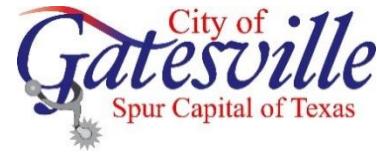


## City of Gatesville City League Soccer Rules



### Playing Rules:

1. All games will abide by the United States Youth Soccer Association Guidelines, with the Gatesville Recreation Department opting to add/drop rules where we see needed. The rules as set forth in this outline shall be strictly adhered to and supersede rules from all other sources in the specific areas with which they are concerned.
2. Format of play:
  - 4,5,K- 5V5 No Goalie/Coach will officiate/7-10 Player Roster
  - 1<sup>st</sup>&2<sup>nd</sup> – 6V6 No Goalie/Coach will officiate/7-11 Player Roster
  - 3<sup>rd</sup>&4<sup>th</sup> - 7v7 max. (Goalie Included /2 Officials/10-12 Player Roster
  - 5<sup>th</sup>&6<sup>th</sup>- 8v8 max (Goalie Included /2 Officials/10-12 Player Roster
  - 7<sup>th</sup>&8<sup>th</sup>- 9v9 (Goalie Included)/2 Officials
3. Each team will have a maximum of (3) coaches in the bench area during the course of a game. All coaches must submit/pass a criminal background check prior to any/all involvement with the team in the role of a coach. Coaches must also wear the team coach shirt provided by the recreation department.
4. Kick-Off:
  - Each quarter/half begins with a kick-off.
  - Teams change ends of field at the half.
5. Slide-Tackles: No slide tackling is allowed.
  - A slide tackle is defined as a player going to the ground to take the ball from an opposing player. For the slide tackle rule to be enforced, both a slide and tackle must occur.
  - Sliding to Save Ball: Sliding to save a ball that is about to go out of bounds is allowed, but only when another player is not in harm's way of the slide. Sliding to save a ball from a goal is also permitted, however only when another player is not in harm's way.
6. The clock will run continuously each game, stopping only for intermission periods.
7. No OT will be played for any of our divisions during the regular season. Scores will remain a tie in the standings.
  - Win- 3 points
  - Tie- 1 point
  - Loss- 0 points
  - Forfeits are scored a loss of 0-5

Ties for 1<sup>st</sup> or 2<sup>nd</sup> place will be determined by the following:

- Head to head
- Head to head differential
- Playoff (No overtime play, 5 PK's)

8. Score and standings will be kept in 3<sup>rd</sup>&4<sup>th</sup>, 5<sup>th</sup>&6<sup>th</sup>, and 7<sup>th</sup>&8<sup>th</sup> divisions.
9. Due to rise in concussions in youth soccer participants US Youth Soccer recommends that no heading be allowed in the 4,5,K, 1<sup>st</sup>&2<sup>nd</sup>, and 3<sup>rd</sup>&4<sup>th</sup> divisions. If a participant intentionally heads the ball in those age divisions, the ball will be awarded to the opposition via an indirect kick.

**There will be no end of season championship tournament. End of season standings will be used to determine 1<sup>st</sup> & 2<sup>nd</sup> place for 3<sup>rd</sup>-8<sup>th</sup> grade divisions. All players will receive awards for Kinder-2<sup>nd</sup> grade.**

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**4,5,K Rules:**

1. 5V5, no goal keeper
2. Field size: 15yd Wide X 25yd Long
3. Ball size: 3
4. **Coaches officiate game and keep time. Please do your best to stay on time to prevent other teams from having to play later. (1 Coach from each team will officiate.)**
5. No offsides
6. Goal size: 8ft Wide X 4ft High
7. No flag posts
8. When the ball is kicked out of bounds on the sideline or on the baseline the opposing team will kick the ball in where it rolled out. Throw-ins will not be allowed.
9. When the ball is hit by a defender and rolls out on the baseline the ball will be placed in that corner for a corner kick.
10. See special arc rule (page 5)

**1<sup>st</sup>&2<sup>nd</sup> Rules:**

1. 6V6 max, no goalies
2. Field size: 25ft Wide X 75ft Long
3. Ball size: 3
4. **Coaches officiate game and keep time. Please do your best to stay on time to prevent other teams from having to play later. (1 Coach from each team will officiate.)**
5. Goal size: 8ft Wide X 4ft High
6. No flag posts
7. When the ball is kicked out of bounds on the sideline or on the baseline the opposing team will kick the ball in where it rolled out. Throw-ins will not be allowed.

