



A department of **MPS**

**Milwaukee Recreation**  
YOUTH SPORTS  
5225 W. Vliet St. Rm. 163  
Milwaukee, WI 53208  
P: 414.475.8410  
**mkerec.net**

## **ELEMENTARY SOCCER RULES**

Milwaukee Recreation Youth Sports reserves the right to change rules at any time.  
Last Updated: September 15, 2021

### **Section 1 - General League Rules**

**SPORTSMANSHIP** – Unsportsmanlike conduct may result in ejection from the contest. Officials, coaches, parents, players, and fans should always display leadership and sportsmanship qualities. Any players or coaches ejected from the game by officials/staff for unsportsmanlike conduct will be suspended until their case is reviewed by Milwaukee Recreation. The final disposition of the case will then be made. Sports Coordinators are required to check with the Youth Sports Office before allowing the player or coach in question to continue participation in Youth Sports Activities.

**SPECTATORS** – Spectators are to be seated opposite the player’s bench. All spectators are asked to show good sportsmanship and character and offer only positive reinforcement.

**COACHES** - Only coaches and players listed on the TEAM ROSTER FORM are allowed in the team bench area. A maximum of three (3) coaches are allowed on the team bench. A coach must be present before a game may start.

**FACILITY REMINDERS** - Dogs, alcohol, smoking (including E-cigarettes), weapons, and grilling are prohibited during Milwaukee Recreation Youth Sports activities.

**JEWELRY** – Head decorations, headwear, and jewelry. This means that rings, wristwatches, hair curlers, combs, beads, earrings, or barrettes cannot be worn while participating in Youth Sports Leagues.

**GAME RE-SCHEDULING/CANCELLATIONS** – All school sport coordinator, coaches, or applicable staff will be notified of any reschedule games or game cancellations via email. Revised schedules will be posted on the Milwaukee Recreation Website: [www.mkerec.net/YouthSports](http://www.mkerec.net/YouthSports).

**WEATHER HOTLINE** – For inclement weather updates, contact the Weather Hotline at 414-475-8068. The hotline is updated on league play days by 8AM on Saturdays and 1PM on weekdays when inclement weather is expected. The hotline is available in English and Spanish. Coaches are responsible for informing players and their families of the weather hotline number.

**ROSTERS** – A copy of the team’s roster must be submitted to the Youth Sports Office one (1) week prior to the team’s first scheduled game. Roster additions are not allowed after a team’s 2<sup>ND</sup> scheduled game. All rosters **MUST BE TYPED**. There is no roster limit.



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**COED LEAGUE RULES** - The term “COED” refers to the fact that both boys and girls are eligible to play on the same team. It is possible that teams will have varying numbers of boys or girls, but no special “coed rules” will apply. Teams made of one gender are allowed in the COED league.

**FORFEITS** – The Youth Sports Office must be notified in advance of all forfeit contests. Notification must be delivered to [youthsports@mkerec.net](mailto:youthsports@mkerec.net) at least 36-hours prior to scheduled game start time. Teams that forfeit will be charged a \$25.00 fee per occurrence. See the Youth Sports Opportunity Handbook for a list of forfeit situations.

**PROTEST** – Judgement calls made by the game officials are not eligible for protest and/or appeal. Protest on rule enforcement must be filed in writing with the Youth Sports Office with 48-hours following the incident. Protest on athlete eligibility may be filed any time during the regular season. Submit rules enforcement and athlete eligibility protest via email to [youthsports@mkerec.net](mailto:youthsports@mkerec.net).

**TIE-BREAKER PROCEDURES (TROPHY SPORTS ONLY)** – The Youth Sports Office will have full discretion determining the position and placement of all teams. Tie-break procedures are available online at [www.mkerec.net/YouthSports](http://www.mkerec.net/YouthSports).

**LEAGUE CHAMPIONS (TROPHY SPORTS ONLY)** - League Champions can be determined one of three ways.

- A. **Tournament** - A season ending tournament in which a championship game is played. The winner of the tournament will receive the league trophies regardless of their regular season record.
- B. **Position Day** - the number 1 and number 2 teams in the league standings will compete in a single game at the end of the season to determine the league champion. League record will not prevail as the determining factor, the single match up will.
- C. **Season Record** - Best overall season record in league play will determine the league champion.

## **Section 2 – Game Rules**

### **PLAYERS –**

- **1-3<sup>rd</sup> Grade Teams:** A regulation team shall consist of **7 (seven) players**, one of whom shall be a goalkeeper. A team must have a minimum of 5 (five) players to start a game.
- **4-5<sup>th</sup> Grade Teams:** A regulation team shall consist of **8 (eight) players**, one of whom shall be a goalkeeper. A team must have a minimum of 6 (six) players to start a game.



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- **Substitutions** – Unlimited substitutions can be made '**on the fly**' at any point. The player cannot come on to the field until the player he/she is coming in for is off the field. The goal keeper must wait until a dead ball to substitute.
- **Playing Time** – Each player shall play a minimum of **25%** of the total playing time.
- **Post-Game** – Opposing coaches and players should **NOT** shake hands after each game due to COVID-19.

#### **FIELD SIZE** (Modifications may occur depending on site)

- 1<sup>ST</sup>-3<sup>RD</sup> grade league: 60 X 40
- 4<sup>th</sup>-5<sup>th</sup> grade league: 80 X 50

**COACHES' BOX** – Coaches and players shall be restricted to the team area, which is team (10) yards on each side of the halfway line for twenty (20) yards.

