

# MAHOMET RECREATION - YOUTH SOCCER RULES

## PreK 4 – 6<sup>th</sup> Grade

Based on FIFA Laws of the Game  
And  
US Youth Soccer Recommendations  
*Revised 08/2/17*

### LAW 1- FIELD OF PLAY

1. All fields will be rectangular in shape with the length longer than the width.
2. PreK 4 & Kindergartners: The field will measure a maximum of 30 yd. long by 20 yd. wide. The field will be marked with two touch lines (sidelines), two goal lines, a halfway line, a center circle with a 3 yd. radius, and an exclusion area with a 3 yd. radius centered on the goal line.
3. 1<sup>st</sup> & 2<sup>nd</sup> Graders: The field will measure a maximum of 50 yd. long by 30 yd. wide. The field will be marked with two touch lines (sidelines), two goal lines, a halfway line, a center circle with a 3 yd. radius, and an exclusion area with a 3 yd. radius centered on the goal line.
4. 3<sup>rd</sup> & 4<sup>th</sup> Graders: The field will measure a maximum of 55 yd. long by 45 yd. wide. The field will be marked with two touch lines (sidelines), two goal lines, a halfway line, a center circle with an 8 yd. radius, corner arcs with a 1 yd. radius, a goal area 6 yd. from each goal post extending 6 yd. into the field, and a penalty area 10 yd. from each goal post extending 10 yd. into the field. A penalty mark (used only for tournament tiebreakers) 8 yd. into the field of play from the goal line centered on the goal.
5. 5<sup>th</sup> & 6<sup>th</sup> Graders: The field will measure a maximum of 90 yd. long by 50 yd. wide. The field will be marked with two touch lines (sidelines), two goal lines, a halfway line, a center circle with a 8 yd. radius, corner arcs with a 1 yd. radius, a goal area 6 yd. from each goal post extending 6 yd. into the field, and a penalty area 14 yd. from each goal post extending 14 yd. into the field. A penalty mark 10 yd. into the field of play from the goal line centered on the goal.
6. The goals will consist of frame structures with a net. The goals will be centered on the goal line.
  - A. The dimensions of the goals will be:
    - i. PreK4, Kindergarten, 1<sup>st</sup> & 2<sup>nd</sup> Grade: 6-8 ft. long and 4 ft. high.
    - ii. 3<sup>rd</sup> & 4<sup>th</sup> Grade: 12 ft. long and 6 ft. high.
    - iii. 5<sup>th</sup> & 6<sup>th</sup> Grade: 21 ft. long and 7 ft. high.

### LAW 2 - THE BALL

1. The balls will be provided by Mahomet Recreation.
  - A. PreK4, Kindergarten, 1<sup>st</sup> & 2<sup>nd</sup> Grade: #3 soccer ball.
  - B. 3<sup>rd</sup> & 4<sup>th</sup> Grade, 5<sup>th</sup> & 6<sup>th</sup> Grade: #4 soccer ball.
2. Should the ball become deflated or defective during play:
  - A. Play is stopped.
  - B. The match is restarted with a drop ball at the spot where play was stopped.
3. The ball may be changed during a match only with the referee's permission.

## LAW 3 - PLAYERS AND SUBSTITUTIONS

1. The match will be played by two teams:
  - A. PreK 4 & Kindergartners: 3 players with **NO** goalkeeper.
  - B. 1st & 2nd Grade: 4 players with **NO** goalkeeper.
  - C. 3rd & 4th Grades: 6 players with one being a goalkeeper.
  - D. 5th & 6th Grades: 8 players with one being a goalkeeper.
2. Teams and spectators will be located in specific areas.
  - A. PreK4, Kindergarten, 1<sup>st</sup> & 2<sup>nd</sup> Grade:
    - i. Both teams will be located between the two playing fields.
    - ii. Spectators will be located around the perimeter of the fields.
  - B. 3rd & 4th Grades and 5th & 6th Grades:
    - i. Both teams will be located on the same side of the field.
    - ii. All spectators will be located on the opposite side of the field.
    - iii. No one will be allowed on the ends of the field without the permission of the referee.
3. **ALL PLAYERS MUST PLAY IN EACH HALF OF THE MATCH.** Players should play at least  $\frac{1}{2}$  of the total time of the match. Please play the children equally.
4. A player may play the goalkeeper position **in only** one half of a match. Any exceptions must be approved by the referee.
5. A player cannot play in the same area of the field for more than one half of the total time of a match. Any exceptions must be approved by the referee.
6. The designated areas are:
  - A. Forward (offense)
  - B. Midfield
  - C. Fullback (defense)
  - D. Goalkeeper.
7. Substitution Procedures:
  - A. PreK4, Kindergarten, 1<sup>st</sup> & 2<sup>nd</sup> Grade:
    - i. Any stoppage of play.
  - B. 3rd & 4th Grades and 5th & 6th Grades:
    - i. The ball must in touch (out of bounds).
    - ii. The substitutes must be at the halfway line prior to the stoppage of play (it is also helpful if the coach informs the referee of the substitutions).
      1. Teams can substitute at these times:
        - a. For throw-ins and corner kicks, both teams may substitute only if the team in possession of the ball has a substitute.
        - b. Both teams for a goal kick.
        - c. Both teams after a goal is scored.
        - d. Both teams between periods.
      - iii. The referee signals for the substitution.
    - C. If play is stopped for an injury, all substitutes may enter. The injured player must leave the field. The injured player may return at the next substitution opportunity.
8. The goalkeeper may be changed at any legal substitution opportunity as long as the referee is informed.
9. No match shall be forfeited due to lack of players. If a team has an insufficient number of players, they may play short - all players must be registered in Mahomet Recreation's soccer program.

