

## *Wooster Soccer Association-Recreational Rules*

1. Duration of game-7/8's,9/10's and 11/12's-2 twenty-five halves, with a two-minute half time break. 13/14's-2 Thirty minute halves, with a five minute half time break. Clock runs except for extended injuries. The clock does not stop for substitutions or out of play. \*If there are any circumstances (weather etc.) that cause a referee to shorten the game, he/she may do so as long as both coaches are notified.
2. The Ball-7/8 will use size # 3 ball , 9/10 and 11/12's will use a size #4 ball. 13/14's will use a size #5.
3. The Players-Maximum number of players for 7's – 4 (no keeper), 8's- 4 plus a keeper, 9/10's-7, 11/12's-9 and 13/14's-11. At the 9/10 and 11/12 ages the total number of players on the field includes a keeper. A minimum number of players will be determined by the referee prior to or during a game. Substitutions are unlimited. Coaches may substitute during any stoppage of play. Goalies may be substituted for during any stoppage of play.
4. Coaches and Spectators-*Each player must play an equal amount of time.* Non-participants (coaches and players) will be 1 yd from the sideline and located on the opposite side of the field as spectators. Spectators should be 5 yds from the sideline. Coaches and Spectators will conduct themselves in an appropriate manner. Only two coaches will be permitted on the bench side of the field, unless there has been a mentor assigned to their team from either the girls or boys high school soccer team, then three coaches will be permitted on sideline. Only adult coaches, who have turned-in a volunteer application to Parks and Rec will be permitted to coach. During a game coaches must stay on their own side of the field. They should never cross the mid-field line. The only exception would be if an injury has taken place.
5. GoalKeeper-Must wear a separate jersey. Goalkeeper may not use hands outside of penalty area. A goalkeeper cannot use hands on a kickback from another teammate. Goalkeeper has 6 seconds to put ball in play.
6. Players Equipment- Each player (except goalie) must wear The same color. Goalkeeper jerseys must be easily distinguishable from the other player's jerseys. Nothing dangerous may be worn. Jewelry may not be worn. If cleats are worn, they must be of a molded bottom. Shin guards are mandatory.
7. The Referee-In charge of all game activity while insuring that the game is played fairly, cleanly and in the spirit of friendly competition. Every call does not have to be made, a referee may call out "play on" to keep play in progress without giving an unfair advantage to either team. Referees should verbalize and use hand signals when making all calls. This will give children instruction and clarification as to what actually occurred. The decision of the referee is final!

9. Start of play-To start play there is a kick off. This happens at the start of the game, quarter and after a goal has been scored. A forward player standing near the center line kicks the ball to a fellow player. After the ball moves forward the game is officially started. The kicker may not touch the ball until it has been touched by another player. Possession of the ball at the start of the game is determined by a coin toss. Kickoffs will then alternate each half.
10. Ball in and out of play-After the whole ball has crossed the sideline or goal line it is out of play. Any ball striking a referee, goal post, corner posts and remaining on the field is in play. The ball is in play until the referee stops play.
11. Goal scoring-A goal is scored when the whole ball has crossed the goal line, between the goal posts and under the cross bar. The result of a soccer game is determined by the margin of goals scored. The game results are final-there are no tie breakers.
12. Offsides-While going toward an opponent's goal the offensive team may not have a player ahead of the ball unless there are two defending players present. The exception to this statement is when the ball is in the players own half of the field of play or if the ball was last touched by an opponent. The referee has the right to call the offsides infraction depending upon whether the offending player is seeking an unfair advantage. There are no offsides on throw-ins or corner kicks until a player touches the ball on the field. Offsides will not be called at the 7/8 or 9/10 Level.
13. Fouls and Misconduct-may result in a direct or indirect kick.

