

YOUTH SOCCER

League Structure:

Division	Age/Grade Requirement	Format	Goalie	Roster Limit	Ball Size	Game Length	Games	Team Fee Resident / Non-Resident
U4	Ages 3 & Under as of 8/1/26 *Must be 3 by 8.25.2026	4 x 4	No	8	3	15 minute instructional session + (2) 8 minute halves	6	\$200/\$225 *New Fee Structure. See Page 2.
U5	Ages 4 & Under as of 8/1/26	4 x 4	No	8	3	15 minute instructional session + (2) 8 minute halves	6	\$200/\$225 *New Fee Structure. See Page 2.
U6	Ages 5 & Under as of 8/1/26	4 x 4	No	8	3	(3) 8 minute periods	6	\$225/\$250 *New Fee Structure. See Page 2.
U7	Ages 6 & Under as of 8/1/26	5 x 5	Yes	10	3	(2) 15 minute halves	8	\$300/\$325
U8	Ages 7 & Under as of 8/1/26	5 x 5	Yes	10	3	(2) 15 minute halves	8	\$300/\$325
U9	Ages 8 & Under as of 8/1/26	7 x 7	Yes	12	4	(2) 18 minute halves	8	\$350/\$375
U10	Ages 9 & Under as of 8/1/26	7 x 7	Yes	12	4	(2) 20 minute halves	8	\$350/\$375
U11-U12	Ages 10/11 & Under as of 8/1/26	9 x 9	Yes	15	4	(2) 20 minute halves	8	\$400/\$425
Middle School	Enrolled in 6 th -8 th Grade	11 x 11	Yes	18	5	(2) 30 minute halves	8	\$475/\$500

*All divisions are COED/OPEN and available for girls, boys, and coed teams.



YOUTH SOCCER

Registration:

June 29 – August 2

League Begins:

August 17 (Middle School) and August 24 (U4-U12), 2026

All registrations are taken online! Visit www.recdesk.republicparks.com to login or create your account. Select “Youth Sports” and “Soccer” using the category filter. Then select the correct grade or age division for “Team Sign-up (Coaches Only)” and follow the prompts to register your team. During this process you will be asked to complete a roster form with first and last name of every player on your team. This will let us know who to add to your roster, but each individual player will be required to complete the “Individual Sign-up” before being placed on your team. Players will NOT be allowed to participate in games until their parent or guardian has completed this step. Please direct your team to complete their online registration. **Coaches Background Screening:**

All coaches and co-head-coaches are required to pass a background check (no cost to the coach) before they will be allowed to coach. Information regarding background screening is available at republicmo.com. Background checks are good for two years at which point a new submission will be required.

Practice:

Practice fields are provided with team registration. Teams may sign up for a practice time and location beginning Monday, July 20, 2026. Teams may begin practicing as early as Monday, August 3rd, 2026. **(NEW LOCATION for U4-U12:** Frisco Square Practice Facility, (575 W Frisco Blvd) This field is next to the Republic Police Department: 540 Civic Blvd. Practices for Middle school will be held at the lower field at the Middle school.

Coaches Meeting:

All coaches' meetings will be held on **August 17th** at 6:00 p.m. at the Republic Community Center; Streaming options will be available for the meeting. Links to view a recording of the meeting will be posted online, in the days following the meeting.

Game Days:

Games will be scheduled on Mondays, Tuesdays, Wednesdays, and Thursdays. Make up games may be scheduled on Saturdays. Coaches may indicate schedule requests when registering. Requests are accommodated to the best of our ability but are not guaranteed.

Schedules:

Schedules can be reviewed during the coaches meeting and will be released online the following day. U7 and older divisions will receive a schedule for the first half of the season. Results from the first half will be used to help provide appropriate competition levels for the second half schedule that will be released throughout the week of September 8th for middle school and September 15th for U7-U12.



YOUTH SOCCER

Fee Structure for U4-U6:

Individuals who "Need a Team" for participation, will pay a pre-set fee (between \$37.50-\$42.50 depending on division), as opposed to a portion of a team-fee. This will eliminate the need to pay your portion of a team-fee to a coach whom you just met. This individual fee does not include additional expenses such as uniforms, equipment, etc. Coaches will determine the route their team chooses to procure uniforms. We cannot guarantee team placement but strive to place all registrants! Individuals who are not able to be placed on a team, will receive a full refund.

