



Williamson County Parks & Recreation

Rules of the Game for

**Girl's Rec. Soccer
Boy's Rec. Soccer
Youth Travel Soccer**

Governing Body

- * The governing body of this league will be the Athletic Supervisor from the Williamson County Parks and Recreation Department or the assigned representative.
- * Items not covered by these by-laws will be ruled on by the Williamson County Parks and Recreation staff.

Eligibility

- * All players must sign a roster/player contract to be eligible to play.
- * All rosters must be completed and turned into the Recreation Department prior to the first game. Teams without rosters on file will automatically forfeit their games.
- * All players must have submitted a valid form of identification (any state or federally issued identification, Birth Certificate, Passport, Identification Card, etc.) prior to the start of the season.
- * League registration fees (in order to have league participation) will be paid at the time of registration.
- * Players cannot change teams once the season starts unless approved by the Williamson County Parks and Recreation staff.
- * All protests of eligibility will be brought to the attention of the official before the game begins or the protest will not be allowed.

Player Conduct

- * Everyone must follow all of the facility rules.
- * Only one spokesperson per team is permitted, in the case of youth sports the team spokesperson is either the Head or Assistant Coach. He or she will accept full responsibility for the team's actions.
- * All spectators must remain in the seating area during the game. Anyone not wishing to abide by this rule will be asked to leave the facility.
- * At no time will children be left unsupervised in any Williamson County Parks and Recreation facility.
- * If a team forfeits two games during a season, they will be reviewed by the Athletics staff regarding their continued participation in the league.



The Game

1. U8: Each game will consist of two equal halves of fourteen minutes with a two minute half-time.
2. U10, U12 and U14: Each game will consist of two equal halves of eighteen minutes with a two minute half-time.
3. One U8 Coach may be on the field during the game.
 - a. The on-field coach must be close to the sideline and not interfere with the game
 - b. The team must also have one coach or parent in the player box
4. Only two coaches are allowed in the player box during practices and games. Both coaches must be on the team's roster and have completed a background check.
5. Teams will switch sides of the field at the half. The team on the visitor side will kick off to start the game or half for all ages.
6. WCPR officials have the right to shorten a game for arena scheduling purposes, injuries, etc, as they deem necessary.
7. **There is no sliding or slide tackling to play the ball.** (See Rule 4 Keeper Exception) Result will be a direct kick by the offended team – if it occurs in the box, then it will be a penalty kick.
8. Per U.S. Soccer rules, **there is no intentional heading during game play.** Result will be an indirect kick for the opposing team.
 - a. U14 teams may head the ball during practices, not games.
9. A goalkeeper may only slide to play a ball inside the goal box. The goalkeeper may not slide tackle with his feet at the feet of a player or use his body illegally.
10. Indirect kicks inside the box will be placed outside the box nearest the offense.
11. A player is allowed to place one hand on the boards for support. The use of two hands on an opponent or the boards will result in a direct kick for the opposing team.
12. Games will start at the scheduled time. There is a five-minute grace period for the first game of the night only. Teams not ready to play with the minimum number of players will be given a forfeit. During half times, teams should remain on the field to prevent any delay of the start of the second half.



13. There is no overtime; five penalty kicks per team will be used for tie-breakers in tournament games only.
14. Mercy Rule: If a team is ahead by five or more points, no more points will be added to the scoreboard until the trailing team scores. All goals will be counted on the official game score sheet.

Ball In and Out Play/Restarts

1. U8 and U10 Keepers may drop kick or punt the ball
2. U12 and U14 Keepers are NOT permitted to DROP KICK OR PUNT the ball.
3. Kickoffs may roll backwards or forwards. Defending player must be outside the circle prior to the ball moving. The ball must be kicked into play within six seconds after the referee blows the whistle or the ball will be awarded to the other team. There will be no off-side.
4. Out of Bounds (in the net, above the dasher boards or overhead): It will be kicked instead of thrown in within 6 seconds after being placed on the spot. IE: If it hits the overhead net, it should be placed on the nearest of the three yellow lines where it hits the overhead net. If the ball hits the top rail, or the side net, it should be placed back on the field within the yellow line next to the wall and kicked back into play. If the ball is placed outside of the yellow line or is moving as it's kicked it will be awarded to the other team, the same as a bad throw-in outdoors. All out of bounds kicks are considered "direct kicks". On all restart kicks the nearest defender must be at least 5 (five feet) away from the ball.
5. Goal Kicks: The ball may be placed anywhere on the goal line and kicked into play within the six seconds after it's placed on the line.
6. Corner Kicks: The ball is placed on the red dot and kicked into play within six seconds after being placed on the spot.
7. If a ball gets jammed or lodged between players, the boards or net, the referee may award a drop ball at his or her discretion.
8. Player in the Goalie Box Rule: If a referee interprets keeper encroachment, resulting goals may be voided and a goal kick awarded to the offended team, however a player's presence in the goalie box does not necessarily count as encroachment.

