



City of Bonner Springs

PARKS AND RECREATION

Soccer Rules – 3rd/4th Grade

Revised: March 2021

All rules and interpretations will be covered under the Kansas Youth Soccer with the following emphasis and exceptions listed below. The Bonner Springs Parks and Recreation Department sets the rules and reserves the right to interpret the rules in the best interest of the Bonner Springs Park and Recreation Soccer League.

Purpose of the BSPR youth soccer league: The goal of the BSPR Youth Sports Soccer Program focuses on fundamental skills, fun, participation, and social interaction throughout practice and organized games. The BSPR sports programs are designed to provide opportunities and participation to all, regardless of skill or ability. We wish to provide youth with a FUN learning experience and the opportunity to develop lifetime leisure skills.

1. Roster - each team shall consist of 9 – 13 players per roster.

- a. 7 players are on the field of play.
 - i. 6 on the field, 1 goalkeeper
 - ii. Must have minimum of 4 to start game
 - iii. Opposing team must play with same amount of players

2. Organization

- a. Leagues will be organized by the Bonner Springs Parks and Recreation Department. Age groups can be combined by Bonner Springs Parks and Recreation Department if number of teams permits. Leagues will be organized as follows:
- b. Grade: Leagues will be split up into 5 divisions. PreK/K, 1st/2nd, 3rd/4th, 5th/6th and 7th/8th. All leagues will be co-rec. Kids may have the option of playing up but not play down. Approval must be given for the kid (s) to play up.

3. Game

- a. Each game shall consist of two 25 minute halves, with a 8 minute break for half time.
- b. Game ball is regulation size 4
- c. Goal size is 7 x 21
- d. Field size will be 70 x 35 (yards)

4. Kick-Off

- a. A kick-off is the way to start each half of the game and to restart play after a goal is scored. Team that kicks is determined by a coin flip.
- b. Kick-off requirements:
 - i. From the center mark
 - ii. Each team in its half of the field
 - iii. Players from the other team must be outside the center circle
 - iv. Ball is kicked and moves forward (into the “other half” of the field).
 - v. The player who takes the kick-off cannot touch the ball again until the ball has been touched by another player from either team (Indirect free kick restart if this happens).



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5. Playing Time

- a. Each team should begin the game with 7 players.
- b. Players will be given 25 minutes of playing time.

6. Substitutes

- a. Substitutions may be made any time. Play must be stopped (ball is dead) to substitute.
- b. Referees must acknowledge and approve all substitutions before it occurs.
- c. Goalie substitute must be wearing goalie attire.
- d. Cannot sub on corners or free kicks.

7. Goalkeepers

- a. Goalkeepers are only allowed to handle the ball in their own penalty area.
- b. A goalkeeper may leave his or her goal area at any time. However, the goalkeeper is not permitted to handle the ball while outside their team's penalty area. If a goalkeeper handles the ball outside of his or her own area, the resulting play is an indirect free kick.
- c. No player may kick at a ball if the goalkeeper has the ball in their possession or is attempting to grab the ball within the goal area.

8. Free Kicks and Penalty Kicks

- a. In the event of a foul, the referee should stop play and award a free kick.
- b. All Free Kicks will be indirect. In the event of a goal being scored, the ball must have touched another player of either team for it to be allowed.
- c. The defending team players must be 10 yards from the ball when the free kick is taken.
- d. For all fouls, the referee will briefly advise the player what they have done to concede the foul.

9. Slide Tackling

- a. If a player attempts to slide tackle, even if performed correctly, a foul will be called and the result will be an indirect free kick.

10. Throw-Ins

- a. If the ball goes out of bounds on the sidelines a throw in will be awarded to the opposing team.
- b. The ball must go completely over the line to be ruled out of bounds.
- c. The throw in must be taken correctly, ball thrown in over the head, and at the point of the throw, both feet must be on or behind the sideline and on the ground. One foot must be firmly planted to the ground; the 2nd foot can be trailing if one part of the foot is touching the ground.



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11. Corner Kicks

- a. Corner kicks will be awarded when the ball crosses the touchline of the defending team, and the defending team was the last to touch the ball.
- b. In the event of a goal, the ball must have touched another player of either team for the goal to be awarded.
- c. If the ball enters the goal without touching another player a goal kick will be awarded.

