



Youth Soccer Interlock
Rules & Bylaws
Fall 2025 - Spring 2026

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1. General League Information

Division Overview

Division	Ball Size	Players (on field)	Min # of Players on the field	Goalie	Free Kicks	Scoring	Offsides
U4	Size 3	3v3	3	No	Indirect	No	No
U6	Size 3	4v4	3	No	Indirect	No	No
U8	Size 3	7v7	5	Yes	Indirect	Yes	No
U10	Size 4	7v7	5	Yes	Direct / Indirect	Yes	Yes
U12	Size 4	9v9	7	Yes	Direct / Indirect	Yes	Yes

Notes:

- League administration reserves the right to modify the above chart as needed.
- In the event of a referee shortage, coaches or parents may be required to assist as officials.
- All games will be governed by FIFA rules, unless otherwise addressed in our local rules

Uniforms & Equipment

A. Jersey tops must be tucked in and match across the team. Jersey numbers are required. If teams wear similar colors, the HOME team must wear pinnies.

B. No jewelry, including piercings.

C. No hats with hard brims. Beanies and headbands are allowed.

D. Cleats: Rubber cleats only. No metal cleats. (Tennis shoes permitted.)

E. Shin guards are **REQUIRED**.

Weather Policy

A. In case of cancellations or delays, league directors will notify head coaches, who must notify parents.

B. If weather and/or field conditions become unfavorable during play:

1. Site Supervisor determines delay or cancellation.
2. If unavailable, referee has discretion and will notify the Site Supervisor.
3. Games reaching halftime are considered complete. Games canceled before halftime will be rescheduled.

C. Rainout Line

- App: *Rainout Line*
- Search: *Celina TX Parks and Recreation*
- Phone: 469-430-0050 (provides same information at the app)

Game Clock

- All games use a running clock.
- Quarter breaks: 2 minutes
- Halftime: 5 minutes
- Referee keeps official time.

Forfeits & Grace Period

To ensure the league stays on schedule, the following rules apply to late arrivals:

- **The 5-Minute Grace Period:** The official game clock will start at the scheduled kickoff time. Teams have exactly **5 minutes** from the start of the clock to field the minimum required number of players.
- **Official Forfeit:** If a team is unable to play after the 5-minute mark has passed on the running clock, the Referee will declare an official forfeit.
- **Scoring:** Forfeited games shall be recorded as a **3-0 loss** for the forfeiting team.

Sportsmanship

- Coaches are responsible for the conduct of players, parents, and themselves.
- Disrespect toward referees, players, or coaches will not be tolerated.
- Ejections may result in forfeits and league review.
- League administrators will investigate all incidents and determine discipline.

Player Substitution

Substitutions are allowed:

- On throw-ins (team in possession)
- At goal kicks
- After goals
- At injury stoppages

Recreation Philosophy:

Fair playing time is encouraged. Coaches may limit playing time due to unexcused absences or disciplinary issues.

Safety Rules

Slide Tackling

- Strictly prohibited at all ages.
- Immediate penalty applies (age-specific consequences).

Heading

- Prohibited U4, U6, U8, and U10. (Referee to award indirect free kick at the spot of the infraction.)
- Allowed in U12 only.

Head Injury

- Play stops immediately for suspected head injuries (referee discretion).

Tiebreakers (Playoffs Only – U8, U10, U12)

- No playoff games end in a tie. (Regular season games can end in a tie.)
- 5-player shootout:
 1. Coin toss determines order.
 2. Alternating kicks.
 3. Goalkeeper participates.
- Sudden death if tied after five rounds.

Standings Tiebreakers

1. Head-to-head
2. Goal differential
3. Goals for
4. Goals against

Goal Kicks

- Goal kicks are **live immediately** and do not need to leave the box.

Penalty Kicks (PKS)

- All players not taking the PK must be lined up outside on the top side of the box, and outside the semicircle on top of the box

Build-Out Line (U8 Only)

- Build-out line stretches from sideline to sideline, midway between the top of the penalty area and the mid-stripe
- Opponents must retreat behind the build-out line when the keeper has possession.
- Keeper may pass, throw, or roll the ball.
- Play resumes normally once ball is in play.

Fouls & Misconduct

- Free kicks (direct or indirect) are awarded based on severity, generally used to caution a player for unsporting behavior, persistent fouls, or delaying the restart.
 - Such as but not limited to tripping, kicking opponent, handball
- Red cards are given for dangerous and/or violent conduct (punching/kicking), serious foul play (using excessive force), or receiving two yellow cards in one match. Result in:
 - Immediate ejection
 - Team plays short a player
 - One-game suspension

Guest Players

- Maximum **two guest players** per game.
- Must be registered in the same town/association.
- Must have parental permission.
- Can play up **one age division only**.
- Must be announced to referees and opposing coach before kickoff.

2. Coaches, Parents, Players, & Administrators

Coaches

- On-field only in U4 & U6.
- Responsible for team behavior.
- Expected to model sportsmanship.

Parents / Spectators

- No field access.
- Must remain on opposite sideline.
- Ejections may occur for misconduct.

Players

- Expected to display sportsmanship.
- Post-game handshakes required.

League Administrators

- Final authority on disputes, weather, and discipline.

Ball Out of Play

A. The ball is considered out of bounds when the **entire ball** passes completely over the sideline or goal line.

- For **U4**, a “soft out of bounds” is used, typically within approximately one half foot of the sideline or goal line.

B. When a coach or referee determines that the ball is out of play, the ball will be returned to play by the **opposing team** as follows:

1. Ball Played Over the Sideline

- A **kick-in** is taken at the point where the whole ball crossed the line.
- **Throw-ins are not used at any age** until referees are added to the field of play.

2. Ball Played Over the Goal Line by the Defending Team

- A **corner kick** is awarded to the attacking team and taken from the corner arc on the side of the field where the ball crossed the goal line.

3. Ball Played Over the Goal Line by the Attacking Team

- A **goal kick** is awarded to the defending team and may be taken from anywhere within the goal area.

4. Scoring a Goal

- A goal is scored when the **entire ball** passes completely over the goal line, between the goalposts and under the crossbar.
- **Note:** All restarts are indirect kicks; therefore, a goal may not be scored directly from a restart unless the ball is touched by two players.

5. Kick-Offs

- Each half begins with a kick-off.
- The second and fourth quarters resume from the location where play ended due to a stoppage.

3. U4 Division Rules

(Field: 20x30 | Ball: Size 3 | 3v3 | No Goalies | No Score | No Offsides)

- Four 8-minute quarters
- Coaches act as officials
- Indirect kicks only
- Soft out-of-bounds

4. U6 Division Rules

(Field: 20x30 | Ball: Size 3 | 4v4 | No Goalies | No Score | No Offsides)

- Four 8-minute quarters
- Coaches act as officials
- Indirect kicks only

5. U8 Division Rules

(Field: 30x50 | Ball: Size 3 | 7v7 | Goalies | Score Kept | No Offsides)

- Four 10-minute quarters
- Build-out line used
- Penalty spot: 9 yards

6. U10 Division Rules

(Field: 45x65 | Ball: Size 4 | 7v7 | Offsides)

- Two 25-minute halves
- Penalty spot: 10.5 yards

7. U12 Division Rules

(Field: 55x75 | Ball: Size 4 | 9v9 | Offsides | Coed)

- Two 30-minute halves
- Penalty spot: 12 yards