Individuals who already have a pre-determined team will pay their coach, as part of a team fee. They are not required to make a payment to Republic Parks & Rec at the time of registration but will instead pay their coach. Team Fees are divided among the participants of that pre-determined team. Coaches will collect the team registration fee (see table provided on cover page) and any additional expenses such as uniforms.

Rules of Play:

Republic Parks & Recreation Soccer League is an instructional program designed to help encourage youth to participate in sports activity and enjoyment.

I. Equipment

- a. Teams must wear matching colors with jerseys displayed outside or over any jackets. Team colors must differentiate from the opposing team. In the event teams have similar colored jerseys and neither team has an alternate jersey, colored pennies will be provided for the away team. All goalkeepers shall wear colors that distinguish him/her from the other players and from the referee.
- b. Shoes, shin guards, and tall socks covering the shin guards are required for all players.
- c. Earrings, bracelets, watches, all jewelry, and hoods are prohibited and shall not be worn during play.

II. Kick-off Procedure

- a. The team that wins the toss of a coin decides which goal to attack in the first half or to take the kick-off. Depending on their choice, the opposing team will in turn take the kick-off or decide which goal to attack.
- b. For the second half, the teams change ends and attack the opposite goals. Whichever team did not kick-off to start the game will kick-off to start the second half.
- c. After a team scores a goal, the kick-off is taken by their opponents.
- d. For every kick-off:
 - All players, except the player taking the kick-off, must be in their own half of the field of play.
 - The opponents of the team taking the kick-off must be on the opposite side of the field and outside the center circle.
 - The ball must be stationary on the center mark.
 - The ball is in play when it is kicked and clearly moves.
 - The player taking the kick-off may not touch the ball a second time until it is touched by another player on either team. In the event of a double touch in U7 and younger divisions, a warning will be issued and the same team may retake the kick-off one time. In U9 and older divisions the kick-off will be awarded to the opposing team.

YOUTH SOCCER

- A goal may be scored directly from the kick-off.

III. Substitutions

- a. For U6 and younger divisions, substitutions are unlimited and may be made on the fly at any time during the duration of the game.
- b. For U7 and older divisions, substitutions are unlimited and can be made at any stoppage of play with permission of the referee. The desired substitute must be at the centerline ready to enter at the time of the stoppage or the referee may not allow the substitution to take place except in the case of injury.
- c. The referee has the authority to not allow a substitution if he/she believes that allowing the substitution will adversely impact the flow of the game or is being used as a tactical time-wasting ploy.

IV. Goalkeepers

- a. The goalkeeper may touch the ball with their hands inside the penalty box.
- b. Attacking players should not kick or attempt to kick the ball when the keeper has possession. One hand touching the ball constitutes possession by the keeper. This includes when a keeper has a hand on the ball on the ground.
- c. Goalkeepers have 6 seconds to release the ball after completion of a save. In U10 and younger divisions, the ball should be released from the hands. Drop kicks are not permitted in U10 and younger divisions. In U11/12 and older divisions goalkeepers may release the ball from their hands or a drop kick.
- d. Goalies may not use their hands when receiving the ball directly from a throw-in taken by a teammate or when intentionally passed by a teammate.