8. When the ball is hit by a defender and rolls out on the baseline the ball will be placed in that corner for a corner kick.
9. See special arc rule (page 5)

#### **3<sup>rd</sup>& 4<sup>th</sup> Rules:**

1. 7V7 max, (6 players on field + 1 goalie)
2. Goal size: 12ft Wide X 7ft High
3. Field size: 25yds Wide X 40yds Long
4. Ball size: 4
5. Offsides will not be enforced (referees will notify coaches and players of off sides for learning purposes.)
6. Throw-ins, penalty kicks, free kicks, goal kicks are all played.
7. No Headers
8. All other FIFA laws of the game shall apply.

#### **5<sup>th</sup>& 6<sup>th</sup> Rules:**

1. 8V8 max, (7 players on field + 1 goalie)
2. Goal size: 19ft Wide X 7ft High
3. Field size: 35yds Wide X 60yds Long
4. Ball size: 4
5. Offsides will be enforced, throw-ins, penalty kicks, free kicks, goal kicks are all played.
6. All other FIFA laws of the game shall apply.

#### **7<sup>th</sup>& 8<sup>th</sup> Rules:**

1. 9v9, (8 players on field + 1 goalie)
2. Goal size: 19ft Wide X 7ft High
3. Field size: 35yds Wide X 70yds Long
4. Ball size: 5
5. Offsides will be enforced, throw-ins, penalty kicks, free kicks, goal kicks are all played.
6. All other FIFA laws of the game shall apply.

#### **Playing Time:**

An official game shall consist of:

4,5,K Division- 4/8 minute quarters/5 minute half time

1<sup>st</sup>&2<sup>nd</sup> Division- 4/8 minute quarters/5 minute half time

3<sup>rd</sup>&4<sup>th</sup> Division- 2/20 minute halves/5 minute half time

5<sup>th</sup>&6<sup>th</sup> Division- 2/25 minute halves/5 minute half time

7<sup>th</sup>&8<sup>th</sup> Division- 2/25 minute halves/5 minute half time

- 1. The clock will run continuously each game, stopping only for intermission periods or injuries.**
- 2. There are no time outs in any division.**

#### **Equipment & Uniforms:**

1. All players must wear the uniforms provided by the recreation department.
2. All footwear is the responsibility of the parents. Shoes with rubber or plastic cleats are recommended, but not required. **No shoes having a toe cleat will be permitted.**
3. Shin guards are required for practices and games to prevent lower leg injuries.
4. No jewelry may be worn at any time during the game, unless a medical alert is required, which shall be taped down.
5. **Shorts and pants with pockets will not be allowed.** Taped, sewn, or zipped pockets **are** allowed.
6. Referees may ban any equipment that they deem as unsafe or illegal.

#### **Coach/Participant/Parent Conduct**

1. Any player, coach, or spectator ejected from any league game must leave the facility.
2. Any player, coach, or spectator ejected from any league game is subject to a possible league game suspension and/or removal from league.
3. Players, coaches, or spectators who have been suspended may not return until the completion of their suspension. Suspensions can carry over from season to season or league/sport.
4. No coach/parent shall interfere with the officials. Any concerns regarding the officials must be brought to the attention of the recreation department.
5. No fighting is allowed. Each offense will be ruled upon accordingly and is subject to removal from all programs for the period of one year.
6. An official has the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not limited to profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during, or after the game), or any flagrant foul as determined by the referees.
7. In the event of a coach or a fan ejection, the individual ejected will be subject to further disciplinary action from the recreation department.
8. No coach/parent should be present at any city sporting event under the influence of alcohol or illegal drugs. Patrons in violation of this rule will be asked to leave the facility.

**For any questions contact Wendell Zacha by email at [wzacha@gatesvilletx.com](mailto:wzacha@gatesvilletx.com)**

## Arc Rules

### 4y/o-K & 1<sup>st</sup>-2<sup>nd</sup> Only

- Ball must be kicked outside of arc.
- If ball is kicked within arc, the ball will be spotted on the outside of the arc and possession will be given to the opposing team.
- If the defense enters the arc to stop a ball from going into the goal, a free kick will be awarded to the offense.

