



Youth Soccer 2022 Fall League Rules

RULE 1 - THE FIELD (Approximate Dimensions) *Revised Summer 2019*

- a) Division A and B will play on a 90 x 50 yard field.
- b) Division C will play on a 70 x 40 yard field.
- c) Division K/6 will play on a 40 x 20 yard field.

RULE 2 - THE BALL

- a) Div. A & B: Ball is 26.5 to 28.0 inches in circumference and weighs between 14 & 16 ounces (size 5).
- b) Div. C: Ball is 25.0 to 26.5 inches in circumference and weighs between 12 & 14 ounces (size 4).
- c) Div. K/6: Ball is 23.0-24.0 inches in circumference and weighs between 11 & 12 ounces (size 3).

RULE 3 - NUMBER OF PLAYERS

Each team normally consists of 11 players but may have as few as 7, one of whom must be a goal keeper. A schedule game shall not commence nor be continued if one or both teams cannot field seven (7) eligible players. A, B, & C divisions will play with 11 players on the field, including (1) goalie. K+6 division will play with 8 players on the field. Goalies are not permitted in the K+6 Division. Referees will enforce this provision and have the final authority on what constitutes a goalie.

If a team has fewer than the maximum number of players allowed on the field present at the game, the opposing team may only play with as many players as the first team can put on the field.

Example: If Team A has 14 players, but team B only has 9 players, Team A may only put 9 players on the field. This is done to ensure fair play where teams have relatively few players on the roster.

Minimum Play Rule: All players must play 1 consecutive quarter and at least five (5) consecutive minutes in the opposite half. Coaches are not required to abide by the minimum play rule for children who arrive after the end of the 1st quarter or miss both practices leading up to the game unless prior arrangements have been made with the league director. *Revised Summer 2019.*

Substitutes: Coaches may substitute as many players as they desire during stoppage in the game, as long as all players have been substituted by games end. Substituting players must report to referee. The referee will signal the substitute in.

RULE 4 - PLAYER EQUIPMENT, UNIFORM, AND GAME ELIGIBILITY

Consists of shirt, shorts, socks, shin guards and soccer cleats. Goal keeper must wear colors which distinguish him or her from the other players. **Uniforms may not be altered in any way. The addition of names is not permitted.** Uniforms and cleats will be inspected by officials prior to the start of the game. Any kind of jewelry is not permitted. Any player not in proper uniform will not be permitted on the field.

RULE 5 - REFEREES

One referee is appointed for each match who is responsible for control of the game in the K/6 division and C division. Division A and B will have to referees appointed for each game.

RULE 6 – HEADING & CONCUSSION AWARENESS

Heading is not permitted by any player at any time, either incidentally or purposefully. The City of Santa Fe Springs is committed to player safety and concussion prevention. Any player who receives any hit to the head will be evaluated by staff and must sit out for at least 1 quarter to watch for concussion symptoms. After this quarter, the child's parents may permit them to re-enter the game at their discretion.

RULE 7 - METHOD OF SCORING

A goal is scored when the entire ball has crossed the goal line between goal posts & under the cross bar.

RULE 8 - DURATION OF THE GAME *Revised Summer 2019*

- a) Division K + 6 games will be (4) 10-minute quarters.
- b) Division C games will be (4) 12-minute quarters.
- c) Division A & B games will be (4) 15-minute quarters.
- d) Half-times shall be between five to ten (5-10) minutes. (2) 3-minute water breaks will be given at the end of the 1st & 3rd quarters.

RULE 9 - THE START OF PLAY

A flip of a coin decides which team will kickoff. Each team must stay on its own half of the field and the defending players must be at least 10 yards from the ball until it is kicked. After the goal, the team scored upon will kickoff. After half-time, the teams change ends and the kickoff will be taken by the opposite team to that which started the game. A goal can be scored directly from a kickoff.

RULE 10 - BALL IN AND OUT The ball is out of play when:

- a) It has wholly crossed the goal line or touch line, whether on the ground or in the air; or
- b) When the game has been stopped by the referee.

RULE 11 - OFF-SIDE

A player is in an off-side position if the player is nearer to the opponent's goal line than the ball, unless:

- a) The player is in his or her own half of the field of play; or
- b) There are at least two opponents nearer their own goal line than the player is.

If a player is declared off-side, the referee shall award an indirect free kick, which shall be taken by a player of the opposing team from the place where the infringement occurred, unless the offense is committed by a player in the opponent's goal area, in which case the free kick shall be taken from a point anywhere within that half of the goal area where the offense occurred. Off-sides in not enforced in the K/6 division.

RULE 12 - FOULS AND MISCONDUCT

A player who intentionally attempts to or actually: (a) kicks, (b) trips, (c) jumps at, (d) charges violently, (e) charges from behind, (f) strikes, (g) holds, (h) pushes an opponent or (i) intentionally handles the ball shall be penalized by a direct free kick. Any one of these nine offenses committed in the penalty area by a defender will result in a penalty kick awarded the offensive team. A player committing less flagrant violations such as off-side, dangerous plays, obstruction or unsportsmanlike conduct will be penalized by an indirect free kick.

RULE 13 - FREE KICKS

Are classified into two categories: "Indirect", (from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before entering the goal) and "Direct" (from which a goal can be scored unless the ball has been touched by a player other than the kicker before entering the goal). For all free kicks the offending team must be at least 10 yards from the ball until it is kicked.

RULE 14 - PENALTY KICK

A direct free kick taken at the penalty mark. All players except the player taking the kick and the goal keeper must stay outside the penalty area and at least 10 yards from the ball (hence the arc at edge of penalty area).

RULE 15 - THROW-IN

When the ball has wholly crossed the touchline, it is put back into play by a throw in from the spot where it went out and by a player from the opposite team that has touched it. A goal cannot be scored directly from a throw in. Both feet must remain planted on the ground until the ball is released, or the throw is invalid.

RULE 16 - GOAL KICK

When the ball has wholly crossed the goal line after being last touched by a player from the attacking team, it is put back into play by a kick from the goal area by the defending team.

RULE 17 - CORNER KICK

When the ball has wholly crossed the goal line after being last touched by a player from the defending team, it is put back into play by a kick from the corner on the side the ball went out by the attacking team.