



## League City Parks Recreation

### Youth Soccer Rules and By-Laws

#### Article I. Mission and Purposes

##### 101 – Mission Statement and Recreational League Distinction

League City Parks and Recreation Athletics have adopted the following mission:

**Provide a diverse menu of quality recreation programs that address citizen needs, encourage community health and wellness, and promote a lifelong recreational lifestyle.**

**102** - The COLC Parks and Recreation Soccer program will be entirely for recreational purposes, despite the fact that players will be in “competition”. The Youth Soccer program at the COLC is NON-COMPETITIVE. Teams are encouraged to improve skills and fundamentals, learn team values, and HAVE FUN. No scores or standings will be kept in this recreational League.

#### Article II. Registration

- Player Registration Information will be available several weeks before the opening of registration. LCPR Athletic Staff will set the registration limits based on available field space, available coaches, and other limitations.
- League City residents will be given first opportunity to register for sports. Registration dates for sports will be available in the seasonal recreation program brochure.
- Registration is first-come, first serve.
- Non-Residents will have an opportunity to register after a standard “residents only” registration period. There is no guarantee that there will be any spots available for the programs when the non-resident registration period begins.
- In the event a specific league fills up a waiting list will be created. If spots open up within the league, individuals who are on the waiting list will be placed into the program in the order in which they registered.
- After the registration period a parent meeting will take place to discuss game play logistics, practice and game schedule, and draft procedure.
- LCPR will provide a team uniform (Jersey, shorts, socks). LCPR does not provide balls, cleats or shin guards
- It is REQUIRED that players wear shin guards at all practices and games.

## Article III. Player Draft

- At the conclusion of the registration period and after a parent meeting, LCPR will hold a player draft for each age group. LCPR will conduct the draft in cooperation with the coaches.
- Returning coaches will be allowed to protect players that played for them in the previous season, provided the coach is coaching the same age group as the previous season and that the player is of sufficient age.
- The LCPR will pre-assign players to teams prior to draft only in the following circumstances
  1. The player's parent or other family member is also a coach in the league.
  2. Player played for the same coach, in a previous season if protected by the coach.
  3. Other circumstances will be handled by LCPR staff on a case-by-case basis.
- Once pre-assignments of teams are complete, coaches will be randomly assigned draft positions. (NOTE: If coach has pre-assigned players from prior seasons, they will forfeit a corresponding number of picks in the draft... i.e. If you are returning three players from your team, you will forfeit three draft picks)
- Before the draft begins coaches will be given a complete roster of players who have registered for the league. The draft list will include corresponding roster notes for each player.
- Coaches will do their best to accommodate players and draft players based on their availability and other requests.
- At the conclusion of the draft, coaches may discuss amongst themselves the ability to trade players before finalizing their rosters. This is done to assist in getting coaches with players who can practice on certain days or to potentially accommodate other player requests. After this designated "trading" period, there will be no other trading of players without the approval and consultation of LCPR office.
- Once the draft process is complete, it is the responsibility of the coaches to contact the parents of their players no later than the Monday following their player draft. Coaches will inform the parents about their practice times and locations.
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## Article IV. Coaching Guidelines

- Coaches will be allotted one practice time from the LCPR If they would like to schedule additional practices that is at their discretion. Coaches will NOT be given a second practice time and location from LCPR.
- Coaches will be issued (if they choose) an equipment bag with the following: (2) TWO regulation soccer balls for their age division, (1) ONE Equipment Bag, (6) SIX low profile orange field cones. Coaches will be responsible for the equipment and must return it at the conclusion of the soccer season. If equipment is lost, stolen, or damaged (outside of normal wear and tear) the coaches will be expected to assist the LCPR in replacing the items.
- Coaches must bring their equipment bag to all games. A ball from one of the competing coaches will be used as the GAME BALL for all soccer matches.
- Coaches should encourage parents to purchase a regulation size ball for their respective age group so that all players will be able to practice with a ball.
- Coaches will be given a game calendar prior to the start of the season. LCPR reserves the right to change the game schedule and will provide the coaches promptly any revisions to the schedule
- Coaches will be respectful to all parents and league officials and parks and recreation staff. Feel free to address any questions or concerns to the LCRP office
- LCPR has a ZERO TOLERANCE policy in regards to the consumption of alcoholic beverages and the use of tobacco products.
- Profanity or any obscenities from the coaches, players and parents will not be tolerated.
- Coaches should remind parents that the soccer league at LCPR is a RECREATIONAL LEAGUE. They should encourage their kids to play hard, use good sportsmanship, learn the values of teamwork and cooperation and most importantly HAVE FUN!