## LAW 4 – PLAYER’S EQUIPMENT

1. Team shirts must be worn on the outside of all clothing.
2. Shin guards are required - plastic shin guards must be completely covered with socks.
3. NO METAL SPIKES ARE ALLOWED-ONLY RUBBER SOLED CLEATS! No baseball or football cleats (toe cleats) are allowed. Rubber spikes are recommended but not required.
4. No jewelry is to be worn on the playing field. This includes any body piercing. Medical alert bracelets and necklaces are not considered jewelry but must be secured so as not to be a danger to players.
5. It is recommended that players wearing glasses use some form of safety glasses and a strap to hold the glasses on the head. It is also recommended that players do not wear wire rim glasses.
6. The goalkeeper's shirt color must be different from the shirt colors of either team and from each other (goalkeeper shirts will be provided).

## LAWS 5 & 6 - REFEREES AND ASSISTANT REFEREES

1. Number of referees
  - A. PreK4, Kindergarten, 1<sup>st</sup> & 2<sup>nd</sup> Grade: a coach, assistant or parent will monitor play. All infractions will be briefly explained to the offending player.
  - B. 3<sup>rd</sup> & 4<sup>th</sup> Grades: There will be one referee officiating each game. All infractions will be briefly explained to the offending player.
  - C. 5<sup>th</sup> & 6<sup>th</sup> Grades: There will be two referees officiating each game. All infractions will be briefly explained to the offending player.
2. **All** decisions made by the referee are final.
3. The referee may caution any player, coach, or spectator guilty of misconduct or unsporting behavior. If the cautioned individual persists, they may be sent off. The referee may suspend the match if the individual refuses to leave the area.
4. The referee may hold the coach responsible for all spectators identifiable with his team.
5. The referee may suspend the match if, in the referee’s opinion, the safety of the referee, players, coaches or spectators is at risk.

## LAW 7 - DURATION OF THE GAME

1. Length of periods
  - A. PreK 4 & Kindergartners: Four 7-8 minute quarters with a 2 minute break after the 1<sup>st</sup> and 3<sup>rd</sup> quarters.
  - B. 1<sup>st</sup> & 2<sup>nd</sup> Grade: Four 10 minute quarters with a 2 minute break after the 1<sup>st</sup> and 3<sup>rd</sup> quarters.
  - C. 3<sup>rd</sup> & 4<sup>th</sup> Grades: Four 12 minute quarters with a 2 minute break after the 1<sup>st</sup> and 3<sup>rd</sup> quarters.
  - D. 5<sup>th</sup> & 6<sup>th</sup> Grades: Two 30 minute halves.
2. The half-time period in all leagues shall be four minutes.
3. The clock is stopped only when a serious injury occurs.
4. Time is extended in any period for the taking of a penalty kick for a foul that occurred before time ran out.
5. Time will be extended if, in the referee's opinion, a team is delaying progress of the match.
6. There will be no extra time or other tie-breakers except during the tournament.
7. The teams will change ends of the field after the 2<sup>nd</sup> quarter or 1<sup>st</sup> half.

