



Geneva Parks & Recreation Department

Youth Soccer Rulebook

5 on 5

2nd – 3rd Grade

The Field of Play

I. The Field

- A. Dimensions: The field of play shall be rectangular, length= 60 yards, width=30 yards.
- B. Half-way Line: A half way line shall be marked out across the field at 30 yards.
- C. Center Circle: A center circle will be marked with a 5 yard radius.
- D. Corner Arcs: 4 corner arcs will each be marked with a 2 foot radius.
- E. Goals: The nets are 6x12 feet. Goal Area: 3 yards from each goal post and 3 yards into field of play, joined by a line drawn parallel with the goal line.

II. The Ball

- A. Size 3
- B. Geneva Parks & Recreation Department provides balls for each team; however, if players bring their own balls, they are encouraged to have their names written on the ball.

III. Number of Players

- A. Maximum number of players on the field at any one time is 5 (4 in the field, one in the goalkeeper).
- B. Playing Time: Each player shall play a minimum of 50% of the total playing time.
This is recreational soccer that is devoted to the enjoyment and development of soccer players without the emphasis on travel or high-level competition. The purpose of recreational soccer is to provide an opportunity for the participants to have fun, learn the sport and develop life skills, including a lifelong love of the game.
- C. Teams and games are coed. If a team cannot field the minimum 1 player from the opposite gender(Example: 4 males/ 1 female or 4 females/ 1 male) a forfeit will be declared. Game will be played for fun regardless of forfeit. Game time is forfeit time.

IV. Players' Equipment

- A. Footwear: Tennis shoes or soft-cleated soccer shoes.
- B. Shin guards are **MANDATORY!**
- C. Geneva Parks & Recreation Department provides the slip over jersey for teams; however, teams can wear t-shirts but have to be of the color Geneva Parks & Recreation Department has assigned them.

V. The Referee

- A. The referee's job is to keep the playing environment fun, safe, and focused on the child.
- B. Duties: keep time, enforce the rules, stop and restart play. **When you stop play for whatever reason, take the time to explain to the players why.** This is their first experience with soccer and the best time to educate them on the rules of the game.
- C. Enforce the rules of the game
- D. Stops, suspends or terminates the match, at his/her discretion for any infringements

of the rules.

- E. Stops, suspends or terminates the match because of outside interference of any kind.
- F. Stops the match if, in his/her opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted.
- G. Allows play to continue until the ball is out of play if a player is, in his/her opinion, only slightly injured.
- H. Ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped or has a band aid on .
- I. Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time.
- J. Punishes the more serious offense when a player commits more than one offense at the same time.
- K. Takes action against coaches who fail to conduct themselves in a responsible manner and may at his/her discretion, expel them from the field of play and its immediate surroundings.
- L. Restarts the match after it has been stopped.

M. Decisions of the referee: The decisions of the referee are final!

VI: Duration of the Match

- A. The game shall be divided into 2 equal, 20 minute halves. There will be (4), 5 minute quarters for each half for substitution purposes.
- B. There shall be a half-time break of 5 minutes.
- C. The duration of the half-time interval may be altered only with the consent of the referee and coaches.

VII: The Start and Restart of Play

- A. Preliminaries:
 - 1. A coin is tossed or a number is chose and the team which wins the toss decides which goal it will attack in the first half of the match.
 - 2. The other team takes the kick-off to start the match.
 - 3. The team which wins the toss takes the kick-off to start the second half of the match.
 - 4. In the second half of the match, the teams change ends and attack the opposite goals.
- B. Kick-off:
 - 1. A kick-off is a way of starting or restarting play at the start of the match, after a goal has been scored and at the start of the second half of the match . A goal may be scored directly from the kick-off.
- C. Procedure:
 - 1. All players are in their own half of the field.

2. The opponent must be 5 yards from the center mark while kick-off is in progress.
3. The ball is stationary on the center mark.
4. The ball is in play when it is kicked and moves forward.
5. The kicker does not touch the ball a second time until it has touched another player.
6. After a team scores a goal, the kick-off is taken by the other team.

VIII. The Ball In and Out of Play

- A. The ball is out of play when it has wholly crossed the goal line or the touches line whether on the ground or in the air or play has been stopped by the referee.
- B. The ball is in play at all other times including when it rebounds from a goal post, crossbar or corner flag post and remains in the field of play. The ball is also in play when it rebounds from their referee when they are on the field of play.

