



YOUTH SOCCER RULES

AIRWAY HEIGHTS – CHENEY – FAIRCHILD – MEDICAL LAKE

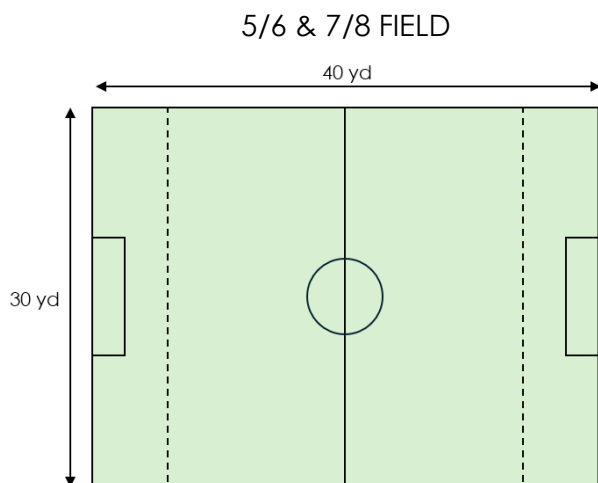
LEAGUE OPERATIONS & PLAYER ELIGIBILITY

1. League administrators have final authority on all decisions and rule modifications regarding the program.
2. All players must be registered participants of the 4Rec Youth Sports program to be eligible to play in practice or matches.
3. All players must meet age requirements of their division or get approval from their league administrator.
4. All players must have equal playing time for the length of the season.
5. No official score is kept.

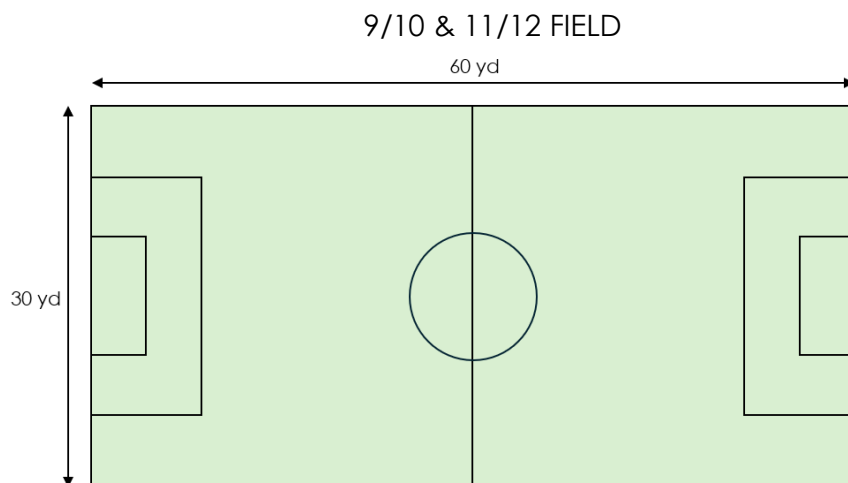
REQUIRED EQUIPMENT & SAFETY

1. All players must wear like-colored jerseys/shirts.
2. Players are required to wear shin guards.
3. Shoe requirements: Athletic shoes or cleats. No metal, or metal tipped cleats.
4. Players are restricted from wearing jewelry such as bracelets, earrings, and necklaces during play and practice. NOTE: If a player prefers a necklace/bracelet because of his/her religion or for medical identification it must be inside the jersey and/or taped.
5. Hats with bills are not allowed, and all hoods must be down. Beanies are permitted.
6. Eyeglasses must have a safety strap. The safety strap must be snug to the head.
7. Long hair must be pulled back and/or contained. Headbands are an acceptable form of containment.
8. A player who is bleeding, has an open wound, or has any amount of blood or bodily fluid on his or her clothing or person shall be directed to leave the match. No player may return to the game with blood or bodily fluid on clothing.

FIELD SPECIFICATIONS & BALL SIZE



5/6 Division - Size 3 Ball
7/8 Division - Size 4 Ball



9/10 Division - Size 4 Ball
11/12 Division - Size 5 Ball

GENERAL GAME FORMAT

1. Games will have (2) twenty-minute halves with a running clock, and a 5-minute halftime
2. Each team will field 6 players (1 goalie and 5 fielders)
3. Teams will switch sides at halftime.
4. No timeouts.
5. All substitutions will take place during dead ball situations at the referee's direction.

