within six seconds. A violation of this rule results in an IFK for the opposing team anywhere the goalkeeper touches the ball unless in the goal area. Then the ball will be placed on the 6-yard goal area line.
12. When a defending team touches the ball last and the ball goes over the goal line, but not into the goal, a corner kick is awarded to the attacking team. The attacking team has six seconds to play the ball from the corner. The ball is kicked from within three feet of the corner.
13. Yellow carded players must be substituted unless the team has no substitutes. **Player penalty is 2 minutes on the bench.** Players receiving a red card will not be allowed to continue play in that game. The severity of the foul may result in suspension of play privileges, for that player, for one or more games. When a player receives a red card, his/her team cannot substitute for that player until 5 MINUTES OF PLAY have elapsed and the referee has signaled the substitute onto the field of play.
14. **Offsides (5<sup>th</sup>/6<sup>th</sup> Grade)** - A player can't receive the ball from a teammate unless there are at least two players (one being the goalie) either level with them or between them and the goal or unless their teammate plays the ball backward to them.
16. **Mandatory** is the rule of "**Fair Play**". When a team is ahead by 4 goals "**FAIR PLAY**" rule will start by adding a player to the losing team. By a score of 6 goals difference, another player will be added to that team. Players will be removed as the score dictates.
16. **NO HEADERS ARE ALLOWED.** If a player takes a header, it will be an immediate foul and the opposing team will take possession of the ball.

**The Lawrence Parks and Recreation Department reserves the right to modify these rules at any time for the safety of the players or to enhance the play of the game.**