

2025 Citywide Tournament Rules

Soccer

The current High School Federation Soccer Rulebook will govern play in the Regional and Citywide Soccer Tournaments with the following rules being the exceptions or clarifications. Rules can be clarified by the Regional or Citywide Youth Sports Board.

I. EQUIPMENT AND UNIFORMS:

1. Minors will use a size 4 soccer ball. Majors and Juniors will use a size 5 soccer ball.
2. A player may not wear anything dangerous to themselves or to other players. Casts or splints are not permitted.
3. **Jewelry** is prohibited. Exception: Medical alert bracelets or necklaces. They must be taped to the body with the medical information visible.
4. Shoe soles may have either solid detachable cleats, molded rubber cleats, or plastic cleats. Metal cleats are not allowed.
5. The goalkeeper's shirt color must be different from that of the other players and that of the referee.
6. All players must wear shin guards while playing.
7. Uniforms must be department issued and obtained through the primary city vendor. All players must have jerseys with numbers on both the front and back.

II. FIELD OF PLAY:

1. **Field Size:** The laws of soccer permit much variation in field sizes. The recommended field size for the minor and major divisions is 90 yards length - 60 yards width. Soccer fields are usually drawn with a width to length ratio of 2 to 3.
2. **Goal:** The recommended goal size is a minimum of 6 feet by 18 feet to a maximum of 8 feet by 24 feet.
3. The City Wide Semi Finals and Finals will be played at John Ferraro Athletic Fields or a field of comparable size. The dimensions are 260 feet X 160 feet and the goals are 8 feet x 24 feet.

III. ELIGIBILITY:

1. The Recreation Center must have a minimum of 2 teams and 20 players in a division to be eligible to send an All-Star team in that division.
2. A player may not play on more than one team during the regional or citywide tournament.
3. A player is ineligible if they are listed on a high school varsity or junior varsity soccer roster during the current/upcoming season.
4. Only registered players listed on the recreation centers official tournament roster are eligible to play.
5. Proof of age is required.
6. Age is determined as of January 1st of current year.
 - a. Minor Division: 9-10 years of age
 - b. Major Division: 11-12 years of age
 - c. Junior Division: 13-15 years of age
7. All-Star Tournament teams must meet all eligibility requirements as identified in the General Rules of the Citywide Youth Sports Board Bluebook.
8. If a player is found ineligible during the tournament, that player will be eliminated. The last match the player participated in will be considered a forfeit. It will have no effect on previous matches already played in the tournament.

IV. PLAYERS:

1. The maximum number of players on the playing field is nine (9) players, which includes a goalie.
2. A team may begin the match with (8) players, however, the ninth (9th) player must arrive by the beginning of the second half. If the ninth player fails to arrive by the start of the second half, the match will be forfeited.
3. A team must have a minimum of 12 players on their roster. Maximum of players on a roster is 14.
4. An ejected (red carded) player may not be replaced by a substitute.
5. Substitution or change of a goalkeeper should be made only with the permission of the referee.

V. REFEREE:

1. The referee may warn, caution (yellow card) or eject (red card) players, substitutes, team officials and fans. A second offense that would warrant a yellow card will draw a red card and the player will be directed to leave the match.
2. The referee is the official timekeeper.
3. The referee may stop the match for injuries or end the match early to avoid disorder. No one except the active players and the linesmen is allowed on the field of play without the referee's permission.

VI. THE MATCH:

1. At the start of the match and at the overtime (penalty kicks), the team captains, by toss of a coin, choose which team kicks off, defends a particular goal or in the case of overtime, which team will kick first using penalty kicks.
2. The match is divided into two 25-minute halves with an intermission of 5 minutes between halves.
3. There is **no Grace Period**. Match time is forfeit time.
4. The score for a forfeited match will be 1-0.
5. The referee may extend the time of the match for injury, lost ball, timeouts, wasting of time by a team or for the completion of penalty kicks.
6. During substitutions the time continues to run.
7. **Tie Score:** As the result of a tie, each team will have 5 penalty kicks. Furthermore;
 - a. The 5 players selected for the penalty kicks must be from the 9 players that ended the regulation match.
 - b. The goalie must also be the same goalie that ended the regulation match.
 - c. Teams will alternate penalty kicks.
 - d. After each team has completed their five penalty kicks, the team with the most goals will be declared the winner. If both teams score the same amount of goals after their five penalty kicks, each team will have an extra penalty kick until a winner is declared. The 5 players that already kicked, cannot kick again. The remaining players from the regulation match (4 players) will be up next for penalty kicks according to the order of the coach. Once all 9 players that ended the regulation match have kicked, then the bench players will be up next according to the order of the coach. If the score is still tied after all players on the roster have kicked, then any player can re-kick according to the order of the coach.
8. The ball is out of play when it is completely outside the outside edge of the touchline or the goal line or when the referee stops the match. The ball is in play at all other times.

VII. OFFSIDE:

1. A player is in an offside position if he/she is ahead of the ball in the opponent's half of the field and there are fewer than two opponents between him/her and the goal line.
2. The play becomes offside if he/she is in an offside position and in the opinion of the referee; either (a) participates in play, (b) interferes with an opponent or (c) tries to take advantage of his/her position.
3. The moment of decision for determining offside, is the instant the ball is last played by a teammate.
4. There is no offside infraction for the first player receiving the ball from a throw-in, corner kick, or goal kick.