## Article V. 3U Soccer Game Logistics and Rules

- **BALL SIZE:** The ball size for this league will be a size THREE (3) as recommended by US Youth Soccer.
- **PLAYERS:** 3U soccer will be played with FOUR (4) members of each team on the field at any one time. There will be NO goalkeepers (meaning NO players/coaches are inside the goal or guarding the goal area).
- **TACKLES:** Slide Tackles are NOT ALLOWED
- **PLAYING TIME:** Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- **MATCH DURATION:** The match will be played with FOUR (4) – SIX (6) Minute Quarters. There will be a TWO (2) minute break in-between quarters and FIVE (5) Minute halftime breaks. 33-minute total match duration. There is no stoppage time in this age group.
- **OFFICIALS:** Coaches will be the officials for U4 soccer.
- **SUBSTITUTIONS:** Substitutions will be allowed during any stoppage of game play. Coaches are encouraged to use the quarter breaks to manage player substitutions. For in-game substitutions, Coaches must request the substitution from the official/coach during a dead ball situation. On-the-fly substitutions will not be permitted.
- **GOAL SIZE:** Goals will be 4.5' X 9' in size. (No Goal Keepers)
- **GOALS:** Ball must be completely past goal line
- **OFFSIDE:** There is no offside in this age group
- **FOULS/CARDS:** Yellow and Red Cards will **not** be used in the 3U age group. For players that may need to be disciplined due to overly physical play, the official/coach will require the coach to make a substitution for the player. The player can re-enter the game after a cooling off period at the coach's discretion.
- **FREE KICKS:** Free Kicks are all DIRECT kicks.
- **THROW IN:** There will be no throw-ins at this age level. Players will kick the ball back into play as a free kick from a spot determined by referee. The "PASS-IN" will be a considered a direct free kick with opponents 4 yards away from the ball until it is in play/
- **PENALTY KICKS:** There will be NO penalty kicks allowed for this age group.
- **GOAL KICKS:** Goal Kicks will be taken approximately 5 yards in front of the goal line. Defenders must give a player at least five yards in which to kick
- **CORNER KICKS:** FIFA rule applies. Defender must be four feet away from ball.
- **SCORE:** While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins, or losses be reported to the COLC Parks and Rec office.
- **STANDINGS:** There will be no standings kept as this is a RECREATIONAL LEAGUE
- **POST GAME HAND SHAKE:** At the conclusion of every game players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article V. 4U Soccer Game Logistics and Rules

- **BALL SIZE:** The ball size for this league will be a size THREE (3) as recommended by US Youth Soccer.
- **PLAYERS:** 4U soccer will be played with FIVE (5) members of each team on the field at any one time. There will be NO goalkeepers (meaning NO players/coaches are inside the goal or guarding the goal area).
- **TACKLES:** Slide Tackles are NOT ALLOWED
- **PLAYING TIME:** Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- **MATCH DURATION:** The match will be played with FOUR (4) – SIX (6) Minute Quarters. There will be a TWO (2) minute break in-between quarters and FIVE (5) Minute halftime breaks. 33-minute total match duration. There is no stoppage time in this age group.
- **OFFICIALS:** Coaches will be the officials for U4 soccer.
- **SUBSTITUTIONS:** Substitutions will be allowed during any stoppage of game play. Coaches are encouraged to use the quarter breaks to manage player substitutions. For in-game substitutions, Coaches must request the substitution from the official/coach during a dead ball situation. On-the-fly substitutions will not be permitted.
- **GOAL SIZE:** Goals will be 4.5' X 9' in size. (No Goal Keepers)
- **GOALS:** Ball must be completely past goal line
- **OFFSIDE:** There is no offside in this age group
- **FOULS/CARDS:** Yellow and Red Cards will **not** be used in the 4U age group. For players that may need to be disciplined due to overly physical play, the official/coach will require the coach to make a substitution for the player. The player can re-enter the game after a cooling off period at the coach's discretion.
- **FREE KICKS:** Free Kicks are all DIRECT kicks.
- **THROW IN:** There will be no throw-ins at this age level. Players will kick the ball back into play as a free kick from a spot determined by referee. The "PASS-IN" will be a considered a direct free kick with opponents 4 yards away from the ball until it is in play.
- **PENALTY KICKS:** There will be NO penalty kicks allowed for this age group.
- **GOAL KICKS:** Goal Kicks will be taken approximately 5 yards in front of the goal line. Defenders must give a player at least five yards in which to kick
- **CORNER KICKS:** FIFA rule applies. Defender must be four feet away from ball.
- **SCORE:** While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins, or losses be reported to the COLC Parks and Rec office.
- **STANDINGS:** There will be no standings kept as this is a RECREATIONAL LEAGUE
- **POST GAME HAND SHAKE:** At the conclusion of every game players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article V. 5U Soccer Game Logistics and Rules

