**5th -6th Grade (5v5) Soccer Rules**

**Recreation Soccer = All players play half the game. All games ending in a tie, remain as a tie. No shootouts will be carried out until middle school and high school playoffs necessitate.**

1. **The Number of Players per team:** A match is played by two teams, each consisting of not more than five (5) players, of whom one is the designated goalkeeper. A Match may not start or continue if either team consists of fewer than 3 players
2. **The Duration of Match=** two halves of 20 minutes. There shall be a half-time interval of 5 min. No added time at the end of either half for tie or missed opportunity of play.
3. **Ball Size** = 4
4. **Goalkeepers** = Yes
5. **Offside=**Yes
6. **Heading =** NO
7. **Substitutions =** Substitutions are allowed on any out of bounds play (i.e. throw in, goal kick, corner kick.)
8. **Referee=** Will be assigned by the recreation department of the city you are signed up with.
9. **Equipment** = Shin Guards are required. Cleats are optional. Jerseys will be distributed by each city's rec director.
10. **Kick off**= Start of play at the beginning of the game and at the beginning of each quarter will start from the center X. Each team will alternate who will begin play from this spot after each quarter. Resuming play after a goal will also begin from the center X.
11. **Sideline out of bound** =Throw in. (Ball held with two hands all the way behind the head, both feet must remain on the ground as the ball is thrown into play.)
12. **Endline out of bounds**
13. **Goal kick** = When the ball is kicked out of bounds over the endline by the team attacking the goal on that endline. The defensive team can place the ball anywhere on the goal box line and kick it back into play.
14. **Corner kick** = When the ball is kicked out of bounds over the endline by the team defending the goal on that endline. Any player on the offensive team places the ball on the corner closest to where the ball went out of bounds and kicks it into play toward the goal or to a teammate in their offensive half of the field.
15. **On a Goalie Save:** the ball can be put back into play on a throw, kick or punt.
16. **Hands** = Free Kick. Set the ball where the child touched it and have the opposing team kick it into play
17. **Hands inside the penalty box by the defending team will result in a penalty kick.**
18. **Penalty kick** = The referee will place the ball 7 yards out from the goal. Any player for the offensive team may take the kick. The goalie must remain on the goal line, between the goal posts. The goalie may move from side to side along the goal line, but they may only move forward toward the ball after the ball has been kicked by the offensive team.
19. **Fouls and Misconduct =**
20. **Direct Free Kick** from the spot of the foul = Hands, Kicking, tripping, dangerous (excessive) shoulder charging, pushing (arms and/or arms extended). Any of these carried out in the penalty box results in a penalty kick.
21. **Indirect Free Kick** from the spot of the foul = High kick, playing on the ground, pass back to keep that is picked up by the keeper.
22. **Substitution:** Players may be subbed in at any ball out of bounds (Goal kick, throw in) We suggest subbing approximately every 6 minutes.
23. **No intentional Heading:** When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

 18. **Offsides:** A player is in an offside position if: He is nearer to his opponents’ goal line than both the ball and the second last opponent. A player is not in an offside position if: He is in his own half of the field of play.

If you have any questions or concerns please do not hesitate to contact Brandon LeFevre 435-851-3954.