



**Youth Soccer Rules**  
**Level: 2<sup>nd</sup>-3<sup>rd</sup> Grade**  
(revised 5/25/2010)

**The Field**

The field of play should be rectangular; its dimensions are 200 feet length by 80 feet width.

**The Ball:** Size (4)

**The Goals:** 6'6 " H x 18' L

**Number of Players:**

- Maximum number of players on the field at any one time is **Eight (8 v 8)**. This includes the goalkeeper
- There will be a (1) goal keeper
- Each player shall play a minimum of 50% of the total playing time
- Teams and games are co-ed (at least 3 girls on the field per team at one time)

**Players Equipment**

- Must wear tennis shoes or soft-cleated soccer shoes
- Jerseys of the same color
- Shin-guards are mandatory

\*If a player has a hard cast anywhere on the body, it must be completely covered with padding

**The Game**

- The game will be divided into two 20 minute halves
- There will be a 5-minute half time break
- Coaches are allowed two time-outs per half
- There are no off-sides
- Misconduct will not be tolerated. The referee/coach/parent must explain all infringements to the offending player.

## **Soccer Terminology**

- **Indirect Kick** – A goal cannot be scored until the ball has been played or touched by a second player of either team.
- **Throw-Ins** – Used to put the ball in play when it crosses over the sidelines. Both feet must remain in contact with the ground and the ball must pass from behind and then over the top of the head in a continuous motion.
- **Goal Kick** – Used to put the ball in play after the offensive team causes the ball to cross the goal line. The ball is played in the goal box on the side it went out on and put into play by a kick from the defensive team. The ball must cross the penalty area line before either team can play the ball.
- **Corner Kick** – Used to put the ball in play after the defensive team causes the ball to cross the goal line. The ball is placed at the nearest corner and a free kick is given. A goal may be scored on a corner kick.
- **Minor Fouls** –
  1. Dangerous Play – generally will be high kicks in crowded areas where the foot comes above the waist
  2. Charging early without the ball present. Must be playing the ball to gain position on an opponent.
  3. Obstructing another player without playing the ball.
  4. Charging the goal keeper – once the goalie has the ball, players must back off and not try to influence his kick or throw.
- **Yellow Card** – Final warning given to a player, coach, or fan for repeated violations, violent fouls, foul language, or unsportsmanlike conduct. A second yellow card causes the person to be ejected from the site.
- **Red Card** – Immediate ejection for rule violations, violent fouls, foul language, or unsportsmanlike conduct. The offender must leave the site before play is resumed.