



LPSA RECREATIONAL SOCCER RULES

Equipment:

- All Players must wear the official LPSA Uniforms, which may be purchased at LPSA. All teams will be given pinnies to wear if they are the away team. **Teams are not permitted to play in the league if they are not wearing official LPSA Uniforms.**
- All players must be wearing Shin Guards before entering the field of play. Players not wearing shin guards will not be allowed to play.
- Player's socks need to cover Shin Guard
- No Football or Baseball cleats may be worn, only soccer cleats.
- No jewelry may be worn on the field, i.e., watches, earrings, necklaces, bracelets, etc. Medical Alert Bracelets are the only exception and they must be taped down. Taping of ornamental Jewelry is not permitted!
- No equipment shall be worn that is considered dangerous to another player as determined by the referee.
- **HARD CASTS ARE NOT PERMITTED UNDER ANY CIRCUMSTANCE**

Rosters:

- All teams are to present an official LPSA club roster printed from LPSA to the referee before each game. If a player is not on the roster they can't play unless the game official is able to contact either LPSA President or the club registrar to confirm their eligibility.
- The team listed first on the schedule is the home team for that game.

Game Ball:

- The home team as listed on the schedule provides game balls.
- Little Kickers Size 3 ball
- U8-U10 Size 4 ball
- U12-U14 Size 5 ball

Protests:

- Since this is a developmental league and there are no standings or scores kept there is no need for protests. All games will be considered final. **NO PROTESTS WILL BE ALLOWED.**

Sportsmanship:

- Good sportsmanship is one of the paramount values we must be teaching our young athletes and will prevail at all times! **Coaches are responsible for the conduct of their players, assistant coaches, parents and spectators.**

Sideline behavior:

- A coach may not enter the field of play except on the referee's signal.
- Coaches, players, parents and spectators shall not harass or attempt to distract players, linesman or center referee(s). Infraction of these rules will result in a caution, followed by an ejection and appropriate disciplinary action as determined by the club Judicial Board.
- No coach is to make derogatory remarks or gestures to the referee, players or spectators. Any coach, player, or spectator making derogatory remarks or gestures to the referee, players or spectators will be asked to leave the field for the remainder of the game! If a coach, player or spectator is asked to leave the field, they will be suspended for the next game for the first occurrence, any additional incidents will result in the removal from LPSA.
- **Spectators are not allowed to coach** – please feel free to cheer for and encourage your young players however, **leave the coaching to the coaches!**
- **ALCOHOLIC BEVERAGES AND SMOKING ARE PROHIBITED ON ALL FIELDS. NO EXCEPTIONS!!!**

Jersey Conflict:

- All teams will be provided an adequate number of pinnies for the season. The away team is to wear the pinnies on game day.

Blood:

- No player may play if they bleeding or there is blood on their uniform. The referee will immediately substitute the player. The uniform must be changed. The player may not return to the game until the bleeding is stopped and the wound is covered.

No Littering:

- Please respect the fields made available to the La Pine Soccer Academy. At the conclusion of your game, please be sure that all garbage generated by your team be collected and disposed of in a trash receptacle.

Age Specific Rules:

Little Kickers – (4v4)

- The Ball: A size three (3) soccer ball will be used.
- The Number of Players: Each team will play with 4 players on the field. There are NO goalkeepers. If a team is losing by more than 5 goals, they may put an extra player on the field.
- The Duration of the game: The game will be four, 8-minute quarters. With a 2-minute break in between each quarter. After two quarters each team will have 10 minute halftime break.
- Substitutions: At any stoppage and unlimited.
- Playing time: Each player will play a minimum of 50% of the total playing time.
- During games, one coach from each team may be on the field at a time to direct players
- Scoring: Anytime the ball completely crosses the goal line inside the goal, the attacking team is awarded a goal.
- Offside: None.
- Penalty Kicks: None.
Fouls and Misconduct: all fouls shall result in a free kick. The coach will explain all infringements to the offending player. If a child is being too rambunctious then the coach is to make a substitution of that player to give the child a chance to calm down before returning to play.
- There is no off side.
- No Goal Kicks
- No slide tackling is allowed at this age level