## LAW 8 - THE START AND RESTART OF PLAY

1. COIN TOSS TO START GAME: The visiting team or the team chosen by the referee will call the coin toss. The winner of the toss chooses to kickoff or which goal to defend. The other team gets the remaining choice.
2. KICK OFF, DEFINITION OF: A kick off is taken at the center mark either to start a match, restart play after a goal is scored, start the second half (2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> quarters) of a match or to start extra time periods.
3. RULES OF THE KICK OFF:
  - A. All players must be in their own half of the field.
  - B. All opponents must be at least the minimum distance from the ball.
    - i. PreK4, Kindergarten, 1st & 2nd Grade: 3 yd.
    - ii. 3rd & 4th Grades, 5th & 6th Grades: 8 yd.
  - C. The ball is stationary on the center mark.
  - D. The referee gives a signal.
  - E. The ball is in play when:
    - i. PreK4, Kindergarten, 1st & 2nd Grade: The ball is kicked. The ball may be kicked back to maintain possession.
    - ii. 3rd & 4th Grades and 5th & 6th Grades: The ball is kicked and travels in a forward direction (straight or lateral). If the ball is kicked directly sideways or backwards, the kick off must be retaken.
  - F. The player kicking the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
  - G. For all other infractions, the kick is retaken.
4. A goal may not be scored from a kick-off.
5. ALTERNATING KICK OFFS TO START QUARTER/HALF:
  - A. For matches with halves: The team that did not kick-off to start the match will kick-off to start the 2<sup>nd</sup> half.
  - B. For matches with quarters: The team that did not kick-off to start the match will kick-off to start the 2<sup>nd</sup> and 4<sup>th</sup> quarters.
6. RESTART PLAY AFTER A GOAL: The match is restarted with a kick-off by the team scored upon.

## DROP BALL

1. DROP BALL, DEFINITION OF: A method of restarting play in which the referee shall drop the ball in order to restart the match after a temporary stoppage of play (i.e. defective ball, player injury, double foul, or all other stoppages not covered by other laws).
2. RULES OF THE DROP BALL:
  - A. The ball is dropped at the location the ball was when play was suspended.
  - B. The ball is in play when it touches the ground. If a player touches the ball before it touches the ground, the ball must be dropped again.
  - C. If play was stopped inside the goal area, the drop ball will take place on the top goal area line at the point nearest to where the ball was when play stopped.

## LAW 9 - THE BALL IN AND OUT OF PLAY

1. The ball is out of play when it has completely crossed the goal line or touch line (side line) whether on the ground or in the air. The lines on the field are part of the area that they enclose. Therefore, if the ball is on the line, it is still in play.
2. The ball is out of play anytime the match is stopped by the referee.
3. The ball is in play at all other times including when it rebounds off of a goal post, cross bar or corner flag post into the field of play or when the ball touches a referee that is on the field of play.

## LAW 10 - SCORING

1. Officials will keep score **only** during tournament play.
2. A goal is one point and scored when the ball completely crosses the goal line between the goal posts and under the cross bar. If cones are used as the goal posts, the ball must pass between the cones and not over the extended reach of a standing goalkeeper. A ball on the line is not considered to have crossed the line and is not a goal.
3. A goal may not be scored directly from:
  - A. A kick-off.
  - B. An indirect free kick.
  - C. A goal kick.
  - D. A throw-in.
  - E. A Kick-in.

## LAW 11 – OFFSIDE – 5TH & 6TH GRADES ONLY

1. There will be no offside in the PreK4, Kindergarten, 1st & 2nd Grade, or 3rd & 4th Grades leagues.
2. Offside position and offside are not the same. It is **NOT** against the rules to be merely in an offside position. It **IS** against the rules to be offside.
3. OFFSIDE POSITION, DEFINITION OF: A player is nearer to the opponents' goal line than both the ball and the second to last opponent or the last two opponents.
4. A player is not in offside position if:
  - A. The player is in their own half of the field.
  - B. The player is even with the second to last opponent.
  - C. The player is even with the last two opponents.
  - D. The player is even with the ball.
  - E. The player is in control of the ball.
5. OFFSIDE, DEFINITION OF: A player in an offside position becomes offside when at the moment the ball is played by one of the players' teammates he is, in the opinion of the referee, involved in active play by:
  - A. Gaining possession of the ball.
  - B. Participating in the play.
  - C. Interfering with play.
  - D. Interfering with an opponent.
  - E. Gaining advantage by being in that position.
  - F. In the referee's opinion, the player was intended to receive the pass.
6. There is no offside if a player receives the ball directly from:
  - A. A goal kick.
  - B. A throw-in.
  - C. A corner kick.