V. Restarts

- a. In U7 and older divisions, teams will switch sides at half-time.
- b. The ball is out of play when it has wholly crossed a goal line or touchline whether on the ground or in the air. The ball is in play at all other times until the referee sounds the whistle.
- c. In U5 and younger divisions to maintain the flow of the game and maximize play time, the referee will block the ball from leaving the field of play when possible and when necessary, restart play by gently rolling the ball back onto the field of play.
- d. In the U6 division a kick-in is awarded when the whole of the ball passes over the touchline. The ball should be placed on the touchline. The player must have both feet outside the field of play when taking the kick-in.
- e. In U7 and older divisions a throw-in is awarded when the whole of the ball passes over the touchline. To complete a proper throw in, a player must have both feet on the ground outside the field of play and have both hands on the ball to deliver from behind and over their head. In the U7 - U10 divisions, an improper throw-in will receive direction from the referee and one re-throw. In U11 and older divisions, an improper throw and after a second attempt in the U7 - U10 divisions, an improper throw will result in a turnover to the opposing team.
- f. A goal kick is awarded to the defending team when the ball passes over the goal line and was last touched by an attacking player. When taking a goal kick, the ball must be stationary and kicked from any point within the goal area by a player of the defending team. Opponents must be outside the penalty area until the ball is kicked. The kicker may not touch the ball again until it has been touched by another player. In the U8 and younger divisions, a double touch will result in an explanation from the referee and a re-kick. In U9 and older divisions, a double touch will result in an indirect free kick to the opposing team.
- g.

YOUTH SOCCER

- h.
 - Regarding Goal Kicks The ball is in play once the defending player kicks the ball. The ball does not have to leave the penalty box before anyone can touch the ball like in previous years. Ex: The keeper can make a pass to a teammate in the penalty box on a goal kick.
- i. A corner kick is awarded to the attacking team when the ball passes over the goal line and was last touched by a defending player. The ball must be placed in the corner arc and kicked by an attacking player. Opponents must remain 10 yards from the corner arc until the ball is kicked. The kicker may not touch the ball again until it has been touched by another player. A double touch will result in an indirect free kick to the opposing team.
- j. For any other stoppage outside of normal gameplay, fouls, or misconduct, a dropped-ball will be used to restart play.

VI. Offside

- a. Offside will be called in U9 and older divisions.
- b. A player is in an offside position if:
 - any part of their head, body or feet is in the opponents' half **AND**
 - any part of the head, body of feet is nearer to the opponent's goal line than both the ball and the second-last opponent.
- c. A player is not in an offside position if level with the second-last opponent.
- d. Offside is called when a player is in an offside position at the moment the ball is played or touched by a teammate and the player in the offside position becomes involved in the active play by:
 - touching or receiving the ball **OR**
 - interfering with an opponent by preventing an opponent from playing, being able to play the ball or attempting to play, or challenging the opponent for the ball **OR**
 - gains advantage by being in an offside position to play the ball or challenge an opponent when a ball rebounds off a goalpost, crossbar, or opponent making a deliberate save.
- e. A player is not offside when receiving a ball directly from a goal kick, throw-in, or corner kick.
- f. If an offside offence occurs, the referee awards an indirect free kick where the offence occurred.

VII. Fouls & Misconduct (Direct, Indirect, and Penalty Kicks)

- a. In the U8 and younger divisions there will be no Penalty or Direct Free Kicks. All infractions will result in an indirect free kick. In U9 and older divisions Direct, Indirect, and Penalty Kicks will be awarded. Direct and Indirect Free Kicks will be taken from the place of the infraction with the exception of kicks awarded to the attacking team within the penalty area, which will be moved to the nearest point outside the penalty area.
- b. An indirect free kick must touch another player (offensive or defensive) before a goal can be scored. An indirect free kick is awarded if a player:
 - plays in a dangerous manner
 - impedes the progress of an opponent without any contact being made
 - slides in U8 and younger divisions without any contact being made
 - is guilty of dissent, using offensive, insulting or abusive language and/or gestures or other verbal offences
 - intentionally heads the ball in U11/12 and younger divisions
 - prevents the goalkeeper from releasing the ball