5. If a player is declared offside, the opposing team takes an indirect free kick from the position of the offside player.

VIII. FOULS AND MISCONDUCT:

1. Penalty fouls resulting in a direct free kick or a penalty kick:
 - a. Deliberately kicking or trying to kick an opponent.
 - b. Tripping an opponent.
 - c. Jumping at an opponent.
 - d. Violently running into an opponent.
 - e. Tackling an opponent from behind.
 - f. Holding an opponent.
 - g. Pushing, hitting or trying to hit an opponent.
 - h. Using your arms or hands to handle the ball.
2. Non penalty fouls resulting in an indirect free kick for dangerous play such as:
 - a. Charging when the ball is out of playing distance or pushing an opponent when the ball is not nearby.
 - b. Obstructing (blocking) an opponent.
 - c. Charging the goalkeeper in their own penalty area.
3. Penalty fouls will result in punishment only if, in the referee's judgement, it is done intentionally. Play will not be stopped if, in the referee's judgement, the fouled team is better off if play continues.
4. Caution (yellow cards) are awarded for:
 - a. Entering or leaving the field without the referee's permission.
 - b. Continually violating the rules.
 - c. Arguing with the referee's decision.
 - d. Unsportsmanlike conduct.
5. Ejection (red cards) are awarded for:
 - a. Violent behavior.
 - b. Using foul, insulting or threatening language.
 - c. Being awarded a second yellow card.
 - d. Any player receiving a red card will automatically be suspended for the following match.
 - e. A player does not have to receive a yellow a card before receiving a red card.
6. Spectators may be ejected for any of the above infractions, for smoking, or drinking alcohol.
7. Slide tackles are not allowed.

IX. FREE KICKS:

1. Direct free kicks are awarded for penalty fouls. A goal may be scored by kicking the ball directly to the goal.
2. Indirect free kicks are awarded for non-penalty fouls. A goal may be scored only if another player touches the ball after it is kicked into play and before it enters the goal. The attacking team must take an indirect free kick from a point outside the defender's goal area.
3. Penalty fouls committed by a defender in their own goal area results in a penalty kick against their team. Otherwise, free kicks are taken from the point of the infraction.
4. The team taking the free kick is entitled to have all opponents ten (10) yards from the ball when the kick is taken. If an indirect is awarded from a location within ten (10) yards of the goal, the defending players may stand on the goal line.
5. The player taking the free kick may not play it again after it has gone into play, until another player touches it. The penalty for this infraction is an indirect free kick for the opposing team.

Pass Back Rule: An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:

 - a. Controls the ball with their hand/arm for more than six seconds before releasing it,
 - b. Touches the ball with their hand/arm after releasing it and before it has touched another player

- c. Touches the ball with their hand/arm, unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, after: it has been deliberately kicked to the goalkeeper by a teammate
6. During a free kick, defending players cannot lie down behind the defending wall on the field in an attempt to block a free kick.
7. During a goal kick, offensive players are allowed inside the goalie/penalty box area to receive the goal kick.

X. PENALTY KICKS:

1. Penalty kicks are direct free kicks taken from the defender's penalty spot. All players other than the kicker and the goalkeeper must be outside the penalty area.
2. The goalkeeper must remain on their goal line, between the goal posts. Goalkeepers are allowed to move side to side as long as they remain on their goal line.
3. The ball must move forward and after traveling one circumference of the ball, may be played by any player other than the kicker.
4. If a penalty kick is awarded during regulation play, the defending team must remain outside of the penalty box area and cannot enter said area until the ball has been kicked by the player taking the penalty kick. If an infraction occurs, the penalty kick is retaken.

XI. MANDATORY PLAY RULE:

Players starting both the first and second half must play the first eight consecutive minutes. Eight minutes into each half, there will be a mandatory substitution whereas; the players that didn't start must play the next eight consecutive minutes. The remainder of each half will be free substitutions.

XII. PROTESTS

1. Protests of rule interpretation will be handled on the spot by sports board members or their representatives.
2. To implement a protest, the head coach must notify the official immediately that there is a protest. The game must come to a standstill until the protest is resolved.

XIII. SPORTSMANSHIP AND CONDUCT:

1. Good Sportsmanship among spectators, coaches, players and officials is expected. We require that ALL spectators practice supportive and encouraging behavior at all times.
2. Recreation Directors, paid staff and coaching staff are responsible for the conduct of their fans.
3. If the head coach is ejected from the match, the assistant coach will coach the team. If the assistant coach is ejected from the match while taking place of the head coach, the match will be declared a forfeit.
4. Inappropriate conduct and/or negative gestures are not allowed during any part of the match (e.g. taunting, derogatory comments, distracting players with yelling, stomping or banging devices, using horns/bells/whistles). Failure to comply may result in forfeiting the match and/or suspension.
5. A player/coach ejected from the match will automatically be suspended from their next match. Depending on the severity of the ejection, the Sports Board may implement a multi-match penalty not limited to suspension from the remaining tournament.
6. Any violation of the rules may lead to further discipline including ejection from the match and suspension from the tournament.