* **Youth Soccer Rules**

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**Players:**

The number of soccer players in the game will depend upon the number of kids present for the game. (Alter Game Times below as needed)  Please make sure there are an equal number of players for each team on the field at one time. (No more than 5 for Pre-k/K teams and no more than 6 for the 1st & 2nd grade teams and the 3rd & Up teams.)  Please allow equal playing time for all players.

**Game Time:**

Pre-K & K- (NO GOAL KEEPERS)  (4)-7 minute quarters, with 2 minute breaks between periods and a 5 minute break at half. Total game time approximately 45 minutes.  
  
1st &2nd - (4)-7 minute periods, with 2 minute breaks between periods and a 5 minute break at half. Total game time approximately 45 minutes.  
  
3rd &up- (4)-7 minute quarters with 2 minute breaks between quarters and a 5 minute break at half. Total game time approximately 45 minutes.

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**Game in Play:**

HAND BALL: NO HANDS! A player can not intentionally touch the ball when it is in play, UNLESS the player is throwing the ball back into play. Hand Ball includes using any part of the boys from the tips of the fingers to the shoulder. A player cannot “handle” the ball. A ball that is kicked and hits a player’s hand or arm is not a hand ball. Coaches must use their judgement to make this call. Ball to hand = legal, hand to ball= illegal.

KICK-OFFS: A kick-off is the way a soccer game is started and restarted. Players will position themselves on the field (see diagram below) for a kick off for the following reasons: at the start of a game, after a goal has been scored or at the start of the second half. The ball is placed in the center of the field and must be kicked to a teammate to the left or the right of the kicker. All payers must be on their own half of the field at the start of the play.

THROW-INS: A thrown-in is taken when the ball crosses a sideline and leaves the field. To throw the ball back into play, the player throwing the ball must be behind the line and use a two-handed, over the head throw, keeping both feet on the ground. (With the younger kids this may take more than 1 attempt J )

CORNER KICKS & GOAL KICKS: A corner kick or a goal kick is taken when the ball leaves the field across a goal line. If the offensive team kicks the ball out, play is restarted with a goal kick. If the defensive team kicks it out play is restarted with a corner kick. The goal kick is taken from anywhere inside the goalie box. The corner kick is taken from the corner nearest to where the ball left the line. Make sure your defensive players  never crowd the kicker, ample room must be provided for safety precautions.

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**GOALIE:**

This is the only position where the players are allowed to use their hands, but they may only do so when the last contact with the ball was from the other team. The job of the Goalie is to protect the goal by blocking any balls from entering the net.  
DEFENDERS: Defensive players who play in front of the goalie and assist them to protect the goal. A defenders zone should be behind the center line.  
FORWARDS: The primary job of the forward is to score goals. (Offense)

Uniform:

Uniforms consist of team shirt (ordered through the City of Milford), black shorts/pants, socks and shin guards. Please note that the City of Milford does not supply shin guards, socks, or pants for the players. It is the parents responsibility to purchase this equipment for their child(ren).