- **BALL SIZE:** The ball size for this league will be a size THREE (3) as recommended by US Youth Soccer.
- **PLAYERS:** 5U soccer will be played with EIGHT (8) members of each team on the field at any one time. No goalkeepers (meaning NO players/coaches are inside the goal or guarding the goal area).
- **TACKLES:** Slide Tackles are NOT ALLOWED
- **PLAYING TIME:** Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- **MATCH DURATION:** The match will be played with FOUR (4), EIGHT (8) Minute Quarters. There will be a two (2)-minute break in-between quarters and five (5)-minute halftime break. 41-minute total match duration. There is no stoppage time in this age group.
- **SUBSTITUTIONS:** Substitutions are allowed during any stoppage of play caused by the ball exiting the playing field (i.e.–corner kicks, goal kicks, throw-ins, and kickoffs) or when the game is stopped for injured player. Regardless, coaches must request the substitution from the referee during each “dead ball” situation. On-the-fly substitutions will not be permitted. Coaches are encouraged to use the quarter breaks to manage player substitutions.
- **GOAL SIZE:** Goals will be 6' X12' in size.
- **GOALS:** Ball must be completely past goal line
- **OFFSIDE:** There is no offside in this age group
- **FOULS/CARDS:** Yellow and Red Cards will **not** be used in the 6U age group. For players that may need to be disciplined due to overly physical play, the official will require the coach to make a substitution for the player. The player can re-enter the game after a cooling off period at the coach's discretion.
- **FREE KICKS:** Free Kicks are all DIRECT kicks.
- **THROW IN:** There will be no throw-ins at this age level. Players will kick the ball back into play as a free kick from a spot determined by referee. The “PASS-IN” will be considered a direct free kick with opponents 4 yards away from the ball until it is in play.
- **PENALTY KICKS:** There will be NO penalty kicks allowed for this age group.
- **GOAL KICKS:** Conform to standard FIFA rule. Opponents must be outside of the penalty area until the ball is in play. Defenders are allowed inside the box but may not touch the ball until it has exited the penalty box. Opponents may “intercept” the ball if they begin the movement outside of the penalty box.
- **CORNER KICKS:** Conform to standard FIFA rule. Defender must be eight (8) yards away from ball.
- **SCORE:** While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins, or losses be reported to the COLC Parks and Rec office.
- **STANDINGS:** There will be no standings kept as this issue a RECREATIONAL LEAGUE
- **POST GAME HAND SHAKE:** At the conclusion of every game, players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article V. 6U Soccer Game Logistics and Rules

