

MARBLE FALLS PARKS AND RECREATION

Youth Soccer League Rules

League	# of Players	Goalkeeper	Game Time	Ball Size	Offsides
4U Co-Ed	4 v 4	NO	4 – 6 min quarters	#3	NO
6U Boys	5 v 5	NO	4 – 10 min quarters	#3	NO
6U Girls	5 v 5	NO	4 – 10 min quarters	#3	NO
8U Boys	5 v 5	YES	4 – 12 min quarters	#4	NO
8U Girls	5 v 5	YES	4 – 12 min quarters	#4	NO
10U Boys	5 v 5	YES	2 – 25 min halves	#4	YES, modified
10U Girls	5 v 5	YES	2 – 25 min halves	#4	YES, modified
12U Co-Ed	6 v 6	YES	2 – 30 min halves	#5	YES

1. Except as provided by the Marble Falls Parks and Recreation Department, US Soccer, FIFA “Laws of the Game” and UIL guidelines apply to all competitions.
2. Leagues will be determined by the player’s age as of September 1 of the current school year.
3. Girls and boys will be placed in separate leagues when registration numbers allow.
4. Leagues offered this season:
 - a. 4U Co-Ed – Boys & Girls 3 & 4 years old
 - b. 6U Boys - Boys 5 & 6 years old
 - c. 6U Girls – Girls 5 & 6 years old
 - d. 8U Boys – Boys 7 & 8 years old
 - e. 8U Girls – Girls 7 & 8 years old
 - f. 10U Boys – Boys 9 & 10 years old
 - g. 10U Girls – Girls 9 & 10 years old
 - h. 12U Co-Ed – Boys and Girls 11 & 12 years old
5. Players may not participate on multiple rosters within the league.
6. Objective of Small-Sided Games
 - a. Develop improved skills with the ball
 - b. Improve confidence and comfort
 - c. Develop intelligence with and without the ball
 - d. Promote faster decisions and better awareness
 - e. Develop partnerships with the team
7. Game time is forfeit time.
8. **SHORT HANDED RULE:** If a team does not have the minimum number of players necessary to start the game, the game will be considered a forfeit. However, the teams will divide the players present evenly and participate in a scrimmage.
9. **GAME CLOCK:** The game is a running clock. Referees may use discretions to stop the clock for injuries, ball retrieval, etc.
10. **UNIFORMS:** Players must wear the uniform provided by the league. No alterations to the uniform are allowed without league approval. All teams must wear closely matching shorts and socks. Goalies must wear jerseys that do not match the opposing team or official.
11. Shin guards are mandatory for all age divisions and must be worn completely covered by socks.
12. Cleats are recommended but not required. However, cleats with toe stud are not allowed.
13. No jewelry or hard hair clips are allowed during play. Tape over earrings is not permitted.

14. **PRACTICES:** Coaches may schedule two (2) mandatory practices a week. Any practices held after the mandatory 2 must be optional.
15. **PLAYING TIME:** All players attending practices should participate in a minimum of 50% of the game time. If a player is not going to receive the minimum playing time during a match, the parent of the player, the opposing coach, and the referee should be notified.
16. **OVERTIME:** There will be no overtimes for any age divisions. Tie scores at the expiration of the game time will stand.
17. **SUBSTITUTIONS:** Substitutions are unlimited and allowed at any stoppage of play. Players must check in at mid field and wait for referee to signal for the exchange.
18. **HEADING:** All players age 10 years of age and under shall not head the ball directly from the air in any match or competition, nor shall these players practice heading the ball in any organized team setting. If a player age 10 or younger deliberately heads the ball in a match, the referee shall award an indirect free kick to the opposing team at the spot of the infraction. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award an indirect free kick to the opposing team.
19. **PENALTY KICKS:** Penalty kicks will be awarded if the direct free kick foul is committed by the defense in the penalty area. No penalty kicks will be awarded in the 3&4 Co-ed, 6 & Under and 8 & Under divisions.
20. **OFFSIDES:** A player is offside when a player is in the opponent's half of the field, nearer the goal than the second to last defender and/or the ball and involved in the play. No offside will be called in 3&4 Co-ed, 6 & Under and 8 & Under divisions. 10 & Under will play a modified offside with offside marks on the last 4th of the field. Traditional offside rules will be in place for 12 & under at the half field mark.
21. In case of inclement weather, coaches may call the Parks & Recreation office for information. Games will not be cancelled unless weather or field conditions will be dangerous to the participants, or the fields are in such condition that play will damage them beyond a reasonable amount of repair. Cancellation decisions will not be made until the day of the games. Notifications will be posted at www.marblefallsrecreation.com or on Facebook at @MarbleFallsParksAndRecreation.