U6 (5v5)

- The Ball: A size three (3) soccer ball will be used.
- The Number of Players: Each team will play with 5 players on the field. There are NO goalkeepers. If a team is losing by more than 5 goals, they may put an extra player on the field.
- The Duration of the game: The game will be four, 10-minute quarters. With a 2-minute break in between each quarter. After two quarters each team will have 10 minute halftime break.
- Substitutions: At any stoppage and unlimited.
- Playing time: Each player will play a minimum of 50% of the total playing time.
- During games, one coach from each team may be on the field at a time to direct players
- Scoring: Anytime the ball completely crosses the goal line inside the goal, the attacking team is awarded a goal.
- Offside: None.
- Penalty Kicks: None.
Fouls and Misconduct: all fouls shall result in a free kick. The coach will explain all infringements to the offending player. If a child is being too rambunctious then the coach is to make a substitution of that player to give the child a chance to calm down before returning to play.

The Start and Restart of Play

- Kick-Off: Each quarter will begin with a kick off at mid-field. The visiting team (Pinnies) will kick off to start the first and third quarters. The home team (Uniforms) will kick off to start the second and fourth quarters. After a goal, play will restart with a kick off by the team that was scored upon.
- Throw-ins: Anytime the ball goes out of bounds, play will restart with a throw-in. The last team to touch the ball in bounds will lose possession, and the opposing team will take the throw-in. Throw-ins will be taken where the ball left the field play on the side-lines. Throw-ins will be taken from the nearest corner if the ball leaves the field of play over an end-line. During a throw-in, the player will throw the ball using two hands straight over their head, and both feet will remain on the ground and out of bounds until the throw is complete.
- Free Kicks: Will take place if a player uses their hands to touch the ball. Free Kick is awarded to opposing team.

U8 (7 v 7)

- The Ball: A size four (4) soccer ball will be used.
- The Number of Players: Each team will play with 6 players on the field plus one goalkeeper. If a team is losing by more than 5 goals, they may put an extra player on the field.
- Substitutions: At any stoppage and unlimited.
- Playing time: Each player will play a minimum of 50% of the total playing time.
- The Duration of the game: The match shall be divided into four, 12-minute quarters. With a 2-minute break in between each quarter. After two quarters each team will have 10-minute halftime break.
- Scoring: Anytime the ball completely crosses the end-line inside the goal, the attacking team is awarded a goal.
- Offside: None.
- Fouls and Misconduct: Conform to FIFA with the exception that all fouls shall result in a direct free kick. The game official will briefly explain infringements to the offending player. No cards shown for misconduct. If a child is being too rambunctious then the game official will ask the coach to make a substitution of that player to give the child a chance to calm down before returning to play.
- Penalty Kicks: None.

The Start and Restart of Play

- Kick-Off: Each quarter will begin with a kick off at mid-field. The visiting team (Pinnies) will kick off to start the first and third quarters. The home team (Uniforms) will kick off to start the second and fourth quarters. After a goal, play will restart with a kick off by the team that was scored upon.
- Throw-ins: Anytime the ball fully crosses a side-line, play will restart with a throw-in. The last team to touch the ball in bounds will lose possession, and the opposing team will take the throw-in. Throw-ins will be taken where the ball left the field play. During a throw-in, the player will throw the ball using two hands straight over their head, and both feet will remain on the ground and out of bounds until the throw is complete.

- Corner Kick: Any time the defending team kicks the ball completely over the end-line outside the goal, the attacking team will restart play with a corner kick. Conform to FIFA with the exception that opponents remain at least four yards from the ball until it is in play.
- Goal Kicks: Any time the attacking team kicks the ball completely over the end-line outside the goal, the defending team will restart play with a corner kick.

