



YOUTH SOCCER LEAGUE RULES

Grades 1-2 (5 v 5)

Updated August 13

Auburn Parks, Arts & Recreation Department is committed to offering quality programs for children. To help insure a quality program we require all of our coaches to complete the National Youth Sports Coaches Association certification clinic. As part of this training coaches are required to uphold a coaches code of ethics. Prior to the season starting, coaches should hold a parent's meeting and cover guidelines for the season and have each parent sign the parents code of ethics. If you see a coach or parent exhibiting behavior that is not in adherence to the code of ethics please notify your coach or your league coordinator, Rick Bruya (253) 931-3043.

- All participants **must** be properly registered through the Auburn Parks, Arts, & Recreation. Rosters are limited to no more than 10 players.
- All participants must play in the grade that they are in for the current school year and can not play up or down a grade level. Any misrepresentation of grade or age will result in immediate withdrawal from the program and will require permission from Auburn Parks to continue participation in any future programs.

PLAYING FIELD

- A. The field of play is rectangular, its length being 40 yards long and its width 30 yards wide.
- B. A halfway line shall be marked and the center circle shall have a six-yard radius.
- C. The Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line three (3) yards from the inside of each goalpost. These lines extend into the field of play for a distance of three (3) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
- D. The goal posts shall measure 5 feet in height and 10 feet in width.
- E. There shall not be a penalty box or penalty mark.

EQUIPMENT

- A. All players are expected to wear sponsor's Jersey while participating. Altering the uniform in any way is prohibited (eg. Cutting sleeves off, adding names on jerseys, etc).
- B. Tennis shoes or shoes with molded cleats are required. Street shoes and shoes with screw-in type cleat will not be allowed.
- C. Cones and balls will be provided by the Auburn Parks, Arts & Recreation Department.
- D. A size three ball will be used.
- E. **Shin guards are required, are to be covered completely by socks.**

LENGTH OF GAME

- A. A regulation game will consist of four (4), eight (8)-minute quarters. Thirty (30) seconds will be allowed between quarters and five minutes at half-time. The clock will run non-stop unless deemed necessary by the official.
- B. All games will be played unless canceled by the Auburn Parks, Arts & Recreation Department or by the official at the field because of safety concerns.
- C. Scores and standings will not be kept.

MISCELLANEOUS

Auburn Parks, Arts & Recreation Department will provide participation certificates for participants at the end of the season. The soccer balls and game shirts are also for the kids to keep.

YOUTH TEAM ASSIGNMENT PROCEDURES For children who reside or attend a public or private school in the Auburn School District and Dieringer School District boundaries only. Includes all Auburn street address. Participants must play in grade level in which they are currently in school (i.e. players are not allowed to move up or down a grade level).

If registered by the published deadline (postmarks not accepted) players will be assigned to teams by the following priorities:

- 1.** Returning players are placed with the same head coach as the previous year, provided player attends the same school as the coach's child. Parents can request players not be retained by returning coach if noted on registration form.
- 2.** If not a returning player, they will be assigned to a team based on the school they attend or would attend, (home school, step program).
- 3.** If there are enough registrations for more than one team from a school, teams will be filled in order of registrations received. The balance of players, if not enough for a full team, are combined with another school.

If registered after the published deadline:

Players are assigned to a team by the Parks Staff. Assignments are based on the need for players on teams, not necessarily the school the student attends. Late fees are assessed.

PLAYING RULES

Official FIFA Rules will govern all play. Exceptions and clarifications are emphasized below.

- A. The maximum number of players, per team, on the field shall be five players, one of whom is the goalkeeper.
- B. The goalkeeper must wear a goalie shirt different than jersey worn by either team.
- C. There will be no off-sides.
- D. No penalty kicks will be taken during the game. Rather, indirect free kicks shall be awarded for all fouls.
- E. One re-throw will be allowed if foul throw occurs. Referee shall explain proper method of throw-in.
- F. Substitution shall occur at the period, half, or with the consent of the referee, on a throw-in, in your favor, goal kick, after a goal, after an injury. **All players should play a minimum of half the game.**
- G. Goalie may not be charged in the goal area. No player shall make physical contact with the goalkeeper, harass the goalkeeper or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever. Including holding the ball on the ground with one or both hands.
- H. All players must be **six yards** from the ball on an indirect free kick, corner kick, and the kick-off.
- I. The entire ball must cross the touch line, either on the ground or in the air, for it to be out of play.
- J. A corner kick shall be taken when the ball crosses the goal line, excluding the area between the goal posts, and is last touched by the defending team.
- K. On Goal kicks defensive team must retreat behind the mid field line.
- L. Coaches are not allowed on the playing field during the games.

M. Parents must remain 5 yards away from the playing field and on their team's side of the field.

N. Slide tackling is not allowed.