

Wahoo Parks and Recreation Department
YOUTH SOCCER RULES

- 1) All games will be 7 vs. 7. This may be adjusted as needed due to roster sizes.
- 2) "Borrowing" players from other teams is only allowed if it's absolutely necessary (not enough players to start the game) and is approved by the league director.
- 3) Games will consist of two, 15-minute halves with a running clock. For 3rd-6th grade games, the clock will stop during the last minute of each half. There will be a 5-minute half time. Each team is allowed one, 1-minute time out per half.
- 4) All games will begin with a coin toss to determine which team kicks off.
- 5) No game scores or league standings are kept.
- 6) All players are required to wear shin guards during the game.
- 7) Tennis shoes or soccer cleats only (no softball/baseball cleats).
- 8) In most cases, regulation soccer rules will be used.
- 9) Substitutions are allowed for "throw ins" (see throw-in rules below).
- 10) If the ball goes out of bounds on the sideline, it is a throw in from the spot where it went out.
- 11) If the ball goes out of the end zone by an offensive player, it is a goal kick for the defense.
- 12) If the ball goes out of the end zone by a defensive player, it is a corner kick for the offense.
- 13) Pre-K & K and 1st & 2nd Grade Leagues: Coaches are allowed on the field of play and are responsible for keeping clock and officiating.
- 14) Pre-K & K and 1st & 2nd Grade Leagues: No goalies (please keep players out of the goalie box area).
- 15) Pre-K & K League will use a Size 3 ball. 1st through 4th grade will use a Size 4 ball. 5th & 6th grade will use a Size 5 ball.

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