

# Lawrence Parks and Recreation

## Fall Soccer Rules

### 2020

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: 5<sup>th</sup> – 8<sup>th</sup> Grade – Full Field (Off-side rule) - K - 4<sup>th</sup> Grade – Small sided field (No off-side rule)

#### 1. Official(s).

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

#### 2. Equipment:

All leagues are to wear the shirts provided to them by the Parks & Recreation department.  
**SHIN GAURDS are required in all leagues and must be covered.**

#### 3. Number of players.

#### 4. Kindergarten – Five (5) 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

**5-8<sup>th</sup> grade**, including one person designated as goalkeeper.

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

#### 5. Duration of game:

Two (2) 20 minutes halves and 5-minute halftime. Running clock – K - 4<sup>th</sup> Grade

Two (2) 24 minutes halves and 5-minute halftime. Running clock – 5<sup>th</sup> - 8<sup>th</sup> Grade

#### 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 five (K),** six (1st/2nd), five (3-4<sup>th</sup>) & seven (5<sup>th</sup> - 8<sup>th</sup>) players on the field of play. An infraction of this rule is an IFK from the spot anywhere along the centerline.

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

Kick-off – ball played in any direction (can pass a kickoff any direction);

Player **cannot** score directly from kick-off, kick-in/throw-in and Indirect Free Kicks (IFK),

Ball out-of-bound (touchline): **Throw-in** for 5<sup>th</sup> - 8<sup>th</sup> grade and **kick-in** for K - 4<sup>th</sup> grade.

#### 8. Keeper Goal Throws:

Restart the ball after leaving for a keeper goal throw. For K-4<sup>th</sup> grade – opponent at own half for a ball to be in play by a goal throw. Grade 5-8 FIFA Law.

#### 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 ceiling or lights will result in a kick-in (IFK) from spot closest to a touchline.

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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**  
**Goal throws** for the K - 4<sup>th</sup> grade leagues. Goalkeeper may not throw ball past midfield. Restart IDF kick where ball crossed midfield.  
**Goal throws or kicks (5<sup>th</sup> - 8<sup>th</sup> grade)** are played using FIFA laws.
12. **Goalkeepers** may not handle the ball when intentionally played back to them by one of their teammates. Goal keepers 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 goalkeeper touches the ball unless in the goal area. Then the ball will be placed on the 6-yard goal area line.
13. **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 the corner within three feet of the corner.
14. 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 continued play in that game. 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 FIVE MINUTES (5) OF PLAY, have elapsed and the referee has signaled the substitute onto the court or field of play.

This rule is being removed for the season to keep the number of players on the field down. Once a team goes ahead by 4 goals, the coach of the team leading is encouraged to make adjustments to help keep the game from being too one sided.

15. **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.

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