MARBLE FALLS PARKS AND RECREATION
Youth Soccer League Rules
4 & Under Co-Ed

- I. Play format will be 4 on 4, with no goalkeeper.
- II. The minimum number of players required to start a game is 4 players.
- III. GAME LENGTH: 4 (6-minute quarters).
 - a. 5-minute breaks between quarters
 - b. 10-minute half time
- IV. Substitutions are unlimited and can occur at any time.
- V. Deliberate heading is not allowed. If a player heads the ball in a game, an indirect free kick will be awarded to the opposing team from the spot of the offense.
- VI. Kick ins, free kicks, goal kicks and corner kicks will be used to restart play.
 - a. No thrown ins.
 - b. All free kicks will be indirect.
 - c. Opponents must be 10 feet away from the ball on all restarts.
 - d. No penalty kicks.
- VII. There are no offsides.
- VIII. Coaches are expected to create and promote a fun and safe environment for the players.

MARBLE FALLS PARKS AND RECREATION
Youth Soccer League Rules
6 & Under Boys & Girls

- IX. Play format will be 5 on 5, with no goalkeeper.
- X. The minimum number of players required to start a game is 5 players.
- XI. GAME LENGTH: 4 (10-minute quarters).
 - a. 3-minute breaks between quarters
 - b. 5-minute half time
- XII. Substitutions are unlimited and can occur at any time.
- XIII. Deliberate heading is not allowed. If a player heads the ball in a game, an indirect free kick will be awarded to the opposing team from the spot of the offense.
- XIV. Kick ins, free kicks, goal kicks and corner kicks will be used to restart play.
 - a. No thrown ins.
 - b. All free kicks will be indirect.
 - c. Opponents must be 10 feet away from the ball on all restarts.
 - d. No penalty kicks.
- XV. There are no offsides.
- XVI. Coaches are expected to create and promote a fun and safe environment for the players.

MARBLE FALLS PARKS AND RECREATION
Youth Soccer League Rules
8 & Under Boys & Girls

- I. Play format will be 5 on 5, (4 field players and a goalkeeper)
- II. The minimum number of players required to start a game is 5 players.
- III. GAME LENGTH: 4 (12-minute quarters).
 - a. 3-minute breaks between quarters
 - b. 5-minute half time
- IV. Substitutions are unlimited and can occur at any time.
- V. Deliberate heading is not allowed. If a player heads the ball in a game, an indirect free kick will be awarded to the opposing team from the spot of the offense.
- VI. Kick ins, free kicks, goal kicks and corner kicks will be used to restart play.
 - a. All free kicks will be indirect.
 - b. Opponents must be 10 feet away from the ball on all restarts.
 - c. No penalty kicks.
 - d. Throw Ins for an out of bounds ball with feet planted and two hands on the ball.
- VII. There are no offsides.
- VIII. Coaches are expected to create and promote a fun and safe environment for the players.

MARBLE FALLS PARKS AND RECREATION
Youth Soccer League Rules
10 & Under Boys & Girls

- I. Play format will be 5 on 5, (4 field players and a goalkeeper)
- II. The minimum number of players required to start a game is 5 players.
- III. GAME LENGTH: 2 (25-minute quarters, with a 10-minute half time).
- IV. Substitutions are unlimited and can occur at any stoppage of play.
- V. Deliberate heading is not allowed.
 - a. If a player heads the ball in a game, an indirect free kick will be awarded to the opposing team from the spot of the offense.
 - b. If a deliberate header occurs within the goal area, an indirect free kick will be awarded to the opposing team on the goal line parallel to the goal line at the nearest point to where the infringement occurred.
- VI. Kick ins, free kicks, throw ins, goal kicks and corner kicks will be used to restart play. Opponents must be 10 feet away from the ball on all restarts.
- VII. BUILD OUT LINE: A line will be marked half way between half field mark and the penalty line.
 - a. When the goalkeeper has the ball, either during play or during a goal kick, the opposing team must move behind the build out line.
 - b. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
 - c. The build out line will also be used to denote where offsides can be called.
 - d. Players cannot be penalized for an offside offense between the halfway line and the build out line.
 - e. Players can be penalized for an offside offense between the build out line and the goal line.
- VIII. Coaches are expected to create and promote a fun and safe environment for the players.

MARBLE FALLS PARKS AND RECREATION
Youth Soccer League Rules
12 & Under Co- Rec

- I. Play format will be 6 on 6, (5 infield players and a goalkeeper)
- II. The minimum number of players required to start a game is 5 players.
- III. GAME LENGTH: 2 (30-minute quarters) with a 10-minute half time
- IV. Substitutions are unlimited and can occur at any stoppage of play.
- V. Deliberate heading is allowed without limitations.
- VI. Kick ins, throw ins, free kicks, goal kicks and corner kicks will be used to restart play. Opponents must be 10 feet away from the ball on all restarts.
- VII. Offsides will be called.
- VIII. Coaches are expected to create and promote a fun and safe environment for the players.