



Little Kicks & Pre-K

Syracuse Soccer Rules & Regulations

All youth must be listed on the official team roster and on file with the Parks and Recreation Department to be eligible players.

Law 1: The Field of play

- The field of play shall be 30 yards long by 25 yards wide.
- The goal size shall be 4' high by 6' wide.
- Teams shall exchange goal lines after each half.

Law 2: The Ball

- A size-3 soccer ball will be used.

Law 3: The Number of Players

- **Little Kicks:** 4 players on field | No goalie | Roster Size Varies
- **Pre-K:** 4 players on field | No goalie | Roster Size Varies

Law 4: The Players' Equipment

All players are required to wear:

- 1 Team Jersey (provided by Rec Department)
- 1 Shorts (provided by Rec Department)
- 1 Socks (provided by Rec Department)
- Shin guards
- Cleats

Players can't Wear:

- No metal cleats are allowed.
- No (baseball or football) cleats with a spike in the front and center of the cleat are allowed.
- Hard casts or braces must be covered with a thick, soft material and be approved by the referee.
- No hard hair control devices may be worn.
- No jewelry shall be worn except religious or medical medals which shall be taped to the body.
 - *If the referee deems a player's equipment unsatisfactory, the player can be sent off until the issue is fixed.*

Law 5: The Referee

- The referee is the authority on the field, and his/her word is law.

Law 6: The Assistant Referees

- No Ref Assistants.

Law 7: The Duration of the Match

- Games start after 20-minute practice | 15 Minute Halves | 3 Minute Halftime | Running Clock | Sub every 5 min.

Law 8: The Start and Restart of Play

- Visiting team captain (team whose name is listed second on the schedule), shall call the coin toss at the beginning of the game. The winner of the coin toss chooses to either defend a goal or to kick off.
- Kick-off occurs at the start of each half, and after each goal scored, and is taken at the center of the halfway line.
- If a team scores a goal, the opposing team is given the kick-off to restart the match.

- The team that is not taking the kickoff must be outside of the center circle when kick off is taken.

Law 9: The Ball In and Out of Play

- The ball is out of play when it fully crosses either the goal line or the touch line.
- It is also out of play if the referee stops play for any reason.
- If, for any reason, the ball strikes the frame of the goal or the referee and remains within the goal and touch lines, it is still in play.

Law 10: The Method of Scoring

- Score is not Kept | Game may end in a tie.

Law 11: Offside

- **Offsides will not be called in this league.**

Law 12: Fouls and Misconduct

A direct free kick is awarded when a player:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles/Slide Tackles an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately

Indirect free kicks are awarded if a player:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his/her hand
- Commits any other unmentioned offense
- Heads the Ball.

Law 13: Free Kicks

- Free Kick is broken into two categories, direct and indirect.
- A direct kick can be shot directly into the opponent's goal without touching another player.
- An indirect free kick is indicated by the referee raising his hand during the kick.
 - An indirect kick can only go into the goal if it has subsequently been touched by another player before it enters the goal.
- The ball must be stationary for both types of kicks.

Law 14: The Penalty Kick

- **Penalty kick will not be awarded in this league. Instead, a direct free kick will be awarded.**

Law 15: The Throw-In

- A throw-in is awarded when the possessing team plays the ball out of bounds over the touchline.
- While taking a throw-in, a player must release the ball with both hands simultaneously and keep both feet firmly planted on the ground.



- If these conditions are not met, Players should be instructed by coach how to correctly throw in.
- **Players are not allowed to score directly off a throw-in.**

Law 16: The Goal Kick

- A goal kick is awarded when the offensive team plays the ball out of bounds over the defensive team's goal line.
- The kick shall be taken inside the goal area. Opposing players must be outside of the penalty box until the ball is in play. The ball is in play once kicked by the taker of the goal kick. The kicker may not touch the ball again until another player touches it. The ball can be played inside of the penalty box.

Law 17: The Corner Kick

- A corner kick is awarded to the offensive team when the defensive team plays the ball out of bounds over its goal line.
- The ball is placed within the corner area and is kicked back into play by the offensive team.
- **Players can score directly off a corner kick.**

Substitutions:

- Sub every 5 minutes.
- This is the only time each team can sub.

Player Protection Rule

- Players may cross their arms over their chests/groins to protect themselves as long as they do not propel the ball away from themselves.
- Actions that are deemed to be a reflex to protect themselves is not considered deliberate and not a handling.

Protests

- Any violation or misinterpretation of a rule (not a judgment call) must be brought to the attention of the site supervisor before the penalty has been acted upon.
- If the coaches cannot solve the problem on the field, the site supervisor will make a final ruling on the play in question.
- Any player, coach, or spectator ejected from a game must schedule an appointment with the Recreation Department before the next game in order to participate in the program.
- Any person ejected must leave the field.

Field Conditions

- It is the responsibility of the field supervisor to determine whether the conditions are safe. He/She may call the game.
- In the event a game must be suspended because of conditions which make it impossible to continue play, the site supervisor shall declare it an official game if one complete half or more of the game has been played.
- If less than one-half of the game has been played, the game may be rescheduled from the start, or restarted from the suspension of play according to the Syracuse Parks and Recreation Department.

Playing time

- Each player needs to play half of the game, or 2 substitution periods.

Goalkeeper

- No Goalie.

Time-Outs



- No Time-outs.

Coaches

- One coach may be on the field. Coaches may not interfere with the play. Coaches are responsible for keeping their players and spectators under control.

Forfeits:

- A 5-minute grace period is given beyond game start time. A forfeit will occur if a team is not ready beyond 5-minutes of start time.
- If forfeit occurs, we will divide up players from both teams and have a scrimmage game.