GAME RULES

1. **Kickoff:** Possession determined by coin flip or rock-paper-scissors. The team that did not receive possession at the start of the first half will kick off to begin the second half.
 - To start, the ball is placed in the center circle and kicked forward. A maximum of 2 offensive players may be inside the circle. All other players must remain on their side of the field outside the circle until the ball is kicked.
2. **Scoring:** The ball must fully cross the goal line between the posts and under the crossbar. *Goals cannot be scored directly from a kickoff, throw-in, or goal kick.*
3. **Dead Ball:** The ball is dead when it completely crosses a boundary line. This results in a change of possession.
4. **Restarting Play:** depending on where the ball leaves the playing surface, play will be restarted by:
 - Sideline Out-of-Bounds: Requires a throw-in from where the ball left the playing surface. Both feet must stay on/behind the line, and the ball must be thrown with two hands from behind the head.
 - Throw-in fouls: If the player commits a throw-in foul (lifting the foot, throwing the ball with one hand, or not from overhead) - the coach or referee will explain the correct method and the player will receive a second attempt. A second foul will result in a change of possession.
 - Goal Line Out-of-Bounds (attacker touched last): Goal kick for defense from the corner of the goalie box. Goalies or defenders may take the goal kick.
 - Goal Line Out-of-Bounds (defender touched last): Corner kick for offense from the nearest corner.
5. **Dangerous Plays:** Based on the referees' discretion, the following plays will result in an indirect free kick (must be passed to another player before a goal can be scored). *Note: there are no direct kicks in any age division.*
 - Headers: heading the ball is prohibited across all divisions
 - Slide Tackling: slide tackling is prohibited
 - Playing the ball on the ground: players must remain on their feet to play the ball.
 - High Kicks: while in close proximity to another player, creating a dangerous play
 - Intentional Contact: intentional physical contact, tripping, and rough play is prohibited
 - NOTE: if any player deliberately commits a personal foul, that player will be ejected from the game based upon the official's judgement. *Players are encouraged to play the ball, not the other players.*
6. **Goalies:** Goalies must be marked with a contrasting jersey or pinny. Goalies may throw, roll, or drop-kick the ball back into play. Goalies cannot handle a ball passed back to them by a teammate. On shots attempted at the goal that do not go out of bounds, the goalie must either drop kick or throw the ball back into play – this is not a goal kick situation. The ball is considered dead when the goalie has made contact with and controlled the ball.
7. **Opponent Distance:** All opposing players must be at least five yards from the ball on free kicks, corner kicks, throw-ins and goal kicks.

DIVISION SPECIFIC RULES: 5/6 & 7/8

1. On-Field Coaching
 - 5/6 Division: Coaches may remain on the field to guide play.
 - 7/8 Division: Coaches move to the sideline starting in the second half of the season (game 4).
2. Substitutions: a 1-minute substitution break will occur near the 10-minute mark of each half during a dead ball, to allow both teams to substitute players.
3. Defenders may not cross the centerline.
4. Goalies may handle the ball anywhere behind the dashed line.
5. Offsides will not be called in these divisions.

DIVISION SPECIFIC RULES: 9/10 & 11/12

1. Defenders are allowed to cross the centerline as needed to maintain the flow of the game.
2. Goalies may handle the ball anywhere within the penalty box.
3. Offsides will be enforced to the best of the officials' ability for ages 9-12, with an emphasis on ages 11-12. A player is offsides if they are closer to the opponent's goal line than the last defender when the ball is passed to them. *Note: Players should remain shoulder to shoulder with the defender until the ball is passed to them, then they can run towards the ball.*

CONDUCT AND SPORTSMANSHIP

1. Any player who receives a personal foul for rough play or unsportsmanlike conduct from the official will automatically have to sit for three minutes before returning to the game. If a second personal foul is issued, the player is out of the game.
2. Coaches who personally acquire two per "Coach" fouls for unsportsmanlike conduct during a game must leave the facility. Refusal will result in forfeiture.
3. Fighting will result in an automatic ejection from the game and an automatic one game suspension (at the minimum) to be served the next game. When serving a suspension, the person in question may not be on the premises for any reason, unless cleared by the league administrator. Upon being ejected, the person in question must leave the premises immediately and not return to the premises while serving their suspension. Failure to abide by this will result in league staff contacting the appropriate authorities to have the person arrested for trespassing and will, in addition, run the risk of his/her team having to forfeit the game. *Any person involved in an altercation, guilty or not, will be ejected and subject to a potential one game suspension to be decided by league staff. NO EXCEPTIONS!
4. Unsportsmanlike conduct by a team parent or fan will not be tolerated. One warning will be assessed, before a bench foul is given. The parent or fan will be required to leave the facility upon receiving a second foul. Refusal will result in forfeiture.
5. Officials and field supervisors are the sole judges on the field. They have complete authority over the game, players, coaches, and spectators. Their decisions are final and are backed by the league.
6. Rough play, profanity, or abuse of officials or league staff may result in immediate ejection and/or forfeiture of the game, based on referee's judgment. Only the coach may hold discussions on calls with the officials or field supervisors.

LEAGUE CONTACTS

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