

YOUTH SOCCER RULES 1st/2nd Grade Division



Playing Time

At the YMCA we want each player to have the opportunity to play and learn the game. Therefore coaches must strive to provide each player with equal play time in every game for the players present. A player will be allowed to participate in a game if the player has missed a practice, however all players should be encouraged to attend all practices.

Number of Players

Games will be played 6 on 6 including a goalkeeper. If a team is short players, coaches may agree to play 5 on 5 when necessary

Equipment

Players are required to wear a YMCA soccer jersey, shoes, socks, shorts or long pants and shin guards. Soft rubber cleats are the only type cleats allowed.

Field Requirements

Field size will be 50 yards long by 30 yards wide. Goal size will be 6'x12' (or as close to this size as can be provided by the YMCA). The field will have a midfield line, center circle with a 5 yard radius, and four corner arcs with a two yard radius.

The goal area will have the following boxes: A penalty box that will measure 60'x30' and a goalie box that will measure 30'x15'.

Player will use a size 4 ball.

Games

At the start of the game, choice of fields ends and kick-off is determined by the flip of a coin or by odd/even. Games will consist of four, 10 minute quarters. Clock will stop on time-outs. The clock will stop half way through each quarter (at 5 minutes) for team subs. This is not a time out for coaches to talk with their team, just a break for both teams to sub players. There will be 2 minutes at the half and 1 minute between quarters.

Teams will be given 2 time outs per half, one minute in length. Time-outs do not carry over. No overtime will be played.

Substitutions may be made at the half, quarters, for injuries, during timeouts and during the substitution break.

Referees will be provided for these age groups.

Rules of the Game

Ball is out of play when it has gone completely over the line.

- A goal kick is taken by a member of the defending team when the ball crosses the goal line outside of the goal when last touched by a member of the attacking team. This kick is taken from the edge of the goal area or from the goal line.
- A corner kick occurs if a team defending the goal last touches the ball before it crosses the goal line. The attacking team puts it into play with an indirect kick. This kick is taken from the closest corner arc.
- A throw-in is awarded to the defending team when the attacking team causes the ball to leave the field of play by crossing over the sideline.
 - The player making the throw-ins needs to use the correct form (two hands on ball, arms directly over head and feet on the ground).
 - The ball will be thrown in at the point where the ball crossed the line.

All fouls will result in an indirect free kick. **If a foul is committed inside the penalty box, the indirect kick is taken from the top of the penalty box.** Fouls include: Hitting, kicking, tripping, pushing, holding, and tackling of an opponent as well as illegal use of hands.

Opponents must be at least 5 yards from the ball on all free kicks, goal kicks and corner kicks.

A goal is scored when the whole of the ball passes over the goal line between the goal posts. Score will not be kept.

There will be no off-side for this division.

Coaches should not teach heading the ball and discourage the use of headers in games and practices.

Additional YMCA Soccer Rules

All coaches and participants will recite the YMCA Youth Sports pledge prior to the start of the game.

Opposing parents/coaches and players will shake hands after each game.