

**Salem Parks & Recreation**  
**Spring Soccer 2011**  
**Kindergarten thru 6<sup>th</sup> grade leagues**

**Rules**

***League governed by United States Soccer Federation***

Yellow & Red Cards: Yellow will be a firm warning. When a player receives a yellow card, they must sit out for two minutes and their team will play down a player. Red will be an ejection. The team will play down a player for the remainder of the game. If a player is ejected from a game, they are suspended for the next game as well. Two ejections and the player is retired for the league and future play. All conduct issues will be handled based on the **Player Code of Conduct** which is posted on the web site.

1. Six players will be on the field at a time. Teams must have at least four players present to play. One of the six players will be a goal keeper. The goal keeper may roam the field, but may only use their hands inside the goalie box.
2. All penalty kicks will be direct kicks. The following are penalties: hands, goalie using hands out of the box, tackling, tripping and fighting. **All penalties related to the goal box and keeper will be a direct kick shot from the top of the box and without a wall.**
3. Players are free to roam the field. There will be no offside's penalties. Game official will cover as much ground as possible. Please be honest when ball is out of play. Your integrity is more important than a missed call. Kindergarten to 2<sup>nd</sup> grade coaches will act as coach and ref while on the field.
4. There are free substitutions on all dead ball situations, out of bound plays, fouls and or timeouts. Please make sure the official knows you are wanting to sub.
5. 3/4 and 5/6 games will have two 20 minute halves and a three minute half time. Each team will have one time out per half. Over time will consist of a 5 minute golden goal period. If a goal is scored in the golden goal period, the game is over. If the game is still tied after this period, then a round of three penalty kicks per team will follow. The goal keeper that was in the goal at the end of the golden goal period must remain in the goal for the shootout. If the game is still tied, teams will go to 1 to 1 penalty kicks. No player can kick a second time in penalty kicks until the whole team has kicked. Pre K to 2<sup>nd</sup> grade will play **4 eight minute quarters**. No over time will be played in Pre K or 1/2nd grade leagues.
6. Equipment - Players are encouraged to wear shin guards. Players without shin guards will be allowed to play but may be kicked in the shins. Cleats or tennis shoes maybe worn. All players must play with some sort of footwear on. Cleats maybe soccer or baseball. No metal cleats! Cleats with a toe cleat are allowed, but it is preferred have toe cleat removed or ground down.
7. Goal Box PK. This is a free kick with no wall (defenders) between the offensive player and the goalie. B. All players must be outside the penalty box area prior to the kick. The Ball must clear the penalty area before it is played.
8. Games will be played with a #3 sized ball for leagues involving Kindergarten to 2<sup>nd</sup> grade. A #4 sized ball will be used for leagues that include 3<sup>rd</sup>/ 4<sup>th</sup> and a #5 for 5<sup>th</sup> / 6<sup>th</sup> grades. Game balls will be provided by the teams. Salem City will issue balls to each team at the beginning of the season. The playing field will be sized down to match the team size. Flags will mark corners.

9. **NO SLIDE TACKLING.** Players may side from a visible direction to win the ball. Illegal slides will be called fouls. Players who continue to illegally slide will be carded — yellow card for second offense and red card for third. Fouls and cards will be enforced on an individual bases. Sliding to kick a loose ball or win a free ball are not slide tackles.
10. Remember that we are playing for fun. Do your best to enjoy the game and help others to do so as well. Players that are not on your official team roster will not be allowed to play. The focus of Salem youth soccer is to allow all players the opportunity to play and gain a love for the game. Coaches, parents and officials should do all they can to help our youth to obtain a feeling of self worthwhile on the field.  
**All players should play at least half of all games.**
11. Play will start with a kickoff. Defensive team must be outside the center circle. Offensive team must be behind the center line. A. Corner Kicks: When a ball is kicked out of play by the defending team on their end of the field (baseline), the offensive will inbound the ball with a kick from the corner. B. Throw ins: The ball is in bounded from either side of the field with a throw in. The player throwing the ball in must have both hands on the ball and bring the ball form directly over their head when throwing it in. Both feet must remain on the ground and behind the line while throwing the ball in. A Players who **mis-throw will be allowed a second** opportunity to get it right. After the second mis-throw the ball will go over to the opposing team.

Grade	Field	Goal Box	Circle	Players on the field	Location
<b>Pre K</b>	50 X 100 feet	12x12 feet	12 feet	5 vs. 5	Salem Vets
<b>Kinder</b>	50 X 100 feet	12x12 feet	12 feet	6 vs. 6	Salem Vets
<b>1&amp;2</b>	30 X 50 yards	15x15 feet	15 feet	8 vs. 8	Dream View
<b>3 &amp; 4</b>	30 X50 yards	15x15 feet	15 feet	6 vs. 6	Salem Vets
<b>5 &amp; 6</b>	40 X60 yards	15x15 feet	15 feet	6 vs. 6	Salem Elm.

### League nights:

Pre K	Tuesday & Thursday evenings
K to 7 <sup>th</sup>	Wednesday & Fridays

1. Season will start Sept. 20<sup>th</sup> & 21<sup>st</sup>.
2. Schedules and weather report will be posted on line at [www.salemcity.org](http://www.salemcity.org)
3. Coaches will officiate their own teams in K, 1<sup>st</sup>/2<sup>nd</sup> grade leagues
4. 10 game schedule.
5. All players should play in every game.