- **BALL SIZE:** The ball size for this league will be a size THREE (3) as recommended by US Youth Soccer.
- **PLAYERS:** 6U soccer will be played with NINE (9) members of each team on the field at any one time. One of the 9 players is the goalkeeper.
- **TACKLES:** Slide Tackles are NOT ALLOWED
- **PLAYING TIME:** Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- **MATCH DURATION:** The match will be played with FOUR (4), EIGHT (8) Minute Quarters. There will be a two (2)-minute break in-between quarters and five (5)-minute halftime break. 41-minute total match duration. There is no stoppage time in this age group.
- **SUBSTITUTIONS:** Substitutions are allowed during any stoppage of play caused by the ball exiting the playing field (i.e.–corner kicks, goal kicks, throw-ins, and kickoffs) or when the game is stopped for injured player. Regardless, coaches must request the substitution from the referee during each “dead ball” situation. On-the-fly substitutions will not be permitted. Coaches are encouraged to use the quarter breaks to manage player substitutions.
- **GOAL SIZE:** Goals will be 6' X12' in size.
- **GOALS:** Ball must be completely past goal line
- **OFFSIDE:** There is no offside in this age group
- **FOULS/CARDS:** Yellow and Red Cards will **not** be used in the 6U age group. For players that may need to be disciplined due to overly physical play, the official will require the coach to make a substitution for the player. The player can re-enter the game after a cooling off period at the coach's discretion.
- **FREE KICKS:** Free Kicks are all DIRECT kicks.
- **THROW IN:** Conform to FIFA. Officials will allow second opportunities to teach legal method of throw-in.
- **PENALTY KICKS:** There will be NO penalty kicks allowed for this age group.
- **GOAL KICKS:** Conform to standard FIFA rule. Opponents must be outside of the penalty area until the ball is in play. Defenders are allowed inside the box but may not touch the ball until it has exited the penalty box. Opponents may “intercept” the ball if they begin the movement outside of the penalty box.
- **CORNER KICKS:** Conform to standard FIFA rule. Defender must be eight (8) yards away from ball.
- **SCORE:** While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins or losses be reported to the COLC Parks and Rec office.
- **STANDINGS:** There will be no standings kept as this issue a RECREATIONAL LEAGUE
- **POST GAME HAND SHAKE:** At the conclusion of every game, players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article VI. 7U Soccer Game Logistics and Rules

- BALL SIZE: The ball size for this league will be a size FOUR (4) as recommended by US Youth Soccer.
- PLAYERS: 7U soccer will be played with NINE (9) members of each team on the field at any one time. One of the 9 players is the goalkeeper
- TACKLES: Slide Tackles are NOT ALLOWED
- PLAYING TIME: Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- MATCH DURATION: The match will be played with FOUR (4), TEN (10) -Minute QUARTERS. There will be a Two-minute break in-between quarters and Five-Minute halftime break. 49-minute total match duration. There is no stoppage time.
- SUBSTITUTIONS: Substitutions are allowed during any stoppage of play caused by the ball exiting the playing field (i.e.–corner kicks, goal kicks, throw-ins, and kickoffs) or when the game is stopped for injured player. Regardless, coaches must request the substitution from the referee during each “dead ball” situation. On-the-fly substitutions will not be permitted. Coaches are encouraged to use the quarter breaks to manage player substitutions.
- GOAL SIZE: Goals will be 6’ X18’ in size.
- GOALS: Ball must be completely past goal line
- OFFSIDE: Off-sides rule will be called at this age level. FIFA rule applies
- FOULS/CARDS: Yellow and Red Cards will **not** be used in the 7U age group. For players that may need to be disciplined due to overly physical play, the official will require the coach to make a substitution for the player. The player can re-enter the game after a cooling off period at the coach’s discretion.
- FREE KICKS: Free Kicks are all DIRECT kicks.
- THROW IN: Conform to FIFA. Officials will allow second opportunities to teach legal method of throw-in.
- PENALTY KICKS: There will be NO penalty kicks allowed for this age group.
- GOAL KICKS: Conform to standard FIFA rule. Opponents must be outside of the penalty area until the ball is in play. Defenders are allowed inside the box but may not touch the ball until it has exited the penalty box. Opponents may “intercept” the ball if they begin the movement outside of the penalty box.
- CORNER KICKS: Conform to standard FIFA rule. Defender must be eight (8) yards away from ball.
- SCORE: While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins or losses be reported to the COLC Parks and Rec office.
- STANDINGS: There will be no standings kept as this is a RECREATIONAL LEAGUE
- POST GAME HAND SHAKE: At the conclusion of every game, players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article VI. 8U Soccer Game Logistics and Rules

