



Warner Robins Parks and Recreation

2022 Youth Soccer Rules and Regulations

Warner Robins Parks and Recreation Department offers recreational youth sport programs that allow children to participate, develop skills, and learn the game in a fun and safe environment.

Code of Conduct:

- All participants are governed by the Warner Robins Parks and Recreation Department Code of Conduct.
- Players, spectators and coaches should display a good sporting attitude. Spectators, parents, coaches, or participants who display unsportsmanlike behavior will be asked to leave the premises. If such behavior continues, the parent, participant, or both may be removed from the program.
- Any coach, assistant coach or player ejected from a contest must leave the vicinity (out of sight and sound) immediately and are prohibited from any further contact with the team (directly or indirectly) for the remainder of the game and will not be permitted on the premises for the team's next scheduled game.

Coaches:

- All coaches must complete the Criminal History Check and fill out a coach application each season.
- All coaches must complete the CDC Head's Up Concussion Training (<https://headsup.cdc.gov/>)

Age Divisions:

- 6 & Under: 5-6 years – **Co-Ed**
- 8 & Under: 7-8 years – **Co-Ed**
- 10 & Under: 9-10 years – **Co-Ed**
- 12 & Under: 11-12 years – **Co-Ed**

Local Rules:

All games will be played under Georgia Recreation and Parks Association Youth Soccer rules and regulations except where local rules supersede:

- Shoes, socks, and proper shin guards are required. Shin guards should be covered entirely by the socks.
- Players may not wear anything that can be potentially dangerous, i.e., metal cleats, jewelry, etc.
- Each age division will have specific rules per league.
- Roster sizes and the number of players per side during games may vary season to season. This will be dependent on the overall registration numbers for each age division.
- Field sizes are dependent on field size appropriate per age group and field space available for usage.
- Post-season tournaments/jamborees may be offered for 8&Under and older when the schedule permits.
- Any child that is a member of a school sponsored team or soccer club is eligible to participate ***only*** if such participation does not violate school or club policy and ***only*** if child is able to fully participate in WRPR practices and games from the beginning of pre-season to conclusion of season.
- Two Coaches per team
- **Scores will be kept for ages 8U, 10U, 12U**

Playing Time & Recommendations

1. **Mandatory:** Each player, except when sick or injured, must play at least half of the game
2. **Mandatory:** Substitution breaks should be taken at the end of each quarter and halves. Exception: Injured players must be substituted whenever coach comes onto the field to observe player's injury, then player has to be removed from the field until he/she is recovered from the injury.
2. **Mandatory:** All players must start at least once during season
3. Recommended that all players get a chance to play different positions during the season

Team Tie Breaker Criteria (In Order):

1) Head to Head Record

**If tied teams played more than once during the regular season, aggregate goals will be used to

determine the head to head competition winner. **

2) Wins

3) Goal Differential – All Play (total goals scored minus total goals allowed)

4) Coin Toss

Tournament Details

Tournament brackets will be seeded based off regular season standings. All regular season rules apply except

overtime will be played to determine a winner of the game.

In tournament play, games ending in a tie will go on to play two, four or five-minute overtime periods played in their entirety.

If still tied following the overtime periods, the game will go into penalty kicks. Coach will select the first five shooters/kickers. Coach may select any team roster member to take the penalty kick. If game is still tied after five shooters from each team, the game will advance to a sudden death shootout consisting of five NEW shooters until a winner is determined.

Soccer Mercy Rule: In accordance with the National Federation allowance for a state adoption when there is competitive imbalance between the teams, the match will be shortened as follows:

- a. If a team is seven (7) or more goals down at the midpoint of the first half, that will be considered the end of the half, and the teams will play a twenty (20) minute second half.
- b. If a team is seven (7) or more goals behind at halftime, the second half will be restricted to twenty (20) minutes.
- c. When a team is ten (10) or more goals behind in the second half, the game will be terminated.

6&Under:

Ball size: #3

Max. Roster: 8 / Min. Roster: 4

Max. On Field: 4 / Min. to start game: 3

Game Length: (4) 10 min Quarters/ O.T.: N/A

Break: 3-minute break between each quarter

- No Off-sides
- No Penalty Kicks (All free kicks will be indirect)
- No referee (coaches will serve as the referees)
- No Goalies
- **No Playoff Games**

8&Under:

Ball size: #3

Max. Roster: 8 / Min. Roster: 4

Max. On Field: 5 / Min. to start game: 3

Game Length: (4) 12 min Quarters/ **O.T.: (2) 4 min Quarters (Playoffs Only)**

Break: 3-minute break between each quarter

- No Off-sides
- No Penalty Kicks (All free kicks will be indirect)
- 1 Referee
- Goalies Required

10&Under:

Ball size: #4

Max. Roster: 14 / Min. Roster: 7

Max. On Field: 7 / Min. to start game: 5

Game Length: (2) 30 min Halves/ **O.T.: (2) 5 min Halves (Playoffs Only)**

Break: 5-minute break between 1st and 2nd Halve

- Off-sides are enforced
- 1 referee
- Goalies Required

12&Under:

Ball size: #4

Max. Roster: 18 / Min. Roster: 9

Max. On Field: 9 / Min. to start game: 6

Game Length: (2) 30 min Halves/ **O.T.: (2) 5 min halves (Playoffs Only)**

Break: 5-minute break between 1st and 2nd Halve

- Off-sides are enforced
- 1-3 referees (1-2 depending on availability)
- Goalies Required

Restart Options:

Throw-In – Entire ball crosses over the sideline. The ball is put back into field of play by a two handed over head throw. Both feet must be in contact with the ground.

Goal Kick – Entire ball crosses over the end line and the attacking team last touched the ball. (4U/6U) Ball placed on end line. (8U) Ball placed anywhere inside of the goal box marked on the field. Any player on the kicking team may perform the kick. All 6U/8U defending players must start behind the center line for goal kicks. Defending players may advance once the ball has been put into play.

Corner Kick – Entire ball crosses over the end line and the defending team last touched the ball. Ball is placed on sideline/end line corner of the field on the side the ball went out of bounds. Any player on the kicking team may take the corner kick. Opponents must be at least 10 yards from the ball until the ball is put into play.

Kick Off – Start the game with a kick off and re-start play after a goal is scored with a kick off. Ball is placed on the center of the center line (middle of the field). Any player on the kicking team may take kick off. Defending players must remain outside the center circle and behind the half-line until the ball is in play.

Indirect Kick – Indirect kick should be awarded at the spot of the foul or where game stoppage may have occurred.

- 6U-8U: All free kicks will be indirect.
- 6U: All fouls shall result in an indirect free kick with the opponents three yards away.
- 8U: All fouls shall result in an indirect free kick with the opponents six yards away. No kicks shall be taken by the attacking team within 6 yards of the defenders' goal.

General Rules:

- If a game is postponed, both coaches should notify their age.
- No one (spectators or participants) shall be allowed behind the end lines during the course of the game. The referee shall halt the game, if necessary, to enforce this rule.
- Field size will not be a matter of protest.
- In the event the appointed referee fails to appear within 30 minutes of the scheduled kick off time, and where assistant referees are present, one of the assistant referees shall take charge if he/she feels capable of refereeing the game and both coaches mutually agree.