## Kindergarten Soccer Rules

the

**BALL SIZE** - #3 Soccer Ball

**PLAYERS ON THE FIELD** - 4 players - NO goalie at this level

**PLAYER EQUIPMENT** - Shin quards are required for games and

practices. No jewelry during games. Cleats are strongly encouraged.

**GOAL KICKS** - Should be taken from anywhere near the goal,

opposing team should start a minimum of 15 feet away from the ball.

**CORNER KICKS** - Should be taken from corner identified by referee.

FREE KICKS - All free kicks will be "indirect kicks".

**THROW-INS** - Proper form will be introduced by coaches and encouraged by referees.

**START AND RE-START OF PLAY** - Opponents must be 10 feet away from free kicks.

**OFFSIDES** - Not called at this level.

**PLAYING TIME** - The goal is to have all players have equal playing time.

**SUBSTITUTIONS** – Every 4 minutes.

**HALF LENGTH** - 16 minutes with a running clock (kept by referee).

**HALF TIME** - 5 minutes.

**SCORE** - Not keeping score at this level.

**TIME OUTS** - None (you may use the substitution time as rest time).

**START OF GAME** - Rock/Paper/Scissors, winning team kicks off.

**HALF TIME DIRECTION SWITCH** – Optional at this level.

**REFEREE** - The YMCA will provide a referee. All referee decisions are final. \*Contact the Sports Director with any referee concerns\*

## 1st & 2nd Soccer Rules

the

**BALL SIZE** - #3 Soccer Ball

**PLAYERS ON THE FIELD** - 6 players (5 players + 1 goalie)

<u>PLAYER EQUIPMENT</u> - Shin guards are required for games **and** practices. No jewelry during games. Cleats are strongly encouraged.

**GOAL KICKS** - Should be taken from anywhere near the goal, opposing team should start a minimum of 15 feet away from the ball.

**CORNER KICKS** - Should be taken from corner identified by referee.

**FREE KICKS** - All free kicks will be "indirect kicks".

**THROW-INS** - Proper form will be introduced by coaches and encouraged by referees.

**START AND RE-START OF PLAY** – Opponents must be 10 feet away from free kicks.

**OFFSIDES** - Not called at this level.

**PLAYING TIME** - The goal is to have all players have equal playing time.

**SUBSTITUTIONS** - Every 5 minutes.

**HALF LENGTH** - 20 minutes with a running clock (kept by referee).

**HALF TIME** – 5 minutes

**SCORE** - Not keeping score at this level.

**TIME OUTS** - None (you may use the substitution time as rest time).

**START OF GAME** - Rock/Paper/Scissors, winning team kicks off.

**HALF TIME DIRECTION SWITCH** - Yes.

**REFEREE** - The YMCA will provide a referee. All referee decisions are final. \*Contact the Sports Director with any referee concerns\*

## 3rd & 4th Soccer Rules

the

**BALL SIZE** - #4 Soccer Ball

**PLAYERS ON THE FIELD** - 8 players (7 players + 1 goalie)

<u>PLAYER EQUIPMENT</u> - Shin guards are required for games **and** practices. No jewelry during games. Cleats are strongly encouraged.

**GOAL KICKS** - Should be taken from anywhere near the goal. Opposing players should start outside the goal box; if no goal box is present, players should start at least 15 feet away.

**CORNER KICKS** - Should be taken from corner identified by referee.

**FREE KICKS** – All free kicks will be "indirect kicks" regardless of where the foul occurs.

**THROW-INS** - Proper form will be enforced. Opponents should be at least two yards away from the thrower.

**START AND RE-START OF PLAY** - Opponents must be at least 10 feet away from free kicks.

**OFFSIDES** - Will be called at this level.

**HEADERS** - No deliberate headers allowed.

**SUBSTITUTIONS** - Notify referee for substitutions at any dead ball.

**HALF LENGTH** - 20 minutes with a running clock (kept by referee).

**SCORE** - No official score.

**TIME OUTS** - One per half.

**START OF GAME** - Rock/Paper/Scissors, winning team kicks off.

**HALF TIME DIRECTION SWITCH** - Yes.

**REFEREE** – The YMCA will provide a referee. All referee decisions are final. \*Contact the Sports Director with any referee concerns\*

## 5th & 6th Soccer Rules

the

**BALL SIZE** - #4 or #5 Soccer Ball

**PLAYERS ON THE FIELD** - 9 players (8 players + 1 goalie)

<u>PLAYER EQUIPMENT</u> - Shin guards are required for games **and** practices. No jewelry during games. Cleats are strongly encouraged.

**GOAL KICKS** - Should be taken from anywhere near the goal. Opposing players should start outside the goal box; if no goal box is present, players should start at least 15 feet away.

**CORNER KICKS** - Should be taken from corner identified by referee.

**FREE KICKS** – All free kicks will be "indirect kicks" regardless of where the foul occurs.

**THROW-INS** - Proper form will be enforced. Opponents should be at least two yards away from the thrower.

**START AND RE-START OF PLAY** - Opponents must be at least 10 feet away from free kicks.

**OFFSIDES** - Will be called at this level.

**HEADERS** - No deliberate headers allowed.

**SUBSTITUTIONS** - Notify referee for substitutions at any dead ball.

**HALF LENGTH** - 20 minutes with a running clock (kept by referee).

**SCORE** - No official score.

**TIME OUTS** - One per half.

**START OF GAME** - Rock/Paper/Scissors, winning team kicks off.

**HALF TIME DIRECTION SWITCH - Yes.** 

**REFEREE** - The YMCA will provide a referee. All referee decisions are final. \*Contact the Sports Director with any referee concerns\*