- BALL SIZE: The ball size for this league will be a size FOUR (4) as recommended by US Youth Soccer.
- PLAYERS: 8U soccer will be played with NINE (9) members of each team on the field at any one time. One of the 9 players is the goalkeeper
- TACKLES: Slide Tackles are NOT ALLOWED
- PLAYING TIME: Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- MATCH DURATION: The match will be played with FOUR (4), TEN (10) -Minute QUARTERS. There will be a Two-minute break in-between quarters and Five-Minute halftime break. 49-minute total match duration. There is no stoppage time.
- SUBSTITUTIONS: Substitutions are allowed during any stoppage of play caused by the ball exiting the playing field (i.e.–corner kicks, goal kicks, throw-ins, and kickoffs) or when the game is stopped for injured player. Regardless, coaches must request the substitution from the referee during each “dead ball” situation. On-the-fly substitutions will not be permitted. Coaches are encouraged to use the quarter breaks to manage player substitutions.
- GOAL SIZE: Goals will be 6’ X18’ in size.
- GOALS: Ball must be completely past goal line
- OFFSIDE: Off-sides rule will be called at this age level. FIFA rule applies
- FOULS/CARDS: Yellow and Red Cards will **not** be used in the 8U age group. For players that may need to be disciplined due to overly physical play, the official will require the coach to make a substitution for the player. The player can re-enter the game after a cooling off period at the coach’s discretion.
- FREE KICKS: Free Kicks are all DIRECT kicks.
- THROW IN: Conform to FIFA. Officials will allow second opportunities to teach legal method of throw-in.
- PENALTY KICKS: There will be NO penalty kicks allowed for this age group.
- GOAL KICKS: Conform to standard FIFA rule. Opponents must be outside of the penalty area until the ball is in play. Defenders are allowed inside the box but may not touch the ball until it has exited the penalty box. Opponents may “intercept” the ball if they begin the movement outside of the penalty box.
- CORNER KICKS: Conform to standard FIFA rule. Defender must be eight (8) yards away from ball.
- SCORE: While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins or losses be reported to the COLC Parks and Rec office.
- STANDINGS: There will be no standings kept as this is a RECREATIONAL LEAGUE
- POST GAME HAND SHAKE: At the conclusion of every game, players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article VII. 10U Soccer Game Logistics and Rules

- **BALL SIZE:** The ball size for this league will be a size FOUR (4) as recommended by US Youth Soccer.
- **PLAYERS:** 10U soccer will be played with NINE (9) members of each team on the field at any one time. One of the 9 players is the goalkeeper
- **TACKLES:** Slide Tackles are NOT ALLOWED
- **PLAYING TIME:** Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- **MATCH DURATION:** The match will be played with TWO (2), TWENTY (20)-minute halves. There will be a Five-Minute halftime break. 45-minute total match duration. There is no stoppage time.
- **SUBSTITUTIONS:** Substitutions are allowed during any stoppage of play caused by the ball exiting the playing field (i.e.–corner kicks, goal kicks, throw-ins, and kickoffs) or when the game is stopped for injured player. Regardless, coaches must request the substitution from the referee during each “dead ball” situation. On-the-fly substitutions will not be permitted.
- **GOAL SIZE:** Goals will be 6' X18' in size.
- **GOALS:** Ball must be completely past goal line
- **OFFSIDE:** Off-sides rule will be called at this age level. FIFA rule applies
- **FOULS/CARDS:** Yellow and Red Cards will be utilized in this age level. Yellow is caution and Red is for a severe penalty which will result in the player's ejection from the game. Any red cards issued will be reported to LCPR for review. It is the referee's discretion whether to issue a card for misconduct.
- **FREE KICKS:** Free Kicks are all DIRECT kicks.
- **THROW IN:** Conform to FIFA. Officials will allow second opportunities to teach legal method of throw-in.
- **PENALTY KICKS:** There will be NO penalty kicks allowed for this age group.
- **GOAL KICKS:** Conform to standard FIFA rule. Opponents must be outside of the penalty area until the ball is in play. Defenders are allowed inside the box but may not touch the ball until it has exited the penalty box. Opponents may “intercept” the ball if they begin the movement outside of the penalty box.
- **CORNER KICKS:** Conforms to standard FIFA rule. Opponents must be at least ten yards away from offensive player and the ball
- **SCORE:** While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins or losses be reported to the COLC Parks and Rec office.
- **STANDINGS:** There will be no standings kept as this is a RECREATIONAL LEAGUE
- **POST GAME HAND SHAKE:** At the conclusion of every game, players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article VIII. 12U Soccer Game Logistics and Rules