7. FOR ANY OFFSIDE INFRACTION, an indirect free kick is awarded to the opposing team.

## LAW 12 – FOULS AND MISCONDUCT

### FOULS

1. PENAL FOUL, DEFINITION OF: A foul committed against an opponent on the field of play while the ball is in play that is penalized by a free kick. A penal foul can be committed against any opposing player not just the player with the ball. A foul is charged if the act is committed in a manner that the referee considers careless, reckless or involving excessive force by:
  - A. Kicking or attempting to kick an opponent.
  - B. Tripping or attempting to trip an opponent.
  - C. Striking or attempting to strike an opponent.
  - D. Pushing an opponent.
  - E. Jumping at an opponent.
  - F. Charging at an opponent.
    - i. A legal charge is shoulder to shoulder contact made within playing distance of the ball in an attempt to play the ball without the use of excessive force.
2. A penal foul is also committed if a player:
  - A. Holds an opponent.
  - B. Tackles an opponent; making contact with the opponent before making contact with the ball. Not the same as tripping, tripping can occur against a player without the ball.
  - C. Handles the ball deliberately (except for the goalkeeper within their own penalty area).  
Note that this is the only foul that is not committed against an opponent.
3. TECHNICAL FOUL, DEFINITION OF: A foul committed by a player that is penalized by a free kick.
4. A technical foul is committed if:
  - A. A goalkeeper, inside their own penalty area:
    - i. Takes more than six seconds to release a ball from their possession.
    - ii. Touches the ball with their hands again after giving up possession and before another player touches it.
    - iii. Touches the ball with their hands after the ball has been deliberately kicked to them by a teammate.
    - iv. Touches the ball with their hands after directly receiving the ball from a throw-in by a teammate.
  - B. A player, in the opinion of the referee:
    - i. Commits a dangerous play. Such as, but not limited to:
      1. **Slide tackling of any kind.** The referee may charge the offending player with a penal foul if the tackle is considered an illegal tackle.
      2. Tackling from behind. The player can also be cautioned.
      3. High kicking when other players are within playing distance of the ball.
      4. Trying to play a ball in possession of a goalkeeper. The player can also be cautioned.
      5. Trying to head a low ball that an opponent is about to kick.
      6. Playing a ball while the player is on the ground when other players are within playing distance of the ball.
      7. Showing the cleats to any player.
    - ii. Impedes the progress of an opponent. A player not within playing distance of the ball runs between the ball and an opponent with the intent of preventing the opponent from playing the ball.

- iii. *Extends their arms away from their body in a manner that prevents an opposing player from legally playing the ball.*
  - iv. Prevents the goalkeeper from releasing the ball from their hands. The player can also be cautioned.
  - v. Commits any other offense, not previously covered in Law 12, for which play is stopped to caution or send off a player.
- C. PreK4, Kindergarten, 1<sup>st</sup> & 2<sup>nd</sup> Grade:
- i. A player attempts to play the ball while standing in the exclusion area. A player may only follow the ball into the exclusion area. A player entering the exclusion area prior to the ball may not play the ball.
  - ii. A free kick is awarded to the opposing team from the point the ball was played.

## MISCONDUCT

1. **A player, coach or spectator will be ejected from the match for:**
  - A. **Serious foul play.**
  - B. **Violent conduct.**
  - C. **Abusive language or gestures.**
  - D. **Arguing with coaches, players or referees.**
2. **YELLOW CARD:** A player, coach or spectator will be issued a yellow card for the following seven offenses:
  - A. Guilty of unsporting behavior.
  - B. Shows dissent by word or action (not the same as arguing).
  - C. Persistently and/or intentionally breaks the rules of the game.
  - D. Delays the restart of play.
  - E. Fails to respect the minimum distance (after being verbally warned once) when play is restarted with a corner kick or free kick.
  - F. Enters or re-enters the field of play without the referee's permission.
  - G. Deliberately leaves the field of play without the referee's permission.
3. A player receiving a yellow card must leave the field and may be replaced. The player may re-enter the match at the next substitution opportunity. An indirect kick will be awarded to the opposing team unless play was stopped for some other reason requiring a different restart.
4. **RED CARD:** a player, coach or spectator will be issued a red card for:
  - A. Extreme behavior, as deemed by the referee.
  - B. A second yellow card infraction.
  - C. In the opinion of the referee, denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own penalty area).
  - D. In the opinion of the referee, denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
5. The red card means ejection (send off) from the match and playing area.
  - A. The person ejected, whether player, coach or spectator, will not be allowed to participate in the current match or the next match.
  - B. If a player is ejected from the match, there will be no substitution for that position (except for the PreK4, Kindergarten and, 1st & 2nd Grade leagues - this league may substitute).
  - C. If a coach or spectator is ejected from the match, they must leave the area of play or the match will be suspended.
6. An indirect kick will be awarded to the opposing team unless play was stopped for some other reason requiring a different restart.

