

**City of Concord  
5 & 6 Youth Soccer Leagues  
2016 Rules & Regulations**

**United States Youth Soccer Federation Rules and North Carolina High School Federation Rules apply with the following local rule exceptions.**

**Section 1. Eligibility/Age Division.**

**Age groups reflect players' age as of August 1, 2016**

1. 5-6 Division

**Section 2. Field of Play**

30 yards x 40 yards

**Section 3. Game Balls**

5-6 Divisions: # 3 size ball

**Section 4. Players and Substitutions**

1. 5-6 Division: 5 players on the field plus 1 goalkeeper for a total of 6 players. Each team must have at least 5 players to start. One coach may be on the field with the 5-6 division during the game. The coach may not be located in the goalie penalty box.
2. All teams in the 5-6 division must play equal number of players at all times regardless of score. **Example -** Team A shows up with 5 players then Team B must play only 5 players also. Numbers of players should not drop below the minimum number needed to play.
3. Substitutions may be made with the consent of the referee at any dead ball.
4. A mid-period break will be called in the middle of each half only in instances where excessive heat or other weather-related circumstances dictate. Only substitutions are to leave or enter the field during the break.

**Section 5. Players Equipment**

1. A player shall not wear anything that is dangerous to another player. No plastic cast (padded or unpadded) will be permitted. No metal braces will be allowed.
2. Uniforms shall consist of shorts and shirts with number on the backs of shirts being at least 8 inches high. Knee socks are recommended. All shirts must be the same color. (excluding the goalie) Sweat pants may be worn.
3. The goalkeeper shall wear a different color shirt than the referee and different color shirt than members of both teams. **Mouthpieces are recommended for goalies.**
4. No metal cleats. No baseball/softball cleats are allowed. Participants wearing baseball/softball style cleats must cut off the center cleat. Tennis shoes are allowed.
5. Shin guards are required for league play and practices. Shin guards must be completely covered by socks at all times.
6. No jewelry shall be worn by any player, except for medical identification.

**Section 6. Referees**

1. The referee has jurisdiction from the time he enters the field of play until he signals the end of the game. His decisions are final.

2. The referee shall enforce the Rules of the Game, but shall refrain from stopping the game for an infraction when he is satisfied that by doing so, would be giving an advantage to the offending team.
3. The referee can stop the game for infringements of the rules by blowing a whistle.
4. The referee can suspend or terminate a game whenever he deems necessary. For example, severe weather or interference by spectators or coaches.
5. The referee can caution a player, coach, or parent and shall eject from play any player, coach, or parent guilty of violent conduct or serious foul play, using profanity or foul language, or persistent infringement of the playing rules.
6. The referee acts as the timekeeper and keeps a record of the game.
7. Boys and girls will be allowed to fold arms to provide lower (below waist)) and upper body (chest area) protection. This will be a judgment call by the referee.

### **Section 7. Start of Play**

1. The start of play at the beginning of each half and after a goal shall proceed with a kick-off.
2. Games are 4 (8 minute quarters)
3. At the beginning of the game, the choice of the end or kick-off shall be determined by the toss of a coin. The team winning the toss shall have the option of the choice of ends or kick-off.
4. After half time, the ends shall be changed and the kick-off shall be taken by the team opposite from the team that took the kick-off at the beginning of the game.
5. On a kickoff, the ball must be stationary on the ground at the center of the field is considered in play once it has been kicked and has moved forward. The kicker shall not play the ball a second time until it has been touched by another player. If this rule is violated, the kick shall be retaken.
6. Every player on each team must be in their own half of the field and all players of the team opposing the kicker must be at least 10 yards away from the ball when the ball is put into play. If this rule is violated, the kickoff shall be retaken.
7. A goal cannot be scored directly from a kickoff. A kickoff is treated as an indirect kick. *(If a kick-off touches another player and goes into the goal, the goal shall be counted. If a kick-off goes into the goal and does not touch another player, no goal will be scored and the ball shall be placed for a goal kick.)*
8. After a temporary suspension of play for any reason not otherwise mentioned in these rules, the referee shall restart the game by a drop ball where the ball was when play was stopped. A player may not play the ball until it touches the ground. If this rule is violated, the drop ball shall be retaken. A goal may be scored directly from a drop ball.