#### **EQUIPMENT**

- Milwaukee Recreation will provide a game ball for each game. **Size four** will be used for grades **1<sup>st</sup>-3<sup>rd</sup>** and **Size 5** will be used for grades **4<sup>th</sup>-5<sup>th</sup>**.
- Protective shin-guards are required.
- Tennis shoes or molded rubber-cleated soccer shoes are allowed. No metal cleats or open toed shoes.
- Teams are responsible for providing their own pennies or similar colored jerseys. (Goalkeeper must dress in different color jersey than team). If teams are wearing similar colors, the home team listed will change.
- Players **MUST** remove all watches, earrings, and any other jewelry.

#### **TIMING**

- The game shall be divided into two (2) **twenty-minute halves**.
- There shall be a half-time break of five minutes.
- The only time the clock stops during normal play is if there is an injury requiring the referee or league director's attention.
- There are no time-outs.
- To avoid a forfeit, teams will be given a five-minute courtesy grace period to get the minimum number of players on the field from the scheduled game time. As soon as the minimum number of players from each team arrive the game will begin. If teams forfeit, they may elect to scrimmage with remaining time.



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## GETTING STARTED

- 5 minutes before the start of each game there will be a **mandatory pre-game Coaches meeting** with the official. Coaches have the option of electing a captain for the week. At this meeting, the officials will introduce themselves, there will be a coin toss/odds game to select possession and side, and a brief reminder of select rules.
- Player must be on their own side of the center line before the kick-off. Opponents must be eight (8) yards from the center mark while kick-off is in progress.
- Teams do not change benches at half time.
- A goal can be scored directly from a kick-off.

**BALL IN AND OUT OF PLAY** – The ball is out of play when it has completely crossed a goal line or touch line.

**HAND BALLS** – A hand ball will be called if a player handles the ball deliberately (except for the goalkeeper within his own penalty area). If the ball hits the arm, then the referee must decide whether this action was to deliberately block the ball or whether the player has raised their arms to protect themselves.

**FOULS AND MISCONDUCT** – All fouls and misconduct offenses shall be awarded with a direct free kick. Advantage may be called at the official's discretion. Defensive players must be 8-yards from the free kick. This will only be enforced if the kicking team asks for the official to walk off the official yardage.

- Player heads the ball
- Player slide tackles
- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Pushes an opponent
- Holds an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)
- Dangerous Play (i.e. High Kick, playing the ball on the ground, **heading the ball**)
- Obstruction
- Prevents the goalkeeper from releasing the ball from his hands
- Offside (4-5<sup>th</sup> grade league only)
- Touching the ball, a second time after a free kick, kickoff, or throw-in
- **Goalkeeper** - If a goal keeper commits an offense, the opposing team will be awarded a direct free kick outside of the penalty area nearest the foul.



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- Takes more than ten seconds while controlling the ball with his hands, before releasing it from his possession
  - Touches the ball again with his hands after it has been released from his possession and has not touched any other player
  - Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate
  - Touches the ball with his/her hands after he has received it directly from a throw-in taken by a team-mate
- **Caution-able Offenses (Yellow Card)** - A player that commits any of the following offenses will be sent off for 2 minutes. Substitutions are allowed. A direct free kick shall be awarded.
    - Unsporting Behavior
    - Shows dissent by word or action
    - Persistently infringes the Laws of the Game
    - Dangerous play defined as dangerous enough to cause injury or another player.
    - Delays the restart of play
- **Sending-off Offenses (Red Card)** - A player that commits any of the following offenses will be ejected from the game. The player will not be allowed to return to the game. Eligibility to play in the remainder of the season will be determined by the League Director.
    - Serious foul play
    - Violent conduct
    - Spits at an opponent or any other person
    - Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
    - Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
    - Uses offensive, insulting, or abusive language
    - Receives a second caution in the same match

#### **PENALTY KICKS – (4<sup>th</sup>-5<sup>th</sup> grade League Only)**

- A penalty kick will be awarded when a defensive player commits any direct kick foul in his/her own penalty area. The penalty kick must be taken in one continuous motion.
- For the 1<sup>st</sup>-3<sup>rd</sup> grade league, all fouls committed in the penalty area will be awarded with a direct free kick taken from the spot nearest the offense on the penalty area line parallel to the end line.



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**GOAL KICK** – Awarded to defending team when ball crossed the defending team’s goal line and last touched by an offensive player. The ball must leave the penalty area before another player can touch the ball.

**CORNER KICK** – Awarded to defending team when ball crosses the defending team’s goal line and last touched by an offensive player.

#### **SAFETY**

- Intentionally heading the ball is prohibited.
- There is no slide tackling or shoulder charges.

**OFF-SIDE** – (For 4-5 grade League Only) A player is in an offside position when nearer to his/her opponent goal line than the ball with the following exception:

- The player is not nearer to the opponent’s goal line than at least 2 opponents. The player is penalized only if that player is involved in an active play.

#### **REFEREE**

- An official will be used for games.
- Referee’s decisions on point of fact connected with the game shall be final.
- All rule infractions shall be briefly explained to the offending player.

**SCORING** – A goal is scored if the whole ball passes completely over the goal line between the posts and under the cross bar. A goal is not scored if the ball is on the line. The ball may roll along the line and even slightly over the line and yet not be ruled a goal. ***No team score will be kept by the officials.***