



YOUTH SOCCER RULES PACKET

Youth Soccer





YOUTH SOCCER LEAGUE RULES

Goal:

The goal of the Hutchinson Recreation Commission youth athletic program is to provide a positive and fun learning experience for all participants. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship while stressing equal participation for all.

Objectives:

1. Provide development of motor skills.
2. Build character in each individual by stressing sportsmanship and fair play.
3. Build healthy minds and bodies through physical activities.

Games will follow FIFA Laws, except where noted below. (FIFA Rules can be found at www.fifa.com)

1. Teams will forfeit game if not ready to play with specified number of players by 5 minutes following game time Forfeits are considered to be a 3-0 score.
2. Field dimensions: U6 - 30 yards x 20 yards; U8 – 55 yards x 40 yards; U10 – 55 yards x 40 yards
3. Goal Size: U6 – 4’ tall, 6’ wide Goal Size: U8 – 6’ tall, 12’ wide U10 – 6’ tall, 12’ wide
4. Ball Size: U6/ Size 3; U8-U10/Size 4
5. Max roster size: U6 - 8 players; U8/U10 – 12 players
6. Players on field: U6 - 4 players (no GK) U8/U10 - 6 players (5 field, 1 goalkeeper)
7. Minimum players required: U6 - 3 players; U8/U10 – 4 players.
8. Substitutions allowed on goal kicks, corner kicks, kick-offs, and any throw-in, at the discretion of the referee.
9. Game time U6: 24 minutes. Game will be divided into (4), 6-minute quarters, with halftime being 5 minutes long. Clock does not stop, except for serious injuries. No time will be added for either half.
10. Game time U8: 40 minutes; U10: 40 minutes. Game will be divided into (2) 20 minute halves, with halftime being 5 minutes long. Clock does not stop, except for serious injuries. No time will be added for either half.
11. In the event a game is not able to be completed (due to weather or other circumstances), if the first half is completed, the game is considered final.
12. No offsides.
13. Shin guards are required for all players.
14. A player cautioned (shown a yellow card) may be substituted at the time of the caution.

Additional U8 & U6 Rules only

- * Throw-ins will be allowed a second chance on each attempted throw, if not executed correctly.
- * All kicks are direct (a goal may be scored directly from the kick.)
- * If any defensive foul occurs inside the goal area (inside the box), a PK will be awarded to the opposing team.