



Grand Prairie Soccer Association Playing Rules

FIFA Rules Govern

The affiliate stepladder of rules is:

- Federation International de Football Association (FIFA)
- United States Soccer Federation (USSF)
- United States Youth Soccer Association (USYSA)
- North Texas Soccer (NTSSA)
- Grand Prairie Soccer Association (GPSA)

The Laws of the Game as promulgated by FIFA control except as provided otherwise in these rules.

The Ball

Ball sizes for various age groups are as follows:

| | |
|------------------------------|---------|
| Under 19, Under 16, Under 14 | Size #5 |
| Under 12, Under 10 | Size #4 |
| Under 8, Under 6 | Size #3 |

The Length of the Game

The length of games for the various age groups is as follows:

Under 19, 2 halves of 45 mm. each
Under 16, 2 halves of 40 mm. each
Under 14, 2 halves of 35 mm. each
Under 12, 2 halves of 30 mm. each
Under 10, 2 halves of 25 mm. each
Under 8, 4 quarters of 12 mm. each
Under 6, 4 quarters of 10 mm. each

Games played in quarters have a 2 minute break between quarters 1 & 2 and quarters 3 & 4 and a 5 minute break between quarters 2 & 3. Games played in halves have a 5-minute halftimes break.

Substitution Rule

- By the team in possession, prior to throw in.
- By either team, prior to a goal kick.
- By either team, after a goal is scored.
- By either team, after an injury, when the referee stops the play.
- By either team, between quarters or at halftime.
- When a caution (yellow card) is given, only that player may be substituted for, before play is restarted.
- The referee must be notified of a goalkeeper change.
- No substitution will be allowed for a player sent off from the field of play (red card) by the referee.
- No player shall leave the field of play without the consent of the referee.

Playing Time

- Each player in all non-competitive age groups must play at least 50% of each game.
- This minimum-playing rule applies for all regular season and tournament games. All rostered players must be invited to all tournaments in which the team participates.
- Exceptions to the 50% playing rule are:
 1. Injury to a player whereby he/she cannot play
 2. Illness or injury limiting his/her playing time.

Players' Equipment

- Except for alternate jerseys, each player must have a permanent number on the back of his or her jersey not less than 6 inches high. No two players on the same team may have the same number.
- Age appropriate shin guards must be worn by all players and must be covered entirely by the socks.
- A player may not wear anything that is dangerous to another player or themselves.
- This includes but is not limited to jewelry, watches, and earrings, hair beads, and metal clips.
- The goalkeeper shall wear colors that distinguish him or her from the other players.
- The referee is the final judge of color conflict.
- Home Team is responsible for changing jerseys if color conflict arises.

Coaches

- Coaches must limit themselves to coaching a maximum of two (2) recreational teams.

Location of Coaches, Non-Playing Players, and Spectators

- Coaches must limit themselves to ten (10) yards either side of the mid-field line and one yard off the touchline.
- Spectators must stay in the stands.
- Substitution, players must stay on the bench and off the sideline.
- Only team and rostered staff may sit on the team sideline. Spectators must sit on the opposite (spectator's) sideline.

Developmental Soccer Rules for Under 6 through Under 10

The philosophy of modified soccer is to have fun and teach the younger child skills and sportsmanship in a manner that is consistent with the child's emotional, physical, and mental development. Modified soccer emphasizes enjoyment over competition, offers maximum playing time for each child, and allows the most opportunities for touches of the ball.

League standings are not recorded for Under 6 through Under 8, and all players receive awards for participation.

League standings are recorded for Under 10. The First and Second place teams receive awards for placement.

All players, parents, coaches, and spectators should shake hands after each game as good examples for youth to follow.

Under 5/6

- Substitutions — Substitutions at quarters only, except for injuries.
- Co-ed teams allowed.
- Player Equipment — Tennis shoes or soft cleat soccer shoes.
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- Age appropriate shin guards mandatory.
- Roster 6 minimum 8 maximum
- Field Players —4 a side

NO KEEPER ALLOWED AND NO STANDING IN THE GOAL BOX AREA BY EITHER OFFENSIVE OR DEFENSIVE PLAYER.

- Minimum to Start —3
- Minimum to Continue — 3
- Game Structure — Four quarters of 10 minutes each, with a 2-minute break between quarters 1 & 2, between quarters 3 & 4, and with a 5-minute break between quarters 2 & 3.
- Field Size — 20 yards x 30 yards.
- Goal Size —4' high by 6' wide.
- Center Circle — 5 yard radius.
- Corner Arc — 2' radius.
- Goal Area — 3 yards from each goal post and 3 yards out.
- Start of Play — Opponents must be 5 yards from center.
- Fouls and Misconduct — all fouls result in an indirect kick with opponents at least 3 yards away. Referees must explain all infractions.
- Free Kicks — All indirect with opponents at least 3 yards away. A goal may not be scored directly from an indirect kick unless another player has touched it.
- Kick-in is an indirect free kick from the sideline. Opponents must be 3 yards away.
- Goal Kicks — from any point inside the goal area. Opponents must be at least 3 yards away.
- Corner Kicks — from inside corner arc. The arc line is considered inside the play area. Opponents must be at least 3 yards away.
- Slide Tackling — Considered dangerous play and strictly prohibited.

