

**Youth Soccer Rules  
6U – 14U Leagues  
Revised 2/2020**

The following are modifications made within the City of Reynoldsburg Youth Soccer Leagues. All other rules will be governed by the Ohio High School Athletic Association (OHSAA) Soccer Rules. All players must be registered with a signed release form by his/her parent or guardian before being eligible to participate. **The City of Reynoldsburg Parks & Recreation Department reserves the right to modify any rule as deemed necessary.**

**GENERAL**

1. Format of play (subject to change based on participation numbers):
  - 6U & 8U – 6 v 6 (includes goalie)
  - 10U Boys, 10U/12U Girls - 8 v 8 (includes goalie)
  - 12U/14U Boys/14U Girls – 11 v 11 (includes goalie)
2. No player, parent, coach is allowed along the baseline of the field at any time or along the same sidelines of their respective team.
3. Teams must be seated on the side where the referees call in subs. Parents must be seated across the field and should never be seated on the same side as the players.
4. Kick-Off:
  - (a) Each half begins with a kick-off
  - (b) Teams change ends of field at the half
  - (c) After each goal, play will resume with a kick-off by the team who let up the goal
5. Slide Tackling: **NO SLIDE TACKLING ALLOWED**
  - Slide tackling will result in a yellow card and indirect free kick.
    - A slide tackle is defined as a player going to the ground to take the ball from an opposing player. For the slide tackle rule to be enforced, both a slide and tackle must occur. (Only the Goal Keeper may slide tackle in the penalty area).
    - Sliding to save a ball that is about to go out of bounds is allowed, but only when another player is not (in the eyes of the referee) in “Harms Way” of the slide. Sliding to save a ball from a goal is also permitted, however, only when another player is not (in the eyes of the referee) in “HARMS WAY”.
6. The clock will run continuously each game, stopping only for intermission periods. Warm up & half time may be cut short if games are running behind.
  - (a) Clock should stop for player injury and any missed should be added to the end of that half.
7. Matches can end in a tie except for end of season tournament games.
8. No score or standings are kept in the 6U or 8U divisions. The players in these divisions will receive an end of season participation award.
9. MERCY RULE - During a game, any team losing by a margin of 5 goals will be permitted to place one additional player on the field. Should this margin become less, the additional player must come off.
10. Score and standings will be kept in the 10U Boys, 10U/12U Girls and 12U/14U Boys/14U Girls divisions. 1<sup>st</sup> & 2<sup>nd</sup> place teams will receive medals. End of season Tournament seeds will be based off regular season standings. Tournament Champions will be issued trophies.
11. Team Formation - The sizes of the teams & rosters will be set by the RPRD in all divisions.

12. Head Balls - Head balls (aka – “headers”) are not permitted in the 6U, 8U, 10U Boys or 10U/12U Girls Divisions. 12U/14U Boys/14U Girls are permitted to have head balls. An Indirect Free Kick from the spot of the infraction will be issued for divisions where head balls are not permitted.
13. Player Cast Rule - per OHSAA rules, the player’s cast must be wrapped in 1/2 “closed-cell/slow recovery foam over the cast. If a player’s cast is not covered properly, he/she cannot participate in practices or games. The required foam can be purchased at a pharmacy.

### **6U Rules:**

1. 6 v 6 (includes goalie)
2. Teams must have at least 5 players to start the game otherwise it will be a forfeit and a “friendly” will be played.
3. Will play (4) 8 minute quarters with a (5) minute half time.
4. Playing time rule: every player must play one full quarter per half. There are no subs with the only exception being a player injury/health issue. Head Coaches are required to designate 6 players that will play the entire quarter. Every player must sit out at least one full quarter per game.
5. Ball size: 3
6. Each team will designate a coach to help with the flow of the game/keep time. No officials.
7. No off-sides.
8. No corner, goal, or penalty kicks. Goalie is only there to prevent scoring.
9. No player throw-ins
10. No corner flags
11. Head Balls are not permitted
12. **Master of ball (MOB):** When the ball is scored or goes out of bounds, another ball is immediately played into the field by a coach. The only dead ball restarts are the kickoffs (beginning of the game/quarters & when a goal is scored).

### **8U Rules:**

1. 6 v 6 (includes goalie)
2. Teams must have at least 5 players to start the game otherwise it will be a forfeit and a “friendly” will be played.
3. Will play (4) 10 minute quarters with a (5) minute half time.
4. Playing time rule: every player must play one full quarter per half. There are no subs with the only exception being a player injury/health issue. Head Coaches are required to designate 6 players that will play the entire quarter. Every player must sit out at least one full quarter per game.
5. Ball size: 4
6. Goal, penalty and corner kicks are in play
7. Throw-ins are done by players
8. Corner flags: yes
9. Penalty arc: An area in front of each goal prohibiting contact with the ball-intended to discourage the placement of players in front of the goal.
10. In order for a goal to count, all players from the scoring team must be making an attempt to be in the mid-field area/attacking half. This is at the discretion of the official. If a team is repeatedly “cherry picking” (more than once), the official may wave off the goal.
11. Head Balls are not permitted
12. All opposing players retreat to their own half for goal kicks. Opposing players can enter the half the moment the ball is back in play.