7. Coaches and players may approach the official to discuss a call only during a stoppage of play.



## LAW 13 - INDIRECT FREE KICK & DIRECT FREE KICK

1. The free kicks that are awarded to teams that have been fouled:
  - A. PreK4, Kindergarten, 1st & 2nd Grade:
    - i. **All** free kicks will be indirect.
  - B. 3<sup>rd</sup> & 4<sup>th</sup>, 5th & 6th Grades:
    - i. Direct free kick.
    - ii. Indirect free kick.
2. There is offside on both direct and indirect kicks in the 5th & 6th Grades league only.
3. **INDIRECT FREE KICK, DEFINITION OF:** A free kick awarded to a team due to a **technical** foul. A goal can not be scored on this free kick (the ball can not be kicked directly into goal).
4. **RULES OF THE INDIRECT FREE KICK:**
  - A. The ball is stationary.
  - B. All opponents are at least the minimum distance from the ball.
    - i. PreK4, Kindergarten, 1st & 2nd Grade: 3 yd.
    - ii. 3<sup>rd</sup> & 4<sup>th</sup> Grades, 5th & 6th Grades: 8 yd.
  - C. The kicker can choose to kick the ball with opponents closer. An opponent within the minimum distance cannot attempt to play the ball. If an opponent within the minimum distance attempts to play the ball, the offending player is verbally warned or cautioned (carded) and the kick is retaken.
  - D. The player kicking the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
  - E. For 5th & 6th Grades; the referee will raise their arm above their head. The referee will lower their arm after the kick has been taken and touches another player or goes out of play.
  - F. If the ball is kicked directly into the team's own goal:
    - i. PreK4, Kindergarten, 1st & 2nd Grade will award a kick-in to the opposing team on the goal line 3 yd. from the goal post.
    - ii. 3<sup>rd</sup> & 4<sup>th</sup> Grades, 5th & 6th Grades will award a corner kick to the opposing team.
  - G. If the ball is kicked directly into the opposing team's goal:
    - i. PreK4, Kindergarten, 1st & 2nd Grade will award a kick-in to the opposing team from anywhere within the exclusion area.
    - ii. 3<sup>rd</sup> & 4<sup>th</sup> Grades, 5th & 6th Grades will award a goal kick.
  - G. For a kick taken outside of the penalty area by either team:
    - i. The kick takes place at the spot of infraction.
    - ii. The ball is play when it is kicked.
  - H. For a kick taken inside the penalty area by the defending team:
    - i. The kick takes place at the spot of infraction. Except if the kick is awarded inside the goal area. Then the kick may be taken from anywhere inside the goal area.
    - ii. All opponents remain outside of the penalty area until the ball is in play.
    - iii. The ball is in play when it is kicked directly beyond the penalty area. If the ball does not clear the penalty area, the kick is retaken.
  - I. For a kick taken inside the penalty area by the attacking team:
    - i. All opponents are at least the minimum distance from the ball.
      1. PreK4, Kindergarten, 1st & 2nd Grade: 3 yd.
      2. 3<sup>rd</sup> & 4<sup>th</sup> Grades, 5th & 6th Grades: 8 yd.
    - ii. Opponents may be closer than the minimum distance if they are on their own goal line and between the goal posts.
    - iii. A kick awarded inside the goal area or exclusion area is taken from the top goal area line, at the point nearest to the infraction.

