



Youth Soccer Rules
Level: 2nd-3rd Grade
(Revised 1/29/18)

The Field The field of play should be rectangular; its dimensions are 80' W x 165' L

The Ball: Size (4)

The Goals: 12' Goal

Number of Players:

- **Maximum** number of players on the field per team at any given time is **Seven (7 v 7)**, including the goalkeeper
 - If a team has less than the minimum, both coaches along with the referee can agree to change the player minimum for that game
- There will be 1 goalkeeper
- Each player shall play a minimum of half (50%) of the total playing time each game
- Teams and games are co-ed
 - Coaches can choose to rest players as needed, however, a co-ed atmosphere must be maintained on the field at all times.

Players Equipment

- Must wear tennis shoes or soft-cleated soccer shoes
- Jerseys of the same color
- Shin-guards are recommended
 - * If a player has a hard cast anywhere on the body, it must be completely covered with padding or the player may not participate.

The Game

- The United States Youth Soccer Association rules will be observed with the following adaptations.
- The game will be divided into (2) 20 minute halves, with a continuous running clock
- Halftime will be 5 minutes
- Coaches are allowed (2) 1 minute timeouts per half. Any unused timeouts from the first half cannot be carried over to the second half.
- Official score will not be kept (the end of regulation is the end of the game)
- There are no off-sides

- No slide tackling
- No Heading of the Ball
- In the event of an illegal throw-in, the player who threw it in will get a warning and one re-throw to throw it in legally. If that player still throws the ball in illegally, the ball is dead and it is given to the opposing team to throw in.
- Misconduct will not be tolerated. The referee and/or coach will explain all infringements to the offending player.
- The purpose of the referee for this age group is to administer the rules of the game in a manner that officiates infractions while focusing on teaching players the basic rules of soccer.

Soccer Terminology

- **Indirect Kick** – A goal cannot be scored until the ball has been played or touched by a second player of either team.
- **Throw-Ins** – Used to put the ball in play when it crosses over the sidelines. Both feet must remain in contact with the ground and, using both hands, the ball must pass from behind and then over the top of the head in a continuous motion.
- **Goal Kick** – Used to put the ball in play after the offensive team causes the ball to cross the goal line. The ball is played in the goal box on the side it went out on and put into play by a kick from the defensive team. The ball must cross the penalty area line before either team can play the ball.
- **Corner Kick** – Used to put the ball in play after the defensive team causes the ball to cross the goal line. The ball is placed at the nearest corner and a free kick is given. A goal may be scored on a corner kick.
 - **Penalty Kick** – A free kick at the goal from the designated penalty spot defended only by the goalkeeper, awarded to an offensive player when a defensive player has committed a foul in the penalty area.
- **Minor Fouls** –
 1. Dangerous Play – i.e. pushing, shoving, high kicks in crowded areas where the foot comes above the waist
 2. Obstruction - obstructing another player without playing the ball is a foul. Players must be playing the ball in order to gain position on an opponent.
 3. Charging the goalkeeper – once the goalie has possession of the ball, players must back off and not influence his/her kick or throw. Possession means in the hands of the goalkeeper.
 4. Hand ball- A player deliberately “handles” the ball with the arm resulting in an unfair advantage (i.e. to stop a pass, deny a goal scoring opportunity). If a ball is kicked and accidentally hits a player's hand or arm but there was no intent of that player to deliberately handle the ball, there is no penalty and play will resume. It is the referee's responsibility to use their own judgment on such plays.
- **Yellow Card** – Final warning given to a player, coach, or fan for repeated

violations, violent fouls, foul language, or unsportsmanlike conduct. A second yellow card causes the person to be ejected from the site. **Coaches will receive 1 yellow card for the entire season. The second will be an ejection with a 1 game suspension. Any other 3 total yellow cards will result in a removal from coaching.**

- **Red Card** – Immediate ejection for flagrant rule violations, violent fouls, foul language, or unsportsmanlike conduct. The offender must leave the site before play is resumed. **Player/coaches/fans will be subject to a game suspension. 2 red cards will result in a suspension for the remainder of the season.**