### **10U Boys Rules:**

1. 8 v 8 includes goalie
2. Teams must have at least 5 players to start the game otherwise it will be a forfeit and a “friendly” will be played.
3. Will play (2) twenty minute halves with a (5) minute halftime
4. Playing time rule: every player must play ten minutes per half – which is 50% of the total minutes in a game. Non-compliance with the playing time rule could result in forfeiture of the game up to dismissal of coach from the league, etc. Substitutions may enter the game at designated times per OHSAA rules and must be brought in by the officials at mid-field.
5. Ball size: 4
6. Off sides will be enforced, throw-ins, penalty kicks, free kicks, goal kicks are all played
7. Corner flags are in
8. Head Balls are not permitted
9. All other OHSAA rules of the game shall apply

### **10U/12U Girls Rules:**

1. 8 v 8 includes goalie
2. Teams must have at least 5 players to start the game otherwise it will be a forfeit and a “friendly” will be played.
3. Will play (2) twenty minute halves with a (5) minute halftime
4. Playing time rule: every player must play ten minutes per half – which is 50% of the total minutes in a game. Non-compliance with the playing time rule could result in forfeiture of the game up to dismissal of coach from the league, etc. Substitutions may enter the game at designated times per OHSAA rules and must be brought in by the officials at mid-field.
5. Ball size: 4
6. Off sides will be enforced, throw-ins, penalty kicks, free kicks, goal kicks are all played
7. Corner flags are in
8. Head Balls are not permitted
9. All other OHSAA rules of the game shall apply

### **12U/14U Boys/14U Girls Rules:**

1. 11 v 11 includes goalie
2. Teams must have at least 8 players to start the game otherwise it will be a forfeit and a “friendly” will be played.
3. Will play (2) twenty-five minute halves with a (5) minute halftime
4. Playing time rule: every player must play twelve and a half minutes per half – which is 50% of the total minutes in a game. Non-compliance with the playing time rule could result in forfeiture of the game up to dismissal of coach from the league, etc. Substitutions may enter the game at designated times per OHSAA rules and must be brought in by the officials at mid-field.
5. Ball size:5
6. Off sides will be enforced, throw-ins, penalty kicks, free kicks, goal kicks are all played
7. Head balls are allowed
8. All other OHSAA rules of the game shall apply

### **Equipment & Uniforms:**

1. All players on each team must wear the uniforms provided by the Parks and Recreation Department.
2. All footwear is the responsibility of the parents. Shoes with rubber or plastic cleats are recommended, but not required. *NO shoes having a toe cleat will be permitted.*
3. Shin guards are required for all practices & games to prevent lower leg injuries.
4. Players who wear any type of glasses on the field **must** have a retainer strap.

5. No jewelry may be worn at any time during the game, unless medical alerts, which shall be taped down. No hard hair bands, beads etc. may be worn. No wristbands.
6. Headbands must be worn on the on the head above the ears.
7. Referees may ban any equipment that they deem as unsafe or illegal.

### **Player/Coach/Fan Conduct**

1. Yellow Cards & Red Cards
  - (a) The official has great discretion in calling fouls, and may choose to ignore minor infractions that would slow the game. The official may give a yellow card and award an indirect kick to the opposing team in the event of undue harassment from coaches and spectators. If harassment continues, the referee will consider it unsportsmanlike conduct and will enforce the punishments listed in the by-laws.
  - (b) Referees have been instructed to be lenient in the lower age groups and to make games a learning experience for the players, keeping the safety of the players in mind.
  - (c) Yellow Card – warranted by a player by means of a violation of the laws of the game or misconduct. Player must leave the field of play until the next stoppage of play.
  - (d) Red Card – warranted by a player or coach by means of a violation of the laws of the game, misconduct, or multiple infractions. Player/Coach must leave the complex before play will resume and is subject to suspension upon review by Recreation Superintendent.
2. Disciplinary Actions may include any & all of the following depending on the situation:
  - i. Verbal Warning
  - ii. Written Warning
  - iii. Suspension from attending or running (i.e. - coaching) practices
  - iv. One (1) game suspension
  - v. Two (2) game suspension
  - vi. Multiple games suspension
  - vii. Removal from the league
  - viii. Forfeit of games
  - ix. Banned from league
  - x. Banned from all Parks & Recreation Youth Sports Leagues/programs
3. Any player, coach, or sponsor ejected from any league game is subject to a minimum of (1) league game suspension and/or removal from league.
4. Negative behavior & poor sportsmanship will not be tolerated. Those that fail to promote a healthy playing environment for the participants will be asked to leave the fields.

**ACTIVITY STATUS HOTLINE—614.322.6834**