5. The ball is in play when it is kicked and moves.

### 5TH & 6TH GRADES ONLY:

6. DIRECT FREE KICK, DEFINITION OF: A free kick awarded to a team due to a **penal** foul. A goal can be scored directly on this free kick (the ball can be kicked directly into goal).
7. RULES OF THE DIRECT FREE KICK:
- A. The ball is stationary.
  - B. The player kicking the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
  - C. All opponents are at least the minimum distance from the ball.
    - i. 5th & 6th Grades: 8 yd.
  - D. The kicker can choose to kick the ball with opponents closer. An opponent within the minimum distance cannot attempt to play the ball. If an opponent within the minimum distance attempts to play the ball, the offending player is verbally warned or cautioned (carded) and the kick is retaken.
  - E. If the ball is kicked directly into the team's own goal, a corner kick will be awarded to the opposing team.
  - F. For a kick taken outside of the penalty area:
    - i. The kick takes place at the spot of the infraction.
    - ii. The ball is play when it is kicked.
  - G. For a kick taken inside the penalty area by the defending team:
    - i. The kick takes place at the spot of infraction. Except if the kick is awarded inside the goal area. Then the kick may be taken from anywhere inside the goal area.
    - ii. All opponents remain outside of the penalty area until the ball is in play.
    - iii. The ball is in play when it is kicked directly beyond the penalty area. If the ball does not clear the penalty area, the kick is retaken.

### LAW 14 - PENALTY KICK – 5TH & 6TH GRADES ONLY

1. There will be no penalty kicks in the PreK4, Kindergarten, 1st & 2nd Grade, or 3rd & 4th Grades leagues. All fouls will result in an indirect free kick.
2. PENALTY KICK, DEFINITION OF: A kick taken when a penal foul is committed by a defending player inside their own penalty area.
3. RULES OF A PENALTY KICK:
  - A. The ball is placed on the penalty mark.
  - B. All players except the kicker and goalkeeper are:
    - i. Outside the penalty area.
    - ii. Behind the penalty mark.
    - iv. At least the minimum distance from the ball.
      1. 5th & 6th Grades: 8 yd.
  - C. The player taking the kick is identified.
  - D. The goalkeeper must have their feet on the goal line between the goalposts until the ball is kicked. The goalkeeper is allowed to move along the line prior to the kick.
    - i. If the goalkeeper moves off of their line prior to the kick:
      1. A ball entering the goal is awarded as a goal.
      2. A ball not entering the goal is re-kicked.
  - E. The referee signals for the kick.
  - F. The player taking the kick must approach and kick the ball in a continuous motion. The player may not start and stop or fake or feint. An infraction results in the kick being retaken.
  - G. The player taking the kick must kick the ball forward.

- i. If the ball does not move forward, the kick is retaken.
  - H. The ball is in play when it is kicked and moves forward.
  - I. The player kicking the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
  - J. A kick that rebounds off of the goalposts, crossbar or goalkeeper back into the field of play is a live ball.
  - K. A kick that is taken after time has expired that rebounds off of the goalposts, crossbar or goalkeeper back into the field or out of play, is a dead ball.
- 4. Encroachment into the penalty area prior to or during the kick:
  - A. If a defender encroaches:
    - i. A scoring shot counts as a goal.
    - ii. A non-scoring shot is retaken.
  - B. If an attacker encroaches:
    - i. A scoring shot does not count as a goal and the kick is retaken.
    - ii. A non-scoring shot that goes out of play results in a goal kick for the defending team.
    - iii. A non-scoring shot that rebounds off of the goalposts, crossbar or goalkeeper results in an indirect free kick for the defending team from the point of the encroachment.
  - C. If both sides encroach, the penalty kick is retaken whether scored or not.

## LAW 15 - THROW-IN / KICK-IN

1. PreK4, Kindergarten, and 1st & 2nd Grade will use a kick-in in place of a throw-in.
- 3RD & 4TH GRADES & 5TH & 6TH GRADES ONLY**
2. THROW-IN, DEFINITION OF: A throw-in is taken to restart the game after the ball completely crosses over the touchline (sideline) either on the ground or in the air. A goal cannot be scored directly from a throw-in.
3. There is no offside on a throw-in.
4. RULES OF A THROW-IN:
  - A. All opponents must be 2 yd. from the spot of the throw-in. An opponent interfering with the thrower is verbally warned or cautioned (carded) and an indirect free kick is awarded to throwing team.
  - B. The throw-in can be executed by any member of the team awarded the ball.
  - C. The thrower at the moment of delivering the ball must:
    - i. Face the field of play.
    - ii. Have both feet on the ground and on or outside the touchline.
    - iii. Throw the ball over their head, with two hands, in one continuous motion starting from the behind the head and releasing the ball over the top of the head. The throw should be directed in a forward motion in relation to his/her body. The ball may not be dropped or thrown directly down at the ground.
  - D. The ball is in play immediately as it enters the field of play.
  - E. The player throwing the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
5. A properly thrown ball that does not enter the field of play, is re-thrown by the same team.
6. A properly thrown ball that is over any part of the touch line and then goes back out of play, awards a throw-in to the opposing team at the point the ball went back out of play.
7. If the ball is improperly thrown-in (foul throw):
  - A. The 3rd & 4th Grades League will allow one re-throw by the same player.
  - B. The 5th & 6th Grades League will award a throw-in to the opposing team.

