



Escalon Youth Soccer **RULES & REGULATIONS**



2023

Escalon Recreation
2060 McHenry Avenue
Escalon CA 95320
(209) 691-7372

Approved 11/2/2022

YOUTH SOCCER

The purpose of recreational soccer is to provide a positive, enjoyable and FUN experience. Players should be taught basic skills and strategies and encouraged to do their best on the field. They have the right to expect praise and positive reinforcement for their efforts whether their teams win, tie or lose. Teaching of the game should be emphasized to the younger age groups and those new to the sport.

The guidelines and rules provided in this document are intended to provide a framework for the soccer programs, but are not intended to diminish participant enjoyment and learning. Flexibility may be warranted depending on each individual season and team. Modifications should be agreed to by the team coach(s), official(s) and City staff.

TEAM ORGANIZATION TIPS

1. Have a meeting with all parents at the first practice.
2. At the parent meeting, review code of conduct to support the basics of sportsmanship and have form signed by parents and participants.
3. All participants should handle equipment with care and should not hang on the goal nets.
4. At the end of the season, all equipment will be returned and checked.

GAME DAY REMINDERS

1. The recreation programs are to encourage active fun, teamwork and good sportsmanship.
2. Participants will adhere to referee directions.
3. In case of bad weather, please call (209) 691-7372. If a field is available, a makeup game will be rescheduled during the week. Games will still be played in the rain if field conditions are safe. Otherwise, games may be cancelled.
4. Please have your team clean up any mess they make on the field.

REGISTRATION

1. Each player must be completely registered through the Recreation Department prior to any participation. Players should play in the age bracket for which they qualify. The Recreation Department reserves the right to adjust player placement in the best interest of the participant and/or the program.
2. Registration will be accepted with an open and close date set by the City; these dates are tentative and programs may be closed without notice depending on coach availability or other unexpected program changes. Once program registration is closed, subsequent participants will be placed on a wait list and late fees may applied depending on additional staff work required. Late registration will be accepted based on available space; if space is not available a wait list will be started. The Recreation Department will place participants from the wait list on teams as space becomes available; however, once uniforms have been ordered, a player will be placed on a team ONLY if a uniform becomes available due to a child withdrawing prior to uniform distribution.

DRAFTS

1. All players, except the Tot and Squirt Divisions, will be drafted by Coaches.
2. Coaches will draw for position, and the draft will follow a serpentine fashion to fill the teams.
3. Each team will have up to three frozen players: one for the Coach, 3rd round pick; one for the Assistant Coach, 5th round pick and one for the Sponsor, 7th round pick. All players will be placed on the draft board prior to the draft starting.
4. If Coach, Assistant Coach or Sponsor does not have a child participating, they may elect to freeze another player with written permission from his/her parent/guardian. The letter must be submitted to the Recreation Department prior to draft day and attached to the Volunteer or Sponsor form; this is only allowed if they do not have a child participating in the division in which they are volunteering or sponsoring.
5. No player will be frozen in the 5th or 7th round to a team who does not have a Coach/Assistant Coach or Sponsor.
6. Special circumstances may be brought to the Recreation Commission for review prior to draft day.
7. There will be no trading of players during or after the Draft.
8. The Recreation Department reserves the right to alter the draft process.

GENERAL GUIDELINES

1. No player may participate unless they are registered at the Recreation Department and placed on a roster.
2. A player may not wear any jewelry during the game.
3. Each coach is responsible for the conduct of their team, including players and Assistant Coaches.
4. Referees have total decision-making power regarding substitutions, time keeping rule violations, suspension of games and ejections.
5. All players are required to wear shin guards during games AND practices.
6. No steal or metal cleats allowed.
7. If a player becomes injured, the Referee can blow the whistle and stop the game until another player is rotated on to the field at their discretion.
8. All participants must wear shirts of the same color, matching those issued by City of Escalon.
9. No equipment shall be worn that is dangerous to another player as determined by the Referee.
10. Shin guards covered by sock are mandatory. Players not wearing shin guards will not be allowed to play.
11. No overtime will be played.
12. If possible, rainouts will be made up if the weather permits.
13. Game schedule conflicts will be rescheduled if possible.
14. All games are considered final. **NO PROTEST WILL BE ALLOWED.**

SPORTSMANSHIP

Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, Assistant Coaches, parents and spectators.

