

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.

**TRI-COUNTY RECREATION LEAGUE  
YOUTH RECREATIONAL SOCCER QUICK RULES**

| Age                                    | Ball Size | Players | Goalie | Game Duration (MIN)                      | Field Size          | Headers | Slide Tackle | Off-Sides |
|--|-----------|---------|--------|--|---------------------|---------|--------------|-----------|
| 3 <sup>rd</sup> -4 <sup>th</sup> Grade | 4         | 7v7     | Yes    | Two 20-Minute Halves, 5-Minute Halftime  | 35 x 55<br>45 x 65  | NO      | NO           | YES       |
| 5 <sup>th</sup> -6 <sup>th</sup> Grade | 4         | 9v9     | Yes    | Two 30-Minute Halves, 5-Minute Halftime  | 45 x 70<br>55 x 80  | YES     | YES          | YES       |
| 7 <sup>th</sup> -8 <sup>th</sup> Grade | 5         | 11v11   | Yes    | Two 35-Minute Halves, 10-Minute Halftime | 55 x 80<br>75 x 120 | YES     | YES          | YES       |

- I. Substitution
  - a. Shall be unlimited. Both teams may substitute anytime there is a dead ball (stoppage of play) but the referee must beckon them in. They can't just run onto the field.
- II. Each player shall play at-least 50% of the game time.
- III. Equipment
  - a. Players must wear shin guards.
  - b. Shoes must be tennis shoes or soccer cleats.
  - c. No Jewelry, watches, rings, belts, earrings or anything dangerous to play shall be permitted.
- IV. Referee
  - a. Minimum of two (2) officials per game but will try to get three (3) for all games.
- V. Start of Play
  - a. Kickoff from the center circle marks the start of play in each half and after each goal scored. The ball is in play when it is kicked and clearly moves; it can be kicked forward or backward.
  - b. The team that wins the coin toss shall choose which goal it will attack for the first half of the match. The other team takes the kickoff to start the match. Teams will switch sides at half and the team who received the kickoff in the first half will kick off to start the second half.
- VI. Fouls
  - a. All fouls will result in either a Direct Free Kick or Indirect Free Kick, depending on the severity and location of the foul.
  - b. A goal may not be scored directly from an indirect free kick, it must be touched by another player. A goal may be scored directly from a direct free kick.
- VII. Throw-ins: Shall be taken when the ball has completely crossed the touchline (sideline), either on the ground or in the air.
- VIII. Goal Kick: Will be taken from the by a player on the defending team from anywhere within the goal area.
  - a. Defending players may be anywhere on the field. Attacking players must be a minimum of five (5) yards from the goal area.
- IX. Corner Kick: The corner kick is taken by a player on the attacking team from the corner arc nearest the point where the ball went out.
  - a. Attacking players may be anywhere on the field. Defending players must be ten (10) yards away from the ball.
- X. Headers: Are allowed in all divisions except the 3<sup>rd</sup>-4<sup>th</sup> Grade Division
  - a. Deliberate headers in the 3<sup>rd</sup>-4<sup>th</sup> Grade Division are a foul and result in an Indirect Kick from the spot where the header occurred.