### **Section 8. Ball In and Out of Play**

1. The ball is out of play only when:
  - A. It has crossed the goal line or touch line in its entirety by ground or air.
  - B. When the game has been stopped by the referee.
  - C. Referee stops game due to injury
2. The ball is in play from the beginning of the game until the end, even if:
  - A. It rebounds from a goalpost, crossbar, or corner flag into the field of play.
  - B. It rebounds off the referee or a linesman when he is in the field of play.
  - C. An apparent infraction has occurred but the referee has not stopped the game. (keep playing)

### **Section 9. Method of Scoring**

1. A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the cross bar, provided it was not thrown, carried, or intentionally propelled by arm or hand by an attacking player (except the goalkeeper who throws the ball from his own penalty area.). The ball has to cross in its entirety.

2. If a defending player deflects the ball with his hand or arm and the ball goes in the goal, a goal is scored.
3. Each goal scored counts one point. The team scoring the greater number of goals during the game wins.
4. If both teams have scored an equal number of goals during the game, the game ends in a tie.

### **Section 10. Offside**

Offside for Age divisions 5-6 will not be called by the official unless the other team gains an advantage. If offside is called the team will be given a warning then an indirect kick. The purpose is to teach the players what offside is not to penalize the players.

### **Section 11. Duration of the Game**

**Halftime will be five (5) minutes in length.**

Game (4) 8 minute quarters

When hot weather exists, additional water breaks shall be granted at the referee's discretion during each half.

### **Section 12. Fouls and Misconduct**

The officials have the authority in this age group to give warnings without a change of possession to provide a teachable moment for the players.

**All Fouls will be Indirect Kicks - from which a goal cannot be scored unless the ball is touched by a player other than the kicker before going into the game.**

1. Fouls and misconduct are penalized by awarding indirect kicks to the opponent. The guilty player may also be cautioned or ejected even if a free kick is not awarded due to application of advantage.
  - A. Kicking or attempting to kick a player;
  - B. Tripping
  - C. Jumping at opposing players
  - D. Charging Violently / Charging from behind
  - E. Striking or attempting to strike
  - F. Holding / Pushing
  - G. Intentionally Handling the Ball to Gain an Advantage (except goalkeeper in penalty area)
  - H. Spitting
2. Other Indirect Kicks will include;
  - A. Dangerous play
  - B. Charging fairly when not within playing distance of the ball
  - C. Obstructing
  - D. Charging the goalkeeper.
3. A goalkeeper may handle the ball anywhere in the field of play.
4. A player shall be cautioned if they
  - A. Persistently infringes the Rules of the Game.
  - B. Dissents from any decision by the referee.
  - C. Is guilty of unsportsmanlike conduct.
  - D. Enters the game without the referee's permission.
5. A player shall be ejected from the game if they
  - A. Is guilty of violent conduct or serious foul play.
  - B. Uses foul or abusive language.
  - C. Persists in misconduct after being cautioned. An ejected player may not be replaced.

### **Section 13. Free Kicks (Only Indirect)**

1. A free kick is taken from the place where the offense occurred.
2. The ball must be stationary on the ground and is considered in play when it has been kicked or moved forward. The kicker may not play it a second time before being touched by another player.
3. All opposing players must be at least 10 yards away from the ball when the ball is put into play. If this rule is violated, the free kick is retaken.
4. If the offense occurred less than 10 yards from the opponent's goal line, the opposing players may stand on their own goal line between the goal posts.
5. On free kicks taken within its penalty area by the defending team, all opposing players must be outside the penalty area and at least 10 yards away from the ball. The ball must travel outside the penalty area before being in play.