8. If a thrown ball directly enters the thrower's own goal, a corner kick is awarded to the opposing team.
9. If a thrown ball enters an opponents' goal, a goal kick is awarded.

#### **PREK4, PEE-WEES, 1ST & 2ND GRADE ONLY**

10. KICK-IN, DEFINITION OF: A kick-in is taken to restart the game after the ball completely crosses over the touchline (sideline) or goal line either on the ground or in the air. A goal cannot be scored directly from a kick-in.
11. RULES OF THE KICK-IN
  - A. The kick-in will take place at the point the ball went out of play.
  - B. The ball is stationary.
  - C. All opponents are at least the minimum distance from the ball.
    - i. PreK4, Kindergarten, 1st & 2nd Grade: 3 yd.
  - D. The kicker can choose to kick the ball with opponents closer. An opponent within the minimum distance cannot attempt to play the ball. If an opponent within the minimum distance attempts to play the ball, the offending player is verbally warned or cautioned (carded) and the kick is retaken.
  - E. The player kicking the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
  - H. If the ball is kicked directly into the team's own goal, a kick-in will be awarded to the opposing team on the goal line 3 yd. from the goal post.
  - I. If the ball is kicked directly into the opposing team's goal, a kick-in will be awarded to the opposing team from anywhere within the exclusion area.
  - J. The ball is play when it is kicked.

#### **LAW 16 - GOAL KICK**

1. PreK4, Kindergarten, 1st & 2nd Grade leagues will utilize a kick-in in place of a goal kick.
  - A. The kick-in will take place from the point where the ball crossed the goal line.
  - B. If ball crosses the goal line between the goal posts and over the cross bar, the kick-in will take place on the exclusion zone line in front of the goal.
2. DEFINITION OF A GOAL KICK: A goal kick is taken by the defending team to restart the game after the ball has been kicked over the goal line by the attacking team. A goal can not be scored directly from a goal kick.
3. There is no offside on a goal kick.
4. RULES OF A GOAL KICK:
  - A. All opposing players must leave the penalty area before the goal kick is taken.
    - i. 3rd & 4th Grades: Opponents must drop back to their own half of the field beyond the midline until the ball is in play.
  - B. *The ball is placed in the proper area:*
    - i. 3rd & 4th Grades: *The ball may be placed anywhere in the penalty area.*
    - ii. 5th & 6th Grades: *The ball may be placed anywhere in the goal area.*
  - C. The ball must be stationary.
  - D. Any player on the defending team can kick the ball.
  - E. The player kicking the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
  - F. The ball is in play when it is kicked directly beyond the penalty area. If the ball does not clear the penalty area, the kick is retaken.
  - G. The ball cannot be played by another player until the ball has left the penalty area. If another player kicks the ball inside the penalty area, the kick is retaken.

**LAW 17 - CORNER KICK**

1. PreK4, Kindergarten, 1st & 2nd Grade leagues will utilize a kick-in in place of a corner kick.
  - A. The kick-in will take place from the point where the ball crossed the goal line.
  - B. If ball crosses the goal line between the goal posts and over the cross bar or within 3 yd. of the goal post, the kick-in will take place on the goal line 3 yd. from the goal post.
2. CORNER KICK, DEFINITION OF: A corner kick is taken by the attacking team to restart the game after the ball has been kicked over the goal line by the defending team.
3. There is no offside on a corner kick.
4. RULES OF A CORNER KICK:
  - A. The kick will be taken from within the quarter circle at the corner nearest to where the ball went out of play.
  - B. The corner flag posts must not be moved during the kick.
  - C. All opponents are at least the minimum distance from the ball.
    - i. 3rd & 4th Grades, 5th & 6th Grades: 8 yd.
  - D. The player kicking the ball cannot touch the ball again until the ball has touched another player. An infraction awards an indirect free kick to the opposing team.
  - E. The ball is play when it is kicked.