Player Equipment

1. Uniform: All players are required to wear their own black (or dark color) shorts. No volleyball, cheerleader or swim-type shorts are permitted. No design or lettering is permitted on the backside of the shorts. Players will not be permitted to play until the player has the approved style of shorts. Jerseys must be tucked into a player's shorts when a player starts the game or enters the field as a substitute. A player will be given one verbal warning to tuck his jersey into his shorts after that the player will be given a yellow card and is not permitted to play for two minutes. Numbered team shirts will be distributed to all players and are required to be worn. All players must provide and wear their own shin guards and tennis style or indoor soccer shoes (**no cleats are allowed in the arena**). No earrings or jewelry may be worn during a game.
2. Socks: socks must cover the entire shin guard.
3. Bubble wrap cast are allowed, subject to approval by the head official/supervisor.

Fouls

1. Direct kick foul counter and penalty kicks: A direct kick foul counter will be used to keep track of calls by the officials in the game.
 - a. U8 and U10: When a team receives a total of five direct kick fouls, the opposing team will be awarded a penalty kick. After five fouls, the counter is reset to zero.
 - b. U12 and U14: When a team receives a total of four direct kick fouls, the opposing team will be awarded a penalty kick. After four fouls, the counter is reset to zero.
2. Indirect kicks awarded inside the penalty area will be taken from the nearest point outside the penalty area. Other indirect kicks are: two hands on the wall, obstruction, pass back to the keeper, and dangerous play.
3. Direct Kicks awarded inside the penalty area will be taken as a penalty kick from the attacking yellow line. The goal keeper lines up on his or her goal line, the PK kicker lines up at the ball and the remaining players from both teams line up behind the center line. At the referee's whistle, the ball is live and the kicker may dribble forward and shoot, the goal keeper may come off his or her line, and the remainder of the players may run toward the goal.
4. **Yellow Card (Two-minute foul):** This situation calls for the offending player to sit out in the players' foul box for two minutes and the time starts when the player exits the playing field. The team plays short during that time. *Two-minute penalties are automatic on any yellow card offense.* If a goal is scored against the team that is playing short, the player serving the penalty remains out for the entire two minutes but the team may return to full strength. If the team that is playing short scores, the



player remains in the box for the remainder of the two minutes and the team continues to play short. The team is permitted to substitute any of the other players with the exception of the player that received the yellow card. Two yellow cards to the same player in one game will result in an automatic red card (see red card) and a five-minute penalty for the offending team.

5. **Red Card:** Red card offenses will result in ejection of the player for the balance of that game and the following game. The player must leave the arena. In addition, there team will play short for five minutes.
6. **Penalty Kicks:** Penalty kicks will be taken by any offensive player. That player will start on the line (yellow lines) closest to the opponent's goal. The balance of players on both teams will start on the center line. The referee will blow the whistle to start play, the remaining players are free to defend or aid in the attack. The kicker will advance the ball similar to a breakaway.
7. **Advantage Rule:** If a player is fouled but the team/player retains possession of the ball, the referee may call a foul without stopping play. The referee will notify the score table of the foul.

Number of Players

1. **Rostered Players:** All players must be on your approved roster as submitted at registration, or, have been added to your roster through the WCPR. Any team that plays with an unregistered player for this league will automatically forfeit that game and any prior games that the unregistered player played in. Coaches are also subject to review for this offense.
2. **Number of players on the field:**
 - a. U8 and U10: Teams play with six players on the field, plus a keeper, for a total of seven.
 - b. U12 and U14: Teams play with five players on the field, plus a keeper, for a total of six.
3. The minimum number of players for a game to legally start is four (4), this includes the goalie. During the course of the game, if a team is reduced to less than four players, for whatever reason, then they will forfeit the game.

Substitution

1. Players may sub on the run and the game will not stop for substitutions. Players being substituted must be within the prescribed arc before the new player is permitted to enter the game. Neither player may play the ball within the arc until the exiting player has left the playing field. Neither the exiting nor entering player can be



part of any play during the substitution. The exiting player must be completely off the playing field.

2. **All players are required to play a minimum of eighteen minutes per game. (Fourteen for U8 teams)**
 - a. All players should play equal amounts per game, with the exception of injuries or other extenuating circumstances.
3. If either player involved in the substitution becomes part of the play, the other team is awarded an indirect kick, may be given a yellow card (referee discretion).
4. The doors are to remain shut unless a team is actively substituting a player. The player coming off the field must be in the yellow half circle before the coach opens the door.

Coach's Conduct and Fair Play

1. It is the desire of the WCPR Indoor League to host fair play and excellent team/coach conduct. It is the coach's responsibility for his or her conduct and the conduct of his or her team on and off the field.
2. Time: Please make sure your team arrives in plenty of time to stretch and warm up in the designated warm up areas. Also, coaches and players are not allowed to kick soccer balls outside the playing area or the warm-up area. Line up to shake hands after the second half. Each team is responsible to remove their team from the field immediately after a game ends.