



## YOUTH SOCCER RULES



### **SECTION A:**

#### **AGE DIVISIONS**

1. The SCPRD offers the following levels of play based on age & gender:
  - a. Under 7 (Co-Ed) for boys & girls ages 5 & 6
  - b. Under 10 (Boys) for boys ages 7, 8 & 9
  - c. Under 10 (Girls) for girls ages 7, 8 & 9
  - d. Under 12 (Co-Ed) for boys & girls ages 10 & 11
  - e. Under 16 (Co-Ed) for boys & girls ages 12 – 15
2. The only players allowed to play below their age division are those with a documented physical or mental disability that are pre-approved by the SCPRD staff. No-One is permitted to play above their age division.
3. All soccer leagues in the SCPRD youth soccer program will be classified as GRPA Division I teams which means that all players must be an integral part of competition in the local league play sponsored by a GRPA member agency.

### **SECTION A2:**

#### **Governing Rules**

1. All levels of youth soccer will be governed by the rules and regulations of the Georgia Youth Soccer Association (GYSA) with the exceptions found in the GRPA Athletic Manual and this local supplement.

### **SECTION B:**

#### **LENGTH OF GAMES**

1. A regulation game in the Under 7 division will be two equal halves of 15 minutes each
2. A regulation game in the Under 10 division will be two equal halves of 30 minutes each
3. A regulation game in the Under 12 division will be two equal halves of 30 minutes each
4. A regulation game in the Under 16 division will be two equal halves of 35 minutes each
5. All matches will have a 10 minute halftime period
6. At the mid-way point of each half... or as close to the midway point as possible without adversely affecting either team, the referee will stop the game and the clock, each coach will be asked to make any substitutions of kids who have not yet played in that half. All players are required to play at least one half of each half.
7. For league play only: If a game is tied at the end of regulation, the game will be declared a tie and no overtime shootout will occur.
8. For local playoffs: If a game is tied at the end of regulation, a six person shootout will occur. Each team may select six (6) players to kick during the shootout. The team scoring the most goals during the shootout will be declared a winner. If a team obtains a greater lead than the number of players remaining to kick for the losing team, the shootout will be over. If after round 1, the game remains tied, a "Golden Goal" shootout will begin. During "Golden Goal", each team will select six players. Player #1 from Team #1 kicks and scores, then player #1 from Team #2 kicks and misses, the game is over!

## SECTION C:

### SPECIAL PROVISIONS

1. In the Under 7 division, each team will field six players on the field at a time. This should include three forwards, two defenders and a goalkeeper or two forwards, a midfielder, two defenders and a goalkeeper. A team in this age division **MUST** have at least five players to begin and finish the game. If, at anytime, the team falls below five players, the game is considered a forfeit.
2. In the Under 10 and Under 12 divisions, there will be 8 players on the field at a time for each team (8 v. 8). The usual alignment for these age divisions are: three forwards, two midfielders, two defenders and a goalkeeper.
3. In the Under 16 division, the normal alignment is 11 v. 11, however, for local play, if needed, we will play 8 v. 8. This will be based on the number of registered participants.
4. **SUBSTITUTIONS:** A substitute who desires to enter the game should report to the midfield line at the point where it intersects with the sideline and wait for the official to call for the substitute to enter the game.
5. EITHER team may substitute
  - a. Between Periods
  - b. On a goal kick
  - c. When play is stopped for an injury
  - d. When a player receives a yellow card and is replaced
6. A team, having gained possession of the ball for a throw-in or a corner kick may substitute as many players as it desires, provided that each player entering the game is at the midfield line and has reported to the official.
7. When a team repeatedly substitutes to consume time, an official may order the stoppage of time during which time the official will warn the coach that this is considered Unsportsmanlike conduct. If further violations occur, the appropriate cards will be issued!
8. A player, leaving the field of play during the progress of the game without the consent of the official (except through the normal progress of the game) shall be guilty of unsportsmanlike conduct.
9. Entry onto the field of play by a substitute, trainer or coach is prohibited without the consent of the official.
10. When there is an injury and it is being assessed, all players on the field should "take a knee" right where they are at the time of the injury. Once the field is ready for play to resume, it will begin from the point at which the game was stopped.