### **Section 15. Throw In**

If the throw in is improper all players will continue until they have made a corrected throw in.

1. A throw in is awarded if the ball passes completely over a touchline, either on the ground or in the air.
2. The ball is thrown in at the place where it crosses the line by a player of the team opposite to that of the player who last touched it.
3. The thrower must face the field and part of each foot must be on the ground either on the touchline or outside the field of play. The ball must be thrown with both hands and must be delivered from behind and over his head.
4. A goal cannot be scored directly from a throw in.
5. The ball is in play immediately upon entering the playing field, but may not be played by the thrower before being touched by another player.

### **Section 16. Goal Kick**

1. A goal kick is awarded to the defending team if the ball passes completely over its goal line, outside the goal, after having last been touched by a player of the attacking team.
2. The goal kick is taken from any point within that half of the goal area nearest the place where the ball crossed the goal line.
3. All opposing players must be outside the penalty area.
4. The ball must travel outside the penalty area before being in play and may not be played by the kicker a second time before being touched by another player.
5. A goal cannot be scored directly from a goal kick.
6. If the ball does not travel outside the penalty area, the goal kick shall be retaken.
7. **All opposing players opposite of the team taking the goal kick must be positioned beyond the mid field line until the ball is kicked.**

### **Section 17. Corner Kick**

1. A corner kick is awarded to the attacking team if the ball passes completely over the defending team's goal line, outside the goal, after having last been touched by a player of the defending team.
2. The corner kick is taken from within the quarter circle next to the goal post nearest the place where the ball crossed the goal line.
3. All opposing players must be at least 10 yards away from the ball.
4. The ball must travel the distance of its circumference before being in play, and may not be played by the kicker a second time before being touched by another player.
5. A goal may be scored directly from a corner kick.

6. If the kicker plays the ball before another player touches it, the violation of this rule, the corner kick shall be retaken.

### **Section 18. Miscellaneous**

1. In the event a referee is not present at a game, the coaches of each team shall referee the game or appoint someone by mutual consent.
2. No spectators will be allowed behind the goal lines or on the same side of the field as the teams during the course of the game. The referee shall halt the game to enforce this if necessary.
3. The team side of the field shall be divided into two equal areas separated by the midfield line. Each coach is responsible for keeping his team within his or her respective team area during the game. Teams are prohibited from standing on the spectator side of the field.
4. Only 3 team personnel (coaches, assistant coaches, team mom) will be allowed on the sideline during the game. They must have the proper photo ID badge at all times.
5. Any coach caught playing illegal players or adding players to their roster without prior approval from their league coordinator will be suspended for one year from coaching in all Cabarrus County Youth Athletic Leagues.

### **Section 19. Participation Rule**

1. Every player shall play at least one-half of every game, unless injury or related circumstances prevent such play. All players who attend at least one (1) practice per week must be played according to the participation rule. The coach shall notify the officials and opposing coach if a player will be ineligible due to unexcused absenteeism from practice. Coaches caught not playing his players will be warned by the League Coordinator first and relieved indefinitely of their duties if this action continues.

### **Section 20. Unsportsmanlike Conduct**

1. Any player/coach who receives a yellow card during a game gets a warning. A second yellow card in the same game to a player results in that player being ejected for the remainder of that game.
2. Any player/coach who receives a red card during a game must sit out the remainder of that game plus the teams next game.
3. Any coach who receives a 2<sup>nd</sup> offense of a red card any time during the course of the season is subject to removal from coaching in all Cabarrus County Youth Leagues programs for an indefinite period of time.
4. The host site should report all player red cards and all ejections to the coordinator of the offending team/player.
5. It is the duty of the coordinator to enforce that players sit out and do not participate while serving their suspension.

**Approved/Revised July 28, 2016**