Prohibited acts which a referee may award a direct kick (an attempted goal or pass to a player):

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|----------------------|-------------------------|
| 1. Kicking           | 6. Holding              |
| 2. Tripping          | 7. Pushing              |
| 3. Slide Tackle      | 8. Handling the ball    |
| 4. Violent Charging  | 9. Charging from behind |
| 5. Striking opponent |                         |

Acts which the referee may award an indirect kick (a kick that must touch another player before a goal is scored):

1. Dangerous playing (high kicking)
2. Charging away from the ball
3. Charging the goalkeeper when he doesn't have the ball
4. Opponent obstruction
5. A goalkeeper takes more than 6 seconds to put ball in play
6. A goalkeeper using his/her hands on a kickback from another teammate.

14. Penalty Kicks-A penalty kick is awarded after a serious rule infraction (#13) takes place in the penalty area. It is a direct kick taken twelve yards from the goal line. All players except goalie and kicker must stay outside of the penalty area. The goalie must stand on the goal line and may not move until the ball has been kicked. Once the ball has been kicked, all players may move into penalty area. The kicker may not kick the ball a second time until touched by another player.

15. The inbounds throw-After the whole ball has crossed the sidelines, the team that didn't touch the ball last shall be awarded the throw in. These rules should be remembered as part of the throw in regulations.

1. Both feet must be out of bounds when the throw is made (on or behind the sideline).
2. The ball must be thrown by both hands directly over the head.
3. Both feet must be touching the ground as the throw in is made.
4. On incorrect throws the ball is awarded to the opposite team.

16. Goal kicks-A goal kick is awarded when the ball (after being kicked by the offense) crosses the goal line but not within the goal scoring area. The ball is usually placed on the corner of the goal area nearest the side where the ball went out of bounds. The ball must clear the penalty area before it can be regarded as "in play". The kick is usually taken by the fullback or goalkeeper.

17. Corner kicks-A corner kick is awarded when the ball crosses the goal line, last touched by a defensive player, and doesn't result in a goal. One member of the attacking team takes the kick on the quarter circle nearest the corner flag post. A goal may be scored from this kick. Other important points:

- the opposing team must remain 10 yards from the ball as it is kicked.
- the kicker may not kick the ball a second time until touched by another player.
- short corner kicks when playing on a large field.
- Juniors may take a short corner kick.

18. Game scoring(team score differential)-The coach of a team that attains a 4 (four) goal lead in either half of a game must immediately remove one player from the field. If a team attains a 6 (six) goal lead in either half, the coach must immediately remove a second player from the field. The players may be replaced if the losing team scores a goal. The losing team may not add players unless the coaches of both teams agree. (This rule does not apply to 4v4 games)

19. Team Player Rosters/Waiver Form- No Player can be added to Team Roster after roster has been turned-in, without prior approval of League Director. No player can participate without a signed waiver and name on a Team Roster that is approved by the league.

20. Special Participation Rules- Travel and Club Players must play in the “A” Division, in all age groups, no exceptions. A player may only play two games on any given Saturday. Communities that are given the 1 ½ Team exemption, will only be permitted to have 3 players float between teams in the same division.
21. Special Registration Rules- Only recognized teams may register from a Community. There will be no rogue teams permitted to register, unless the Community has given Wooster Parks and Recreation Department its permission to do so.
22. Coaches Behavior- Any Coach who receives a “Red Card” will be suspended for a total of seven days, from issuance of Red Card. This includes all contact with Team(practices and games). In order to be reinstated the Coach must meet with the Soccer Director prior to re-instatement. Any Coach who receives a second “Red Card” during the calendar year (September through May) will be suspended for 12 months.
23. Parent/Spectator Behavior - parent/spectator behavior is a direct reflection of the team they represent. Parents/spectator are asked to refrain from shouting, yelling or coaching from the sidelines. Parents/spectator are permitted to cheer for goals and good plays as well as encourage the kids from the sidelines. Please be aware all parents/spectator are to sit on the sideline opposite of the player’s bench.
24. Headers- This means that at the U11/12 levels and younger we will not allow headers in games or practices. Please keep in mind this is for the safety of our children.

***These rules will supersede FIFA rules, Otherwise FIFA rules will apply.***

***Updated: July 27, 2016***