YOUTH SOCCER

- commits any other offence for which play is stopped to caution or send off a player
- c. A direct free kick may be kicked directly into the goal. A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless, or using excessive force:
- charges
 - jumps at
 - kicks or attempts to kick
 - pushes
 - strikes or attempts to strike (including head-butt)
 - tackles or challenges including slide tackles
 - trips or attempts to trip
- Or when a player commits any of the following offenses:
- a handball offence (except for the goalkeeper within their penalty area)
 - holds an opponent
 - impedes an opponent with contact
 - kicks or attempts to kick the ball while it is in the possession of the goalkeeper
 - bites or spits at someone
- d. A penalty kick is awarded if a player commits a direct free kick offense inside their penalty area. When taking a penalty kick:
- The ball must be stationary on the penalty mark.
 - The player taking the penalty kick must be clearly identified.
 - The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, without touching the goal or net, with one foot on or touching the goal line until the ball has been kicked.
 - The players other than the kicker and goalkeeper must be at least 10 yards from the penalty mark, behind the penalty mark, and outside the penalty area.
- The kicker must play the ball forward and may not play the ball a second time until it has touched another player (offensive or defensive).
- e. At the referee's discretion, play will not stop when doing so would cause the offended team to lose a clear advantage or goal scoring opportunity.
- f. The referee has the authority to take disciplinary action as necessary. The yellow card communicates a caution, and the red card communicates a sending-off.

VIII. Coaches & Players

- a. ALL teams MUST turn in an online team roster at the time of registration. ALL players MUST complete individual online registration and roster verification before they will be deemed eligible to play and added to the team roster. All players must be at least 3 years old by the start of the first game. Players younger than age 3 are not permitted to play in the league. See the age chart to determine correct age division. Players are allowed to play up one year. Players may not play up more than one year without prior approval from the Recreation Coordinator. Players will not be allowed to play down an age group. All players U7 and older will be required to complete team check-in with the referee at the start of every game. Concerns regarding age division and roster should be brought to the attention of the Soccer Supervisor.
- b. Players may only play on two teams in an age division; Players must be registered on both teams. (*Amended - February 1, 2023*) Additionally, players may participate in two different age groups. Requests for guest player approval may be submitted to the Soccer Coordinator. A team found using a player who is on another roster in the same age division without completion of

YOUTH SOCCER

guest player approval will forfeit that game and the player will be suspended for the next two games.

- c. All players on a team must have the same color uniform jersey. Numbers are not required in U8 and younger divisions. Numbers are required in U9 and older divisions.
- d. New players may not be added after the first game has been played without approval from the Soccer Coordinator and completed Roster Verification Form.
- e. There will be no protests on the final score or a judgement call by an official.
- f. Coaches may walk onto the field for U4 – U6 divisions but may not enter the goal area or coach from the endline next to the goal. Coaches should move out of the way to avoid interfering with game play. If coaches are interfering with game play, they will be asked by the referee to coach from the sideline.
- g. Coaches in U7 and older divisions must coach from the sideline designated by their player bench. They should not cross the midfield line or coach from the endline.
- h. If a coach or player is ejected from the game, he or she will be suspended for the next scheduled game.
- i. If a coach or player is ejected twice from a game in the same season, he or she may be removed from the league for the remainder of the season.

IX. Parents & Spectators

- a. All fans and spectators are expected to stay on the designated spectator side of the field. Spectators are not permitted on the side with player benches or endlines.
- b. All fans and spectators should sit or stand a minimum of 6 feet from the sideline to avoid interfering with play or the path of the officials.
- c. There will be absolutely no taunting of officials or players.
- d. All concerns should be addressed to the Soccer Supervisor.

Lightning/Weather Policy: During outdoor athletics events, if lightning is detected with a 0-8 mile radius of the facility, all games in progress will be shut-down. If lightning has not yet approached the 8-mile-radius, the site-supervisor reserves the right to shut-down games if there is a storm inbound. There will be no delaying games. At the time of shutdown, all participants and spectators must exit the facility.

- X. **If a game is shutdown during gameplay, prior to halftime:** The game will be replayed on a different date, completely restarting the game with a score of 0-0.
- XI. **If a game is shutdown during gameplay, during or after halftime:** The game will be marked as completed, with a final score of whatever the score is at the time of shutdown.
- XII. **Resuming play for upcoming games in the day:** The remaining teams participating in the day, will be able to enter the facility once a 20-minute period without lightning has passed. The Site-Supervisor will be closing off the facility entrances with signage, once the facility becomes closed due to weather.
- XIII. The Site-Supervisor reserves the right to shutdown games, for the safety of all participants and spectators.

All players in U4-U8 divisions will receive medals at the completion of a terrific season!

*Coaches, parents, and participants should be mindful of good sportsmanship. and set a good example! Thank you and let's have a great season!