#### 11. CARDS & THEIR MEANING:

- a. **YELLOW CARD:** Indicates a formal caution. There are seven (7) reasons a yellow card is issued:
    - i. Unsportsmanlike conduct
    - ii. Dissent by words or action
    - iii. A persistent breaking of the rules
    - iv. Intentional delay of the game
    - v. A defender failing to stay the proper distance away from the kicker on a corner or goal kick or a throw-in.
    - vi. Entering the field of play without the referees permission
    - vii. Leaving the field of play without the referees consent
  - b. **RED CARD:** is given for a serious violation. A player or coach receiving a red card is ejected from the game and may **NOT** be replaced. Red Card violations are:
    - i. The use of excessive force or brutality
    - ii. Violent conduct
    - iii. Spitting at another player or an official
    - iv. An intentional touching of the ball with the hands to prevent a goal by anyone other than the goalkeeper
    - v. Fouling an opponent for the purpose of preventing a goal
    - vi. Using offensive, abusive, insulting or threatening language or loud profanity
    - vii. Receiving a second yellow card within the same game.
12. In the Under 7 division, all penalties that occur outside of the penalty box area are indirect kicks. An indirect kick must be touched by another player before it can be kicked into the goal.
  13. On a throw-in, the player attempting to throw the ball into play **MUST** have both feet on the ground at the release point, both hands must be on the side or behind the ball and the hands must be centered over the head.

**SECTION D:****EQUIPMENT**

1. A uniform in soccer consists of a matching jersey with factory style number on the back, non duplicated by another player. Each team will also be given matching shorts and socks.
2. Shin Guards are required at all levels and must be provided by the individual player. A player discovered not to be wearing shin guards will be removed from the game until shin guards are worn.
3. The soccer ball comes in various sizes. The SCPRD will use the following soccer balls for the different age divisions:
  - a. Under 7 = Size 3
  - b. Under 10 = Size 4
  - c. Under 12 = Size 4
  - d. Under 16 = Size 5
4. No steel spikes or screw in cleats are allowed. Only rubber molded cleats or turf shoes are allowed.
5. The jersey of the goalkeeper must be distinctively different in style and color from all other players on the team.

**SECTION E:****OFFICIALS**

1. In the Under 7 age division, one official will control the entire field.
2. In the Under 10 and Under 12 age divisions, two officials will work in a dual control method.
3. In the Under 16 age division, the SCPRD will attempt to use a three person system, with a center ref and two assistant ref's, however, a dual control method with two persons may be employed if there are a lack of officials.

**SECTION F:****ALL-STARS**

1. All-Star teams will be selected in the following divisions, provided there is enough participation to warrant having a team:
  - a. Under 10 Girls
  - b. Under 10 Boys
  - c. Under 12 Girls
  - d. Under 12 Boys
  - e. Under 16 Co-Ed
2. If there are not enough females to create an all female all-star team in a particular age division, the team will be created as a co-ed team.
3. Prior to the end of the regular season, each coach will be asked to submit a nomination form for players from their own team who they would like considered for all-stars. A master ballot will be created and a coaches meeting will be scheduled to select the all-star teams.
4. During the nomination process, each coach will vote for the head coach, in their own league, that they would like to see as the head coach of the all-star team.
5. In the Under 10 and Under 12 divisions, there will be a roster limit of 12 players. A Under 10 and Under 12 team MUST carry at least 10 players minimum. In the Under 16 division, there is a roster limit of 15 maximum and each team in this division must carry at least 13 players minimum.
6. At the all-star selection meeting, each head coach will vote for a pre-determined number of players but may not vote for players that were on their own team. All players receiving unanimous votes and all but one vote will be placed on the roster. If there are any roster spots remaining, the selected head coach will select the remaining players.
7. The SCPRD will pay all entry fees into GRPA sanctioned events and will supply a uniform. All other cost will be the responsibility of the player and parent.