



**City of Concord Parks and Recreation Soccer League**  
Rules & Regulations  
5-6 Age Group

**Section 1. Eligibility/Age Division.**

Age groups reflect players' age as of September 1 (All divisions are coed)

**5-6 Division** - 5 & 6 Years of age.

**Section 2. Field of Play**

30 yards x 40 yards

**Section 3. Game Balls**

# 3 size ball

**Section 4. Players and Substitutions**

1. 5-6 Division: **5 players** on the field plus **1 goalkeeper** for a total of **6 players**. There is **NO** grace period from the scheduled game start time to get the total of 6 players. Games will **always begin on time**. If there are fewer players than needed to begin the match, the coaches may agree on the number of players to start with to make it fair.
1. There will be no referees for this age group. The coaches of each team in this age group will referee the game, which will help provide better teaching moments for all participants in the program.
2. One coach may be on the field with the 5-6 division during the game. The coach **MAY NOT** be located in the goalie penalty box during play. A coach will **not be** allowed to be behind the goal.
3. All teams in the 5-6 division must play equal number of players at all times regardless of score. Example - Team A shows up with 5 players then Team B must play only 5 players also. Numbers of players should not drop below the minimum number needed to play.
4. Substitutions may be made during a dead ball at any time by the coach
5. A mid-period break will be called in the middle of each half only in instances where excessive heat or other weather-related circumstances dictate. Only substitutions are to leave or enter the field during the break.

**Section 5. Players Equipment**

1. A player shall not wear anything that is dangerous to another player. No plastic cast (padded or unpadded) will be permitted. No metal braces will be allowed.
2. Uniforms shall consist of shorts and shirts with number on the backs of shirts being at least 8 inches high. Knee socks are recommended. All shirts must be the same color. (excluding the goalie) Sweat pants may be worn.
3. The goalkeeper shall wear a different color shirt than the referee and different color shirt than members of both teams.  
**Mouthpieces are recommended for goalies.**
4. No metal cleats. No baseball/softball cleats are allowed. Participants wearing baseball/softball style cleats must cut off the center cleat. Tennis shoes are allowed.
5. Shin guards are required for league play and practices. Shin guards must be completely covered by socks at all times.
6. No jewelry shall be worn by any player, except for medical identification.

**Section 6. Referees**

1. Referees for this age group will be there to keep time for the game, settle disputes on foul calls and handle unsportsmanlike issues with coaches/spectators
2. The referee has jurisdiction on the time they enter the field of play until they signal the end of the game.
3. The referee shall help enforce the Rules of the Game when needed, however head coaches will act as the referees in

this age group.

4. The referee can stop the game for infringements of the rules if seen as a safety issue by blowing a whistle.
5. The referee can suspend or terminate a game whenever he deems necessary. For example, severe weather or interference by spectators or coaches.
6. The referee can caution a player, coach, or parent and shall eject from play any player, coach, or parent guilty of violent conduct or serious foul play, using profanity or foul language, or persistent infringement of the playing rules.
7. The referee acts as the timekeeper and keeps a record of the game.

### **Section 7. Start of Play**

1. The start of play at the beginning of each half and after a goal shall proceed with a kick-off from the half.
2. At the beginning of the game, the home team will kick-off and the visitors will get choice of field side.
3. After half time, the ends shall be changed and the kick-off shall be taken by the team opposite from the team that took the kick-off at the beginning of the game.
4. On a kickoff, the ball must be stationary on the ground at the center of the field and is in play once it has been kicked and has clearly moved. The kicker shall not play the ball a second time until it has been touched by another player.
5. If this rule is violated, the kick shall be retaken.
6. Every player on each team must be in their own half of the field and all players of the team opposing the kicker must be away from the ball when the ball is put into play. If this rule is violated, the kickoff shall be retaken.
7. A goal cannot be scored directly from a kickoff. A kickoff is treated as an indirect kick. *(If a kick-off touches another player and goes into the goal, the goal shall be counted. If a kick-off goes into the goal and does not touch another player, no goal will be scored and the ball shall be placed for a goal kick.)*
8. After a temporary suspension of play for any reason not otherwise mentioned in these rules, the game will restart by a drop ball where the ball was when play was stopped. A player may not play the ball until it touches the ground. If this rule is violated, the drop ball shall be retaken. A goal may be scored directly from a drop ball.

### **Section 8. Ball in and Out of Play**

1. The ball is out of play only when:
  - A. Ball crosses goal line or touch line in its entirety by ground or air.
  - B. When game has been stopped by the referee.
  - C. Referee/coach stops game due to injury
2. The ball is in play from the beginning of the game until the end, even if:
  - A. It rebounds from a goalpost, crossbar, or corner flag into the field of play.
  - B. It rebounds off the referee or a linesman when they are in the field of play.
  - C. An apparent infraction has occurred but the referee has not stopped the game. (keep playing)

### **Section 9. Method of Scoring**

1. A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the cross bar, provided it was not thrown, carried, or intentionally propelled by arm or hand by an attacking player (except the goalkeeper who throws the ball from his own penalty area.). The ball has to cross in its entirety.
2. If a defending player deflects the ball with his hand or arm and the ball goes in the goal, a goal is scored.
3. Each goal scored counts one point.
4. This age group does not keep score

### **Section 10. Offside**

NO Offside for Age divisions 5-6 will be called.

### **Section 11. Duration of the Game**

Four 8-minute quarters / Halftime will be five (4) minutes in length.

\*When hot weather exists, additional water breaks shall be granted at the referee's discretion during each half.

