COMMUNITY GROWS HERE

## City of Stockton Youth Sports <br> Outdoor Soccer Rules

Updated December 2022


## I. Eligibility and Divisions

- In order to participate in the City of Stockton Youth Sports Programs, each participant must be enrolled in the program and have submitted a completed Youth Sports Registration Form. This form must be signed by a parent or guardian for the registration to be valid.
- Each player must be wearing their team shirt and their required equipment in order to participate in a game. There may be no altercations to the size of the game shirts. A list of required equipment can be found below.
- Each division is broken down by grade. There are 4 divisions:
- $1^{\text {st }} / 2^{\text {nd }}$ Grade
- $3^{\text {rd }} / 4^{\text {th }}$ Grade
- $5^{\text {th }} / 6^{\text {th }}$ Grade
- $7^{\text {th }} / 8^{\text {th }}$ Grade


## II. Game Format and Field Dimensions

- No official score is kept. This is a purely recreational league. No player stats or standings will be kept.
- Game Length
- $1^{\text {st }} / 2^{\text {nd }}$ Grade: two 15 -minute halves
- $3^{\text {rd }} / 4^{\text {th }}$ Grade: two 20 -minute halves
- $5^{\text {th }} / 6^{\text {th }}$ Grade: two 20 -minute halves
- $7^{\text {th }} / 8^{\text {th }}$ Grade: two 20 -minute halves
- Field Players
- $1^{\text {st }} / 2^{\text {nd }}$ Grade: $6 \mathrm{v} 6,5$ players and 1 goal keeper 4 players needed to start
- $3^{\text {rd }} / 4^{\text {th }}$ Grade: 7 v 7 , 6 players and 1 goal keeper 5 players needed to start
- $5^{\text {th }} / 6^{\text {th }}$ Grade: $7 \mathrm{v} 7,6$ players and 1 goal keeper 5 players needed to start
- $7^{\text {th }} / 8^{\text {th }}$ Grade: $7 v 7,6$ players and 1 goal keeper 5 players needed to start
- Ball Size
- $1^{\text {st/ }} 2^{\text {nd }}$ Grade: Size 3
- $3^{\text {rd }} / 4^{\text {th }}$ Grade: Size 4
- $5^{\text {th }} / 6^{\text {th }}$ Grade: Size 5
- $7^{\text {th }} / 8^{\text {th }}$ Grade: Size 5
- Field Dimensions
- $1^{\text {st/ }} / 2^{\text {nd }}$ Grade Divisions
- 40 yards in length by 30 yards in width
- Goal size is 4 -feet by 6 -feet
- $3^{\text {rd }} / 4^{\text {th }}, 5^{\text {th }} / 6^{\text {th }}, 7^{\text {th }} / 8^{\text {th }}$ Grade Divisions
- 70 yards in length by 40 yards in width
- Goal size is 6.5 -feet by 18 -feet.


## III. Required Equipment

- All players are required to wear their team shirt for each game. All players are also required to wear shin guards. All shin guards must be entirely covered by socks.
- Closed toe athletic shoes are required. Soccer shoes/cleats may be worn as well. If cleats are being worn, they must be permanent rubber cleats.
- Absolutely no jewelry is allowed. This includes earrings, rings, bracelets, wristbands, barrettes, necklaces, or any other items the referee or coaches feel could cause injury to the player or other players. We do not allow taping over training stud earrings, they should be removed prior to all games.
- No hats are permitted during play. Hooded sweatshirts may be worn under game shirt, but hood must be tucked into shirt.


## IV. General Rules \& Guidelines for all Levels

- Fair Play Rule: All players must play a minimum of half the game. The games manager and referees/score table will let the coach know if they need to sub players in. In the event a coach does not sub kids in who need to play, the games manager or referee/score table may stop the game and make the substitution. No player can play more than half the game as the goal keeper.
- Substitutions: Substitutions will only be permitted on a dead ball. This includes:
- Prior to a goal kick (by either team)
- Prior to a throw-in (for your team)
- After a goal is made by either team
- After an injury by your own team (unless referee says differently)
- Cards: Yellow and Red Cards will not be used in divisions lower than the $3^{\text {rd }}$ grade. A first yellow card in a game will result in a 2-minute cool down period. A second yellow card in a game will result in a red card. Red cards carry an automatic ejection from the remainder of the game, only if it is a result of two yellow cards. An automatic red card (no yellow cards first) will result in rejection from the remainder of the game and ejection from the following game. Two red cards in a season will result in ejection from the league.
- Fouls: Tackling and slide tackling is not permitted and will result in a free kick for the opposing team
- Throw-ins: For the $1^{\text {st }} / 4^{\text {th }}$ Grade Division the player must perform a legal throw-in but will have 1 re-do. For the $5^{\text {th }} / 6^{\text {th }} \& 7^{\text {th }} / 8^{\text {th }}$ Grade Divisions, all players must perform a legal throw-in, or the ball will be turned over to the other team. For the throw-in to be considered legal the ball must come back over the head and be thrown with both hands on the ball. Both feet must be completely behind the touchline and in contact with the ground when the ball is released.
- Goals/Out of Bounds: The ball must completely pass the line in order to be considered a goal, or out of bounds.
- Bench Area: Only the players and cleared City of Stockton coaches are allowed in the bench area. There may be a maximum of 2 coaches in the bench area.


## V. Sportsmanship and Foul Language

- All players, coaches, and spectators will be expected to maintain a high level or sportsmanship and respect towards one another.
- Trash talking and verbal abuse towards referees, staff, players, or coaches will be subject to a warning, ejection from the game, and possible ejection from the league. The coach will be responsible for the actions of their teams' spectators. A card may be given to the bench or coach due to actions from the spectators.
- All players and spectators will be on opposite sides from each other. Any spectator that enters the field of play will be asked to leave, if they do not then the game will be forfeited.
- Any foul language will not be tolerated. Violation of this by players, coaches, or spectators will result in ejection from the game.


## VI. Official/Unofficial Games

- The clock will start at Game Time. If a team does not have enough players to field a complete team by game time the clock will start, and teams will have until the end of their warmup/practice period to completely field a team.
- If they do not have enough to complete the team, the game will be considered an unofficial game.
- After the game is considered an unofficial game, players can be loaned to the other team so a game can be played with the remaining time. The time will not reset if a game is played as unofficial or if the team gets enough players to complete the team.
- An unofficial game will still be fully officiated and scored. Only players who have a signed registration form for the current season may play or be loaned in an unofficial game.
- School/pre-made teams may loan players to a rec team in an unofficial game. Younger players may move up to participate in an unofficial game, however it will be up to the discretion of the officials. Older players may not participate in a lower division game.
- A loaned player does not have to be from the team they are playing. The loaned players may be from a team that has already played or has not played yet.