U10 (7 v 7)

- The Ball: A size four (4) soccer ball will be used.
- The Number of Players: Each team will play with 6 players on the field plus one goalkeeper. If a team is losing by more than 5 goals, they may put an extra player on the field.
- Each team will select a team captain to represent the team on the field
- Substitutions: At any stoppage and unlimited. Substitutions must enter at the center line.
- Playing time: Each player will play a minimum of 50% of the total playing time.
- The Duration of the Match: The match shall be divided into two, 25-minute halves. 10-minute halftime break.
- Offside: Yes
- Fouls and Misconduct: all fouls shall result in a direct free kick. No cards shown for misconduct.
- Penalty Kicks: A foul on the defending team inside the penalty area will result in a penalty kick. Scoring: Anytime the ball completely crosses the end-line inside the goal, the attacking team is awarded a goal.

The Start and Restart of Play

- Kick-Off: Each half will begin with a kick off at mid-field. The visiting team (Pinnies) will kick off to start the match. The home team (Uniforms) will kick off to start the second half. After a goal, play will restart with a kick off by the team that was scored upon. At the discretion of the referee the team to take the opening kickoff may be determined by a coin flip prior to the start of the game. The winner of the coin flip chooses a goal to defend in the first half and also takes the kickoff at the start of the second half. The loser of coin flip takes the kickoff at the start of the game.
- Throw-ins: Anytime the ball fully crosses a side-line, play will restart with a throw-in. The last team to touch the ball in bounds will lose possession, and the opposing team will take the throw-in. Throw-ins will be taken where the ball left the field play. During a throw-in, the player will throw the ball using two hands straight over their head, and both feet will remain on the ground and out of bounds until the throw is complete.
- Corner Kicks: Any time the defending team kicks the ball completely over the end-line outside the goal, the attacking team will restart play with a corner kick. Opponents remain at least eight yards from the ball until it is in play.
- Goal Kicks: Any time the attacking team kicks the ball completely over the end-line outside the goal, the defending team will restart play with a corner kick. Opponents remain at least eight yards from the ball until it is in play.
- Free Kicks: all free kicks are direct and opponents are at least eight yards from the ball until it is in play.

U12 (8 v 8 plus goalkeeper)

The Ball: A size five (5) soccer ball will be used.

- The Number of Players: Each team will play with 8 players on the field plus one goalkeeper. If a team is losing by more than 5 goals, they may put an extra player on the field.
- Each team will select a team captain to represent the team on the field
- Substitutions: At any stoppage and unlimited. Substitutions must enter at the center line.
- Playing time: Each player will play a minimum of 50% of the total playing time.
- The Duration of the Match: The match shall be divided into two, 25-minute halves. 10-minute halftime break.
- Scoring: Anytime the ball completely crosses the end-line inside the goal, the attacking team is awarded a goal.
- Offside: Yes.
- Fouls and Misconduct: all fouls shall result in a direct free kick. No cards shown for misconduct.
- Penalty Kicks: A foul on the defending team inside the penalty area will result in a penalty kick.

The Start and Restart of Play

- Kick-Off: Each half will begin with a kick off at mid-field. The visiting team (Pinnies) will kick off to start the match. The home team (Uniforms) will kick off to start the second half. After a goal, play will restart with a kick off by the team that was scored upon. At the discretion of the referee the team to take the opening kickoff may be determined by a coin flip prior to the start of the game. The winner of the coin flip chooses a goal to defend in the first half and also takes the kickoff at the start of the second half. The loser of coin flip takes the kickoff at the start of the game.
- Throw-ins: Anytime the ball fully crosses a side-line, play will restart with a throw-in. The last team to touch the ball in bounds will lose possession, and the opposing team will take the throw-in. Throw-ins will be taken where the ball left the field play. During a throw-in, the player will throw the ball using two hands straight over their head, and both feet will remain on the ground and out of bounds until the throw is complete.
- Corner Kicks: Any time the defending team kicks the ball completely over the end-line outside the goal, the attacking team will restart play with a corner kick. Opponents remain at least eight yards from the ball until it is in play.
- Goal Kicks: Any time the attacking team kicks the ball completely over the end-line outside the goal, the defending team will restart play with a corner kick. Opponents remain at least eight yards from the ball until it is in play.
- Free Kicks: all free kicks are direct and opponents are at least eight yards from the ball until it is in play.