- BALL SIZE: The ball size for this league will be a size FIVE (5) as recommended by US Youth Soccer.
- PLAYERS: 12U soccer will be played with NINE (9) members of each team on the field at any one time. One of the 9 players is the goalkeeper
- TACKLES: Slide Tackles are NOT ALLOWED
- PLAYING TIME: Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- MATCH DURATION: The match will be played with TWO (2), TWENTY-FIVE (25)-minute halves. There will be a Five-Minute halftime break. 55-minute total match duration. There is no stoppage time.
- SUBSTITUTIONS: Substitutions are allowed during any stoppage of play caused by the ball exiting the playing field (i.e.–corner kicks, goal kicks, throw-ins, and kickoffs) or when the game is stopped for injured player. Regardless, coaches must request the substitution from the referee during each “dead ball” situation. On-the-fly substitutions will not be permitted.
- GOAL SIZE: Goals will be 6’ X18’ in size.
- GOALS: Ball must be completely past goal line
- OFFSIDE: Offside rule will be called at this age level. FIFA rule applies
- FOULS/CARDS: Yellow and Red Cards will be utilized in this age level. Yellow is caution and Red is for a severe penalty which will result in the player’s ejection from the game. Any red cards issued will be reported to LCPR for review. It is the referee’s discretion whether to issue a card for misconduct.
- FREE KICKS: Free Kicks are all DIRECT kicks.
- THROW IN: Conform to FIFA. (no “redo’s” at this age level)
- PENALTY KICKS: Conform to FIFA. Penalty mark will be at 10 yards and players other than the kicker are at least ten (10) yards away.
- GOAL KICKS: Conform to standard FIFA rule. Opponents must be outside of the penalty area until the ball is in play. Defenders are allowed inside the box but may not touch the ball until it has exited the penalty box. Opponents may “intercept” the ball if they begin the movement outside of the penalty box.
- CORNER KICKS: FIFA rule applies. Defender must be 10 feet away from ball.
- SCORE: While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins or losses be reported to the COLC Parks and Rec office.
- STANDINGS: There will be no standings kept as this is a RECREATIONAL LEAGUE
- POST GAME HAND SHAKE: At the conclusion of every game, players will line up with their teams and shake hands with their opponents to promote good sportsmanship.

## Article VIII. 15U Soccer Game Logistics and Rules

- BALL SIZE: The ball size for this league will be a size FIVE (5) as recommended by US Youth Soccer.
- PLAYERS: U15 soccer will be played with ELEVEN (11) or less members of each team on the field at any one time. One of the 11 players is the goalkeeper.
- TACKLES: Slide Tackles are NOT ALLOWED
- PLAYING TIME: Every player on a team MUST play at least ONE HALF of every game. Coaches are asked to fairly allocate playing time but are required to play every player at least one half of the entire game.
- MATCH DURATION: The match will be played with TWO (2), TWENTY (25) minute halves. There will be a Five-Minute halftime break. 55-minute total match duration. There is no stoppage time.
- SUBSTITUTIONS: Substitutions are allowed during any stoppage of play caused by the ball exiting the playing field (i.e.–corner kicks, goal kicks, throw-ins, and kickoffs) or when the game is stopped for injured player. Regardless, coaches must request the substitution from the referee during each “dead ball” situation. On-the-fly substitutions will not be permitted.
- GOAL SIZE: Goals will be 8' x 24' in size.
- GOALS: Ball must be completely past goal line
- OFFSIDE: Offside rule will be called at this age level. FIFA rule applies
- FOULS/CARDS: Yellow and Red Cards will be utilized in this age level. Yellow is caution and Red is for a severe penalty which will result in the player's ejection from the game. Any red cards issued will be reported to LCPR for review. It is the referee's discretion whether to issue a card for misconduct.
- FREE KICKS: Free Kicks are all DIRECT kicks.
- THROW IN: Conform to FIFA. (no “redo's” at this age level)
- PENALTY KICKS: Conform to FIFA. Penalty mark will be at 10 yards and players other than the kicker are at least ten (10) yards away.
- GOAL KICKS: Conform to standard FIFA rule. Opponents must be outside of the penalty area until the ball is in play. Defenders are allowed inside the box but may not touch the ball until it has exited the penalty box. Opponents may “intercept” the ball if they begin the movement outside of the penalty box.
- CORNER KICKS: FIFA rule applies. Defender must be 10 feet away from ball.
- SCORE: While goals will be scored no final tally will be formally kept by the official, nor will any scores, wins or losses be reported to the COLC Parks and Rec office.
- STANDINGS: There will be no standings kept as this is a RECREATIONAL LEAGUE
- POST GAME HAND SHAKE: At the conclusion of every game, players will line up with their teams and shake hands with their opponents to promote good sportsmanship.