**LAW 18 – COMMON SENSE**

1. Please apply common sense to all of the laws of the game and specifically to the age group.

## ADDITIONAL INFORMATION

### LEGAL CONTACT WITH THE BALL

1. Any manner of kicking the ball is legal as long as:
  - A. High kicks above the waist are not executed by a player with other players within playing distance of the ball.
  - B. A player does not play the ball while that player is on the ground with other players within playing distance of the ball.
  - C. The player does not kick the ball in a manner that shows the bottom of the foot (shows cleats). As in a karate kicking type motion.
  - D. A kicking motion must be used for any restart requiring the ball be kicked. Just stepping on the ball is not considered a legal kick.
2. Body trapping the ball is legal as long as the arms do not make contact with the ball.
3. The ball may contact any part of the body except the arms from the upper arm down to the hands.

### TACKLING

1. TACKLE, DEFINITION OF: A method of gaining possession of the ball by kicking the ball away from an opponent.
2. RULES OF A TACKLE:
  - A. The tackler must be within the peripheral view of the player with the ball. NO TACKLING FROM BEHIND. The tackler can be cautioned or sent off if the tackle endangers the safety of the other player.
  - B. The tackler must make initial contact with the ball.
  - C. The tackler cannot commit any penal foul during the tackle.

### GOALKEEPER PLAY

1. Once the goalkeeper's hand or body is in contact and stays in contact with the ball (control), the goalkeeper is in possession of the ball and opponents must retreat from the ball. However, if the ball strikes and bounces off the goalkeeper, the ball is in play.
2. The goalkeeper must release the ball within 6 seconds of gaining possession.
3. The goalkeeper shall not deliberately delay releasing the ball.
4. The goalkeeper cannot be interfered with by another player when they are inside their own penalty area whether or not the goalkeeper has the ball. The goalkeeper, when in possession of the ball, must not be interfered with or impeded in any manner by an opponent. A player interfering with a goalkeeper can be cautioned.
5. The goalkeeper cannot be obstructed from releasing the ball. Example: a defender can only stand in a stationary position in front of the goalkeeper as they are releasing the ball - the defender cannot be moving with the goalkeeper or jumping up to block the ball until after the ball is released.
6. Outside of the penalty area the goalkeeper has no more privilege than any other player.
7. When a player deliberately kicks the ball to their own goalkeeper, the goalkeeper cannot pick it up; they can only kick it. Infraction is an indirect free kick awarded to the opposing team at the point where the goalkeeper touched the ball unless the goalkeeper is inside the goal area. If the goalkeeper is inside the goal area, the ball is placed on the top goal area line nearest to where the ball was picked up.

## MAHOMET RECREATION - YOUTH SOCCER RULES – Tournament Procedures

Revised 8/2/17

### TOURNAMENT FORMAT

1. The tournament will be based on a points system.
  - A. Points are awarded as follows:
    - i. Win = 6
    - ii. Tie (including 0 - 0) = 3
    - iii. Goals scored = 1 for each goal (max. of 3)
    - iv. Forfeit = 7
2. Teams will be randomly assigned into a bracket or brackets.
3. Each team will play the same number of matches (3 or 4).

### TEAM PROGRESSION

1. The team with the most points in each pool will advance to the final game (ie winner pool A vs. winner pool B) If only one pool exists, the teams with the two highest point totals will advance to the final game.
2. In the event of a tie, the team(s) to advance is determined by:
  - A. Head to Head competition
  - B. Most games won (*during tournament play*)
  - C. Fewest goals allowed
  - D. Most goals scored (max of 3 per game)
  - E. Penalty Kicks

### CHAMPIONSHIP MATCH

1. A match of normal duration will be played to determine the 1st and 2nd place teams.
2. If, at the end of the match, there is a tie, the **Match Tiebreaker** procedure will be used to determine the winner.

#### Match Tiebreaker Procedure

- A. There shall be two (2) five (5) minute overtime periods played.
  1. A coin toss shall be held. Winner of the toss will choose kick off or which side to defend.
  2. Teams will change ends between each five minute period. Play will continue immediately.
- B. If the score still remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedure as outlined below.
  1. The head referee shall choose the goal at which all of the kicks from the penalty line shall be taken.
  2. Each coach will select any five players on or off the field (except those who may have been disqualified) to take the kicks. Teams will alternate kickers. There is no follow-up on the kick.
  3. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
  4. The coaches and players not involved with the kicks shall remain on the sideline during the penalty kicks.
  5. The defending team may change the goal keeper prior to each penalty kick.
  6. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
- C. If the score remains tied after each team has had five kicks, sudden victory will apply.
  1. Each coach will select five players to take the kicks in a sudden victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.
  2. If the score remains tied, continue the sudden victory kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie still remains, repeat C-1.
  3. The coach and the remainder of the team shall remain on the team sideline during the penalty kick portion of the overtime period.