12. Goal Kicks

- a. When the ball crosses the goal line and is last touched by an offensive player, a goal kick will be awarded.
- b. Goal Kicks may be taken by any player
- c. Goal kicks can be taken from anywhere from the goal box.
- d. When a goal kick is taken, all players must be outside the penalty box area
- e. Goal kicks must leave the penalty box area before any player can touch the ball.

13. Referees

- a. There are two referees for all 3rd/4th Soccer games.

14. Offside

- a. 3rd/4th will play the offside rule.
- b. An attacker is in an offside position if when a teammate has the ball, the attacker is:
 - i. Closer to the other team's goal than the ball
 - ii. Closer to the other team's goal than the second to last defender
 - iii. In the other team's end of the fieldNote: It is not illegal for a player to be in an offside position!
- c. What is illegal is when an attacker who is in an offside position becomes actively involved in play by:
 - i. Interfering with play (have the ball passed to you, running towards the ball, or a combination of these).
 - ii. Interfering with an opponent (getting in the way of a player on the other team, including the goalkeeper).
 - iii. Gaining an advantage (receiving or running to a ball which has bounced off a goal post or crossbar or that has been deflected by the goalkeeper or another defender).
- d. When offside is called:
 - i. An indirect free kick from where the offside player was
- e. It is not an offside violation if a player in an offside position gets the ball directly from:
 - i. A throw-in
 - ii. A goal kick
 - iii. A corner kick

15. Safety

- a. Players are required to wear shin guards at all games. This is a mandatory requirement.



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Socks must cover shin guards completely.

- b.** No jewelry will be permitted, this includes, necklaces, earrings, bracelets, rings, etc... Tape cannot be used to cover up jewelry.
- c.** Casts on limbs are not permitted unless covered by protective material.
- d.** In the event of the coach believing a player maybe seriously injured, he/she will stop the game and call over the appropriate coach, and contact the field supervisor if necessary.
- e.** Footwear: No metal spikes!
- f.** NO headers or slide tackling allowed.
- g.** Yellow & Red Cards - First Yellow card is a warning. Second yellow card will result in an automatic red card and you will be ejected from the game. If you received a single red card it will result in an ejection from the game

16. Shootout Rules: practice – 3 players (deciding a tie game, 5 players will be used)

- a.** GAME TIE-BREAKER SHOOTOUT - 5 players who ended the game on the field will be selected from each team. When deciding the outcome of a tied game, ONLY players that ended the game on the field can participate in the shootout UNTIL all of them have completed one turn. After that, bench players MUST be utilized during the shootout until all bench players have been exhausted. Goalies who ended the game on the field may be selected as one of the 5 players to take a penalty kick.
- b.** PRACTICE SHOOTOUT – Any 3 players may be selected for the practice shootout.
- c.** Shootouts will be taken as the same goal. Goal will be selected by the official.
- d.** Game is over when a team has a decided advantage when there are not enough shooters left to overcome the advantage (ie. 2-0 after each team has shot twice, or with a lead after all 3 shooters have been exhausted)
- e.** If a tie still exists, each team will send out 1 NEW shooter at a time, until there is a scoring differential after both teams' NEW shooters have completed their turn. Extra shooters must come from players that were on the field at games conclusion. Bench players can only become shooters after every on-field player has been utilized.
- f.** Each additional shooter must be a player who has NOT participated in the shootout, until the entire roster has participated. Goalies MAY be one of the shooters.

17. Sportsmanship

- a.** After each game both teams must line up and shake hands with the opposing team, coaches and referees.
- b.** Any coach ejected from a soccer game may not coach again until they meet with the recreation coordinator to determine future coaching status.

18. Uniforms

- a.** All players are required to wear Soccer uniforms
- b.** Soccer socks must cover the entire length of the shin-guard
- c.** Soccer shirts must be tucked into the shorts for the duration of the game and must be the



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top layer of clothing.

d. Shorts may be replaced with sweat pants in the event of cold weather

e. Shin guards must still be worn underneath sweat pants, and the socks are still required to cover the shin guard

19. Forfeit

a. Teams are encouraged to lend players to team in need.

b. It is recommended in the event of a forfeit, that coaches for both teams get together and play an exhibition game against the players.