IX. The Method of Scoring

- A. A goal is scored when the whole of the ball completely crosses the goal line between posts and beneath the cross bar to count.
- B. The goalie may only use their hands when inside the box. The goalie may leave the goalie box to help defend, but cannot use their hands once they're out of the box.
- C. The opponent may come inside the goalie box.
- D. If there is a goal kick, the ball must be kicked outside the penalty box before being touched.

X. Offside

- A. There is no offside in small-sided games.

XI. Fouls and Misconduct

A. Indirect Free Kick

1. An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offenses: takes more than six seconds while controlling the ball with his hands before releasing it from his possession, touches the ball again with his hands after it has been released from his possession and has not touched any other player, touches the ball with his hands after it has been deliberately kicked to him by a teammate, or touches the ball with his hands after he has received it directly from a throw-in taken by a teammate.
2. An indirect free kick or direct free kick is also awarded to the opposing team if a player, in the opinion of the referee: plays in a dangerous manner, impedes the progress of an opponent, prevents the goalkeeper from releasing the ball from his hands or commits any other offense which play is stopped.
3. The indirect free kick or direct kick is taken from where the offense occurred.

XII. Free Kicks

- A. All free kicks will be indirect or direct.
- B. Position of free kick: indirect free kick to the defending team: all opponents must be at least 5 yards away, all opponents remain outside the penalty area until the ball is in play, the ball is in play when it is kicked directly beyond the penalty area and a free kick awarded in the goal area is taken from any point inside that area.
- C. The kick is retaken if the opponent is closer to the ball than 5 yards or the ball is not kicked directly into play.
- D. If the kicker touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the penalty occurred.
- E. If the kicker deliberately handles the ball before it has touched another player, an indirect free kick is awarded to the opposing team. A penalty kick is awarded if the penalty occurred inside the kicker's penalty area. The free kick can be taken by the goalkeeper.
- F. If the goal keeper touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team.
- G. If the goalkeeper deliberately handles the ball before it has touched another player, an indirect free kick is awarded to the opposing team if the penalty occurred inside the goalkeeper's penalty area.

XIII. The Throw-In

- A. A throw-in is a method of restarting play.
- B. A goal cannot be scored directly from a throw-in.
- C. A throw-in is awarded when the whole of the ball passes over the side line, either on the ground or air, from the point where it crossed the side line and to the opponents of the player who last touched the ball.
- D. Procedure
 1. At the moment of delivering the ball, the thrower faces in the field of play, has part of each foot either on the touch line or on the ground outside the touch line, uses both hands and delivers the ball from behind and over his/her head.

XIV. The Goal Kick

- A. A goal kick is a method of restarting a play.
- B. A goal may be scored directly from a goal kick, but only against the opposing team.
- C. If the team attempting to score a goal and kicks the ball over the goal line outside the goal posts, the opposing team puts the ball back into play with a goal kick. The goal kick should be taken within 2-3 yards of the goal and opposing players must be 5-6 yards away.
- D. If the kicker touches the ball a second time before it has touched another player, an

indirect free kick is awarded to the opposing team.

- E. If the kicker deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team. A penalty kick is awarded if the penalty occurred inside the kicker's penalty area.
- F. If the goalkeeper touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team.
- G. If the goalkeeper deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team if the penalty occurred outside the goalkeeper's penalty area. An indirect free kick is awarded to the opposing team if the penalty occurred inside the goalkeeper's penalty area.

XV. The Corner Kick

- A. A corner kick is a method of restarting play.
- B. A goal may be scored directly from a corner kick, but only against the opposing team.
- C. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line; either on the ground or in the air and a goal is not scored.
- D. Procedure: The ball is placed inside the corner arc at the nearest corner. Opponents remain at least 5 yards from the ball until it is in play. The ball is kicked by a player of the attacking team. The ball is in play when it is kicked and moves. The kicker does not play the ball a second time until it has touched another player .
- E. If the kicker touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team.

XVI. Heading the Ball

- A. Head butting is not allowed in the Geneva Parks & Recreation league. If a player heads the ball, the other team will be rewarded a free kick.