SIDELINE BEHAVIOR

1. Coaches, players, parents and spectators shall not attempt to distract players or Referees. No Coach is to make derogatory remarks or gestures to the referee, players or spectators. Infraction of these rules will result in a caution followed by ejection and appropriate disciplinary action as determined by the Recreation Department.
2. Spectators are not allowed to coach.
3. Spectators may be removed by Recreation staff for violation guidelines or inappropriate behavior.
4. Alcoholic beverages and smoking are prohibited on all fields. No exceptions!!

WARNINGS & EJECTION

Players and coaches will normally receive a verbal warning for a first offense. Second offense will normally be receipt of a Yellow Card. Third offense will normally be receipt of a Red Card and ejection from that game and the next game. Referee has the authority to eject any participant at his/her discretion. Warnings will be given for the following offenses:

- Abusive language
- Fighting
- Unnecessary or unsportsmanlike conduct on or off the field
- Any gross, uncooperative actions related to the game, players, coaches or referees

RULES OF SOCCER

1. The Goalkeeper equipment:
 - a. The goalkeeper must wear a different color jersey.
 - b. The goalkeeper is the only player allowed to wear long pants.
2. Scoring a Goal: A goal is scored only when the whole ball goes over the entire goal line. If the ball is still in contact with the goal line in the inner part of the goal, then it is not a goal.
3. Out-of-Bounds: The position of the ball determines out-of-bounds.
 - a. Before a ball is ruled out-of-bounds, the entire ball must go over the entire line either in the air or on the ground.
 - b. On the line or touching the line is not out-of-bounds.
 - c. The player may be out-of-bounds when playing the ball.
4. Corner Kicks & Goal Kicks: A corner kick or a goal kick is taken when the ball is out-of-bounds by crossing the endline (goal line).
 - a. If the offensive team kicks it out-of-bounds, play is restarted with a goal kick. The goal kick is taken from anywhere inside the “goalie box”. It can be taken by any player, not just the goalkeeper.
 - b. If the defensive team kicks it out-of-bounds, play is restarted with a corner kick. The corner kick is taken from the corner nearest to where the ball left the field.
5. Penalty Kicks: A penalty kick is awarded either when a defensive player fouls an attacking player or commits a handball in his/her team’s penalty area.
 - a. The penalty kick is placed at the penalty spot, and all players on both teams must remain outside the penalty box during the shot.
 - b. The players may enter the penalty box immediately after the shot is taken.
 - c. The goalkeeper may move horizontally along the goal line before the shot is taken, but he may not come off the line until the ball is struck.
6. Free Kicks: Free kicks are broken into two categories, direct and indirect.
 - a. A direct kick can be shot directly into the opponent’s goal without touching another player.
 - b. An indirect free kick is indicated by the referee raising his hand during the kick. An indirect kick can only go into the goal if it has subsequently been touched by another player before it enters the goal.
 - c. The ball must be stationary for both types of kicks.
7. Throw-Ins: A throw-in is taken when the ball crosses a sideline (touch line) and leaves the field. There are two basic soccer rules for a proper throw-in.
 - a. Have both feet on the ground.
 - b. Throw the ball with both hands over the head.

8. No hands: The player cannot “handle” the ball. Handling the ball is defined as a player using any part of their body from the tips of the fingers to the shoulder to move or influence the direction of the ball. A ball that is kicked and hits a player’s hand or arm is not considered handling the ball. The goalkeeper is