

# Outdoor Soccer Rules



**Recreation  
District**

# Pre-K—8th Grade Outdoor Soccer Rules

## RULE 1: General Statement of Outdoor Rules

The following house rules will be followed first. All rules not covered by house rules, will be in forced by the ref under normal soccer rules.

### Division/Game Information

Grade Divisions	Players	Ball Size	Field Size (Feet)	Time (Qtrs/ Halves)
Pre-Kindergarten	4 v 4 (No Goalie)	3	75x90	25 min. Practice 15 min. Halves
Kindergarten	5 v 5 (4 field players, 1 goalie)	3	75x90	10 min. Qtrs
1st & 2nd Grade	6 v 6 (5 field players, 1 goalie)	3	90x135	10 min. Qtrs
3rd—5th Grade	7 v 7 (6 field players, 1 goalie)	4	135x180	12 min. Qtrs
6th—8th Grade	8 v 8 (7 field players, 1 goalie)	5	165x240	24 min. Halves

**\*In the event a team is winning by 3 or more goals, the losing team may add one additional player. When losing team score is less than 3 goals difference, losing team must resume play with legal amount of field players. A 2-min. penalty will be served for one player if a team has too many players on the field.**

## RULE 2 - TEAM AND PLAYER RESPONSIBILITIES

### LEAGUE FEES & RELEASE LIABILITY WAIVER:

1. All league fees, rosters, and waivers must be turned in prior to the first game.

### INJURY:

1. The referee will send any player to the team bench who requires treatment of any injury or blood. The referee will approve any blood treatment prior to allowing the player to reenter the field.

### PLAYER BOXES:

1. Only rostered player's, coaches/managers are allowed in the player boxes during league games. Family, friends, and guests are required to remain in designated viewing areas.

## **HIGH SCHOOL COACHES:**

1. All High School teams must have at least one parent or adult over the age of 21 on the sidelines at every game. This will be strictly enforced and failure to adhere to this rule will result in forfeit.

## **PLAYER DIVISION PARTICIPATION:**

1. Players may only be on one roster in a given league. Players may participate in more than one league.

## **RULE 3 –THE PLAYERS EQUIPMENT:**

1. Players will wear the same matching uniform consisting of the same blue and gray color jerseys and/or team jersey of choice. Goalkeepers must wear different colored uniform. Shin guards are required to be worn by all players.
2. Shoes may be outdoor cleats or tennis shoes are permitted.
3. Goalkeepers will be permitted to wear gloves, goalie pants, and approved headgear.
4. Players may not wear any jewelry or other accessories, if not removed the player will not play. If a player is unable to remove jewelry, it must be taped. Medical bracelets must be taped down.
5. Casts, splints or body braces made of hard material must be padded to the satisfaction of the referee.

## **RULE 4 - REFEREE:**

1. Referees will execute, or delegate all the rules of the game as long as they are on the facility compound of an assigned game.
2. The decisions of the referee regarding facts connected with play and interpretation of the rules are final. The referee may change any decision prior to a restart.
3. The referee's power to assess penalties, and otherwise assure fair play and maintain control of a game extends to violations of these rules committed during play, stoppages, and as player's proceeds to and from the field of play. This includes:
  - A. Determines whether or not a goal is scored.
  - B. Suspend or Terminate the Game: Stops, suspends, or terminates the game at his discretion by the reasons of elements, interference by spectators, an unsafe condition, or other justifiable cause.
  - C. The clock will be a continuous running clock, no stopping for delays.
  - D. Prohibit Field Entry: Ensures that no unauthorized persons enter the field of play during the game.
  - E. Summons Security or Management: Asks facility security or management to prevent any spectator, including team personnel from interfering with play of the game for:
    - a. Violent conduct including tossing objects onto the field.
    - b. Foul or abusive language.
    - c. Persistent unseemly or inappropriate behavior.

## **RULE 5 – HOUSE RULES**

1. NO Slide Tackling
2. NO Foul language
2. Substitutions will be on any dead ball (i.e. throw in's, corner kicks, goal kicks, or for injuries 1 for 1.
3. If a player receives a Yellow card that player must come off of the field and may not re-enter the field until the next time the ball has been played out of touch and a player may be subbed in for the yellow carded player.
4. If a player is red carded they are to leave the playing field and must leave the building, they will be required to serve a TWO game suspension. And that team must finish the game short.
5. NO jewelry shall be worn on the field during a game.
6. There is NO offside.
7. **Mid-line rule:** Pre-K to 2<sup>nd</sup> grade: The ball may not cross the mid-line on the field unless it has hit the ground or another player before crossing over the mid-line.
8. Build Out Line (1st & 2nd Grade) - The build out line is a solid line across the width of the field, between the top of the goal box and the midfield line. The build out line will be used as follows:
  - In the event of a goal kick, if Team A is awarded a goal kick, all players from Team B must be behind the build-out line. Team B players may not cross the build-out line until the player from Team A, taking the goal kick, touches the ball. Immediately upon first touch by the Team A player taking the kick, players from Team B may go on the attack.
9. Any other rulings will be in forced by the ref under normal soccer rules.

## **RULE 6 – PROTESTS**

No games may be protested. See Rule 7-Referee. All issues must be finalized during the game by referee and or site supervisor.

## Weather Related Policies

**Lightning Detection System** -This system is designed for park patron's safety. When the siren sounds at a solid continuous tone, all activities must be suspended and patrons need to seek shelter immediately. When the danger clears the area, an all-clear siren will sound a Hi-Lo tone and activities can resume.

**Lightning Light** – A yellow warning light, located on top of the maintenance building will remain flashing while there is a danger of lightning in the area.

**Red & Green Flag** – Located at the entrance to the park, a flagpole will have either a red or green flag fly-ing. The GREEN flag means the park is open and the Red flag signifies the park is closed. No activities can take place in the park when it is closed.

**Closure signage** – A closure sign will be posted along the entrance to the park notifying park patrons of closures or cancellations. This information can also be found on the electronic sign located on the main entrance from Sylvania-Metamora Rd.

**Weather Line** -Sylvania Recreation has set up a weather line in which patron's can call in order to find out if the field closures or cancellations. That number is 419-882-1500 x 506. Messages will be updated on a regular basis when severe weather conditions exist. Also text alerts will be sent out. You can sign up for this through your Blue Sombrero account.

**Tornado Siren** - If the tornado siren sounds, all games and practices MUST be suspended and you must seek shelter or leave the park. NO ONE is allowed to remain out in the park. Shelter area at the park is limited.

**Website** – All field closures and game cancellations can be found on our websites home page at: [www.playsylvania.com](http://www.playsylvania.com).

