



2012

RULES

&

REGULATIONS

Soccer Season

Boys & Girls

Kindergarten – 6th Grade

“The Bethel Recreation Association – providing opportunity, facilities and leadership for the youth or the Bethel School District and those that reside in its boundaries to play in a safe, organized recreation leagues during the Bethel School District calendar year and promoting safety, good sportsmanship and fair play.”

BETHEL RECREATION ASSOCIATION

Kindergarten – 6th Grade Soccer Rules

1. Goal size for K & 1st will be 4L x 4H. Goal size for 2nd & 3rd grade will be 6L x 6H. Goal size for 4th, 5th & 6th grades will be 12L x 6H.
2. Team roster for grades kindergarten through 1st will be nine to ten, approximately. They will play 5 on 5 with one of the five as a goalie. Team roster for 2nd, 3rd & 4th grade will be eleven to twelve, approximately. They will play 6 on 6 with one of the six as goalie. Team roster for 5th & 6th grades will be eleven to twelve approximately. They will play 7 on 7 with one of the seven as a goalie.
3. Length of contest will be two 20-minute running halves. Clock will stop after the first 10 minutes of each half for substitution. Five minutes will be allowed for half time.
4. Field size for K, 1st & 2nd grades will be approximately: 35(yds)L x 25(yds)W. Field size for 3rd & 4th grades will be approximately: 45(yds)L x 35(yds)W. Field size for 5th & 6th grades will be approximately: 55(yds)L x 45(yds)W.
5. Substitutions may be made prior to any throw-in, a goal kick by either team, after a goal, after an injury at half time. Substitutions shall be unlimited with each player expected to play 50% of the total playing time.
6. Kindergarten through 3rd grade will use a # 3 size ball. The 4th through 6th grades will use a # 4 size ball.
7. All players must wear shin guards. Socks must be worn up and over the shin guards.
8. All players must be in uniform to play. A “minimum” official uniform is the standard league shirt (provided by Bethel Recreation), shin guards, socks, shorts (sweat pants may be worn with shin guards outside and the socks over the shin guards).
9. Standard approved soccer shoes or gym shoes shall be worn by all players. A player may not play in their bare feet, or stocking feet.
10. A player shall not wear anything that may be dangerous to other players or themselves.
11. All or any member(s) of a team may wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects provided that:
 - a. The proper team uniform is worn outermost.
 - b. Any hat should be without peak, bill or protruding object of any kind; however, the goal keeper may wear a soft billed hat.
 - c. Clothing is subject to referee’s discretion.
12. No player wearing a cast or splint shall be permitted to play in any regularly scheduled game.
13. In the event that a referee is not present, both coaches will mutually agree upon one. If one cannot be agreed upon, each coach will referee one-half. At the third – sixth grade levels, one official will be assigned to officiate.
14. No player shall make physical contact with the goal keeper, harass the goal keeper or attempt to play the ball once goal keeper has control of the ball in any manner and to any degree whatsoever (also included in “having control of the ball” is, if the goal keeper holds the ball on the ground with one or both hands).

RULES OF PLAY

1. Start of play
 - a. The ball will be placed at the center of the field by the referee and the game will start with one player from the visiting team taking a kick into the opponents half of the field after a given signal by the referee. At the time of the kick off, every player will be in his/her half of the field. Every player of the opposing team, to that of the kicker, shall be ten yards from the center mark.
 - b. The ball is in play when it is kicked and moves forward. The kicker shall not play the ball a second time until it has been touched or played by another player. If violation occurs, kick off shall be retaken.
 - c. A goal shall not be scored directly from a kick off without the ball being touched by at least one other player on either team.
2. Restart of play
 - a. After a goal has been scored, the game shall be restarted in like manner by a player of

- the team that gave up the goal.
 - b. To start the 2nd half, the game will be restarted with the kick off by a player of the opposite team to that of the player who started the game.
 - c. Restarting play after temporary delay: (injury or unusual situation) If one team is clearly in possession of the ball, a side line throw in will be awarded. Should there be no clear possession at the time play is suspended – there will be a drop ball at the spot where the ball was declared dead. The ball shall be deemed “in play” when the ball has touched the ground. After a hand ball the other team will get an indirect kick at spot of the touch outside penalty box.
3. Ball in and out of play
- a. The ball is out of play when it has wholly crossed the goal line or whole touchline, whether it is on the ground or in the air.
 - b. The ball is out of play when the referee has stopped the game.
4. Method of scoring
- a. A goal is scored when the whole of the ball has crossed the whole of the goal line on the ground or in the air between the goal posts and under the cross bar.
 - b. In the event that cones are used for markers, the height of the cross bar will be determined by the height of the goal keeper’s arms.
 - c. In the case the goal marker (cone) is knocked over or moved as a result of a direct hit by the ball as it crosses the goal line, the goal will not be allowed. In this case, the ball shall be put into play by either a goal kick or a corner kick, depending on who touched the ball last. The ball striking the inside of the goal marker and deflecting into the goal shall constitute a good goal. As in all judgment calls, the referee’s decision will be final.
 - d. No score will be kept at Kindergarten – 3rd grade level. For 4th – 6th grade, a score will be recorded by the official and league standings will be kept.
5. Offside rule
- a. The offside rule will not apply. Positioning a player in front of the opponent’s goal irrespective of the location of the ball on the field is contrary to the aims of the program. The referee shall take appropriate action to prevent this kind of play (an indirect kick to the offended team and instructional statements to the violating players and coach).
6. Fouls and misconduct
- a. Free kicks: Direct/Indirect
 - 1. Direct kicks – no direct kicks shall be awarded.
 - 2. Indirect kicks (a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal) shall be awarded for the following offenses.
 - Dangerous play (high kicking)
 - Charging fairly (shoulder to shoulder) when the ball is not within the playing distance of the players involved.
 - Obstructing the goal keeper (there will be NO INTENTIONAL physical contact with the goal keeper in the “penalty area”).
 - Lying on the ball and not allowing others to play it.
 - Unsportsmanship behavior.
 - 3. Slide tackling is NOT allowed. The referee should inform the player of the infraction that was committed.
7. Throw-In’s
- a. When the whole of the ball passes over the whole touch line, either on the ground or in the air, it shall be put back by a throw-in. The throw shall be taken from the point where it crossed the line, by a player of the opposing team.
 - b. The thrower must face the field of play and must keep both feet on the ground while releasing the ball. He/she shall use both hands on both sides of the ball to deliver the ball from behind and over his/her head.
 - c. Only one re-throw will be allowed if an incorrect throw occurs the referee shall provide instruction. After second bad throw-in the other team will take throw-in.
 - d. The thrower may not play the ball until another player has touched it. If the thrower plays the ball a second time before another player has touched it, the throw shall be awarded to the opposing team (referee shall provide instruction after the first throw-

- in).
- e. A goal shall not be scored directly from the throw-in.
- 8. Goal kicks
 - a. When the whole of the ball passes over the whole of the goal line, excluding the portion between the goal posts and under the cross bar (either in the air or on the ground), having last been played by one of the players on the attacking team, it should be kicked directly into play by a goal kick.
 - b. A goal kick may be taken from any point inside the goal area.
 - c. Any defending player, including the goal keeper, may take the goal kick.
 - d. The kicker shall not play the ball a second time until it has been touched or played by another player.
 - e. A goal may not be scored directly from a goal kick.
 - f. The ball is in play when it crosses outside the goal area.
- 9. Corner kicks
 - a. When the whole of the ball passes over the whole of the goal line excluding that portion between the goal posts and under the cross bar (either in the air or on the ground), having last been played by one of the defending team, a player of the attacking team shall have a corner kick.
 - b. The ball shall be placed within a three (3) foot arc from the corner flag or cone and shall be kicked into play from that position by an attacking player.
 - c. A goal may be scored directly from a corner kick.
 - d. Players from the opposing team to the kicker shall not approach the kicker in an attempt to block the ball.
 - e. If the player who takes the kick plays the ball a second time before it has been touched by another player, the referee shall explain to the kicker the proper procedure of a corner kick. A kick is then retaken. On the second violation the referee shall award an indirect kick to the opposite team from a spot when the infringement occurred.
- 10. Miscellaneous rules
 - a. Dropkicking and punting will not be allowed. Goalie may throw or kick from ground.
 - b. Good judgment, sportsmanship and fair play should govern the decisions and actions of all the coaches, referees and spectators.
 - c. Coaches, their assistants or spectators are not allowed on the field of play during the game unless needed in case of emergencies or unusual situations.
 - d. Season standings will be provided for the 4th – 6th grade teams only.
 - e. Unless otherwise modified by these rules, the standard laws of the game will govern.
 - f. All spectators will be expected to sit in the stadium bleachers when playing at Art Crate Stadium.
 - g. Stadium rules will be enforced at all contest.
 - h. When possible, all teams will be scheduled six games. Schedules will not be changed to meet individual needs.
 - i. Excluding lightning and thunder, weather will not cause game cancellations.