## **Section 12. Fouls and Misconduct**

**All Fouls will be Indirect Kicks - from which a goal cannot be scored unless the ball is touched by a player other than the kicker before going into the game.**

1. Fouls and misconduct are penalized by awarding indirect kicks to the opponent. The guilty player may also be cautioned or ejected even if a free kick is not awarded due to application of advantage.
- A. Kicking or attempting to kick a player;  
Tripping  
Jumping at opposing players  
Charging Violently / Charging from behind  
Striking or attempting to strike  
Spitting  
Holding / Pushing  
Intentionally Handling the Ball to Gain an Advantage (except goalkeeper in penalty area)
2. Other Indirect Kicks will include;
  - A. Dangerous play
  - B. Charging fairly when not within playing distance of the ball
  - C. Obstructing
  - D. Charging the goalkeeper.
3. A goalkeeper may handle the ball anywhere in the field of play.
4. A player shall be cautioned if they
  - A. Persistently infringes the Rules of the Game.
  - B. Dissents from any decision by the referee.
  - C. Is guilty of unsportsmanlike conduct.
  - D. Enters the game without the referee's permission.
5. A player shall be ejected from the game if they
  - A. Is guilty of violent conduct or serious foul play.
  - B. Uses foul or abusive language.
  - C. Persists in misconduct after being cautioned. An ejected player may not be replaced.

## **Section 13. Free Kicks (Only Indirect)**

1. A free kick is taken from the place where the offense occurred.
2. The ball must be stationary on the ground and is considered in play when it has been kicked or moved forward. The kicker may not play it a second time before being touched by another player.
3. All opposing players must be away from the ball when the ball is put into play. If this rule is violated, the free kick is retaken.
4. If the offense occurred less than 10 yards from the opponent's goal line, the opposing players may stand on their own goal line between the goal posts.
5. On free kicks taken within its penalty area by the defending team, all opposing players must be outside the penalty area and at least 10 yards away from the ball. The ball must travel outside the penalty area before being in play.

## **Section 15. Throw In**

If the throw in is improper all players will stop until they have made a corrected throw in.

1. A throw in is awarded if the ball passes completely over a touchline, either on the ground or in the air.
2. The ball is thrown in at the place where it crosses the line by a player of the team opposite to that of the player who last touched it.
3. The thrower must face the field and part of each foot must be on the ground either on the touchline or outside the field of play. The ball must be thrown with both hands and must be delivered from behind and over his head.
4. A goal cannot be scored directly from a throw in.
5. The ball is in play immediately upon entering the playing field, but may not be played by the thrower before being touched by another player.

### **Section 16. Goal Kick**

1. A goal kick is awarded to the defending team if the ball passes completely over its goal line, outside the goal, after having last been touched by a player of the attacking team.
2. The goal kick is taken from any point within that half of the goal area nearest the place where the ball crossed the goal line.
3. All opposing players must be outside the penalty area.
4. The ball must travel outside the penalty area before being in play and may not be played by the kicker a second time before being touched by another player.
5. A goal cannot be scored direct from a goal kick.
6. If the ball does not travel outside the penalty area, the goal kick shall be retaken.
7. **All opposing players opposite of the team taking the goal kick must be positioned beyond the mid field line until the ball is kicked.**

### **Section 17. Corner Kick**

1. NO corner kicks will be given
2. All balls that cross the end line will be the defensive team's goal kick

### **Section 18. Miscellaneous**

2. The coaches of each team in this age group will referee the game.
3. **No spectators will be allowed behind the goal lines or on the same side of the field as the teams during the course of the game.** The referee shall halt the game to enforce this if necessary.
4. The team side of the field shall be divided into two equal areas separated by the midfield line. Each coach is responsible for keeping his team within his or her respective team area during the game. Teams are prohibited from standing on the spectator side of the field.
5. **Only 4 team personnel (coaches, assistant coaches, team mom) will be allowed on the sideline during the game. They must have the proper photo ID badge at all times.**
6. Any coach caught playing illegal players or adding players to their roster without prior approval from their league coordinator will be suspended for one year from coaching in all City of Concord Youth Athletic Leagues.

### **Section 19. Participation Rule**

1. Every player shall play at least one-half of every game, unless injury or related circumstances prevent such play. All players who attend at least one (1) practice per week must be played according to the participation rule. The coach shall notify the Youth Athletic Supervisor if a player will be ineligible due to unexcused absenteeism from practice. Coaches caught not playing his players will be warned by the League Coordinator first and relieved indefinitely of their duties if this action continues.

### **Section 20. Unsportsmanlike Conduct**

1. Any player/coach who receives a yellow card during a game gets a warning. A second yellow card in the same game to a player/coach results in that player/coach being ejected for the remainder of that game.
2. Any player/coach who receives a red card during a game must sit out the remainder of that game and will be suspended for two consecutive games (beginning the day after the red card is issued). The ejection of a coach or assistant coach results in the forfeit of the head coach's credit at the end of the season.
3. Any coach who receives a 2<sup>nd</sup> offense of a red card any time during the course of the season is subject to removal from coaching in all City of Concord Parks and Recreation Youth Leagues for an indefinite period of time.
4. Any player, coach, or parent guilty of violent conduct or serious foul play, using profanity or foul language, or persistent infringement of the playing rules will not be tolerated. If anyone acts in this matter or participates in this activity will be subject to suspension.
5. The host site supervisor will report all player red cards & all ejections to the Athletic Department Office on that day
6. It is the duty of the Athletic Supervisor to enforce that players sit out and do not participate while serving their suspension.