Under 7/8

- Substitutions — Substitutions at quarters only, except for injuries.
- Player Equipment — Tennis shoes or soft cleat soccer shoes. Age appropriate shin guards mandatory.

- Roster 8 minimum 10 maximum
- Field Players — 5 a side, including a goalkeeper.
- Goalkeeper position must be rotated out each quarter.
- Minimum to Start —4
- Minimum to Continue —4
- Game Structure — Four quarters of 12 minutes each, with a 2-minute break between quarters 1 & 2 and between quarters 3 & 4 and with a 5-minute break between quarters 2 & 3.
- Field Size — 30 yards x 50 yards.
- Goal Size —6' high by 12' wide.
- Center Circle — 5 yard radius.
- Corner Arc — 2' radius.
- Goal Area — 3 yards from each goal post and 3 yards out.
- Start of Play — Opponents must be 5 yards from center.
- Fouls and Misconduct — all fouls result in an indirect kick with opponents at least 5 yards away. Referee must explain all infractions.
- Free Kicks — All indirect with opponents at least 5 yards away. A goal may not be scored directly from an indirect kick unless another player has touched it.
- Throw-in — Two chances/same player. Referee must explain proper method.
- Goal Kicks — from any point inside the goal area. Opponents must be at least 5 yards away.,
- Corner Kicks — from inside corner arc. The arc line is considered inside the play area. Opponents must be at least 5 yards away.
- Slide Tackling — Considered dangerous play and strictly prohibited.

Under 9/10

- Substitutions — Free substitutions.
- Player Equipment — Tennis shoes or soft cleat soccer shoes. Age appropriate shin guards mandatory.
- Roster— 12 minimum, maximum 14
- Field Players —8 a side, including goalkeeper.
- Minimum to Start —7
- Minimum to Continue — 7
- Game Structure — Two 25-minute halves with a 5-minute half time break.
- Field size — 50 yards x 100 yards.
- Goal Size — 7' high x 21' wide.
- Center Circle — 8-yard radius.
- Corner Arc — 1-yard radius.
- Goal Area — 6 yards from each goal post and 6 yards out.
- Penalty Area — 14 yards from each goal post and 14 yards out.
- Start of Play — Opponents must be at least 8 yards from center.
- Free Kicks — Opponents must be at least 8 yards away.
- Corner Kicks — from inside corner arc. The arc line is considered part of the playing area. Opponents must be at least 8 yards away.
- Goalkeeper — Goalkeeper is considered to have control of the ball when some part of his or her body other than the foot is touching the ball and the ball is not moving.

Charging the goalkeeper in possession of the ball is not allowed. Possession is defined as “one or two hands on the ball, holding it, bouncing it, tossing it up and then catching it”.

U11 and Above

FIFA Laws of the Game can be found at www.ussoccer.com/referees.

- Field Size — 70 yards x 45 yards (U11/12)
70 yards x 120 yards (U13-Above)
- Center Circle — Conform to FIFA
- Goal area — Conform to FIFA.
- Substitutions — Free substitutions.
- Off-Sides — Conform to FIFA
- Player Equipment — Conform to FIFA.
Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams
- Roster— 14 minimum, maximum 18
- Field Players — 11 a side, including goalkeeper.
- Minimum to Start —7
- Minimum to Continue — 7
- Game Structure — 30 minute halves (U11/12)
35 minute halves (U13/14)
40 minute halves (U15/16)
45 minute halves (U17 – Above)
5 minute half-time break
- Goal Size — 8' high x 24' wide.
- Corner Arc —. Conform to FIFA.
- Throw-Ins — Conform to FIFA
- Goal Kick — Conform to FIFA
- Goal Area — 6 yards from each goal post and 6 yards out.

- Penalty Area — 16 yards from each goal post and 16 yards out.
- Start of Play — Conform to FIFA.
Opponents must be at least 8 yards from center.
- Free Kicks — Conform to FIFA
Opponents must be at least 8 yards away.
- Corner Kicks — Conform to FIFA
Opponents must be at least 8 yards away.
- Charging the goalkeeper in possession of the ball is not allowed. Possession is defined as “one or two hands on the ball, holding it, bouncing it, tossing it up and then catching it”.
- Penalty Kick — Conform to FIFA
Opponents must be at least 8 yards away.

Referees/Referees Assignor

- Should a referee fail to appear by the scheduled start time of the game then the teams shall wait 15 minutes for the referee to appear.
 1. For an Under 6 or 8 game, should a referee fail to appear by the allotted 15-minute time period, the teams should attempt to play the game by selecting an individual from each team to officiate one half of the game. Neither coach shall participate in this game officiating.
 2. For all U10 –U19 game, should a referee fail to appear by the allotted 15-minute time period teams involved in a referee no-show shall be given a re-scheduled game time
 3. Notify your commissioner and/or GPSA Office after your game.
- The referee is in control of the field and all activities thereon from the time of game start at the field until he has left the playing field.
His/Her decisions are final.
- Any incidence of assault or violence towards a referee will not be tolerated and will be very harshly dealt with.
- Complaints concerning the conduct of referees are to be properly submitted in writing to the GPSA.
- The responsibility of the referee is to insure the safety of the players:

- Referees are to enforce the laws of the game as defined by FIFA, USSF, NTSSA, and GPSA.
- Referees are to check game sheets for proper assigned players and jersey numbers.
- Referees are to insure all players have proper equipment..
- Referees are assigned to games on their qualifications and experience level as determined by the GPSA board.
- The referee assignor should assure that all games scheduled are covered by certified referees.
- The referee assignor should let GPSA know on day of scheduled game if a team and/or teams forfeit.
- Referees are entitled to rest breaks.
- Do not approach a referee and ask him or her to do a game he or she has not been assigned.
- Assignment priority of the Referee Assignor is as follows:
 1. U19 full set
 2. U16 full set
 3. U14 full set
 4. U12 full set
 5. U10 full set
 6. U8 middle
 7. U6 middle
- A team has fifteen (15) minutes from the start of the game to field the minimum number of players required.
- The referee can start the game as soon as the minimum number of players arrives.

Discipline

- GPSA and/or Intercity depending on playing league age will operate and keep records on a seven cumulative card system for all players/coaches/assistant coaches. Cards are cumulative during the entire soccer year (September 1 to August 31).
- When a given player/coach/ assistant coach accumulates 7 cards shall be immediately suspended pending a hearing with NTSSA.
- This is the minimum disciplinary punishment taken on sendoffs (ejection).

Nothing herein prevents the A&D Committee from enacting more severe sanctions. Each case should be judged on its own set of circumstances and degree of misconduct or violence, the latter of which must be dealt with swiftly and severely.

- Submitting false registration information will result in suspension of the guilty party as determined by the A&D Committee.
- Teams will be disciplined if they knowingly violate GPSA, NTSSA, USSF, or FIFA rules of conduct..
- The team's coach and the player or other person who receives a red card must attend the A&D hearing. Any other interested person has a right to attend the hearing
- The suspension is to be served by the player/coach/assistant coach at the next scheduled game (regular league games, makeup league games, playoff, championship, cup games, local or state tournament games) that the player's/coach's/assistant coach's team is playing.
- The player, coach, assistant coach must complete and submit a Sit-out form.
- Player, coach, assistant coach must present themselves to the referee at the next game as a red card recipient. Upon game completion, the referee will complete the Sit-out form, verifying the red card punishment has been completed. It is the responsibility of the player, coach, assistant coach to deliver the completed Sit-out form to the GPSA within 48 hours of completion.

Field Rules and Prohibited Items on the Mountain Creek Soccer Complex

- Alcoholic beverages are prohibited inside the soccer complex or on any soccer field or an adjacent parking lot.
- Glass containers are prohibited inside the soccer complex.
- Littering the fields will not be tolerated. Each team is responsible for leaving the field clean.
- No animals are allowed on the complex
- Park only in designated areas.
- Observe the 10-mph. speed limit.

- Observe all signs.
- Only scheduled games and practices are allowed on the soccer complex.
- No scrimmages are allowed at the soccer complex

Weather Cancellations

- Saturdays and Sundays Prior to morning start time Field/Equipment Manager and/or designated Field Marshall will survey all playing fields.
- Monday through Friday by 5:00pm our rain out line for the team volunteers will be updated
972-738-9477.
- During the day and evening hours' games may be delayed or postponed as needed for weather changes.
- Weekends by 7:45 am word will be passed to commissioners and our rain out line for the team volunteers will be updated 972-738-9477.
- If weather changes occur during the day and/or evening hour's rain out line will be updated as soon as word is passed.
- Once games have started the Referee is in charge of calling games due to the threat of bad weather moving in or weather that has moved in.
- President, Field/Equipment Manager, and/or designated Field Marshall may have executive power over referees.
- If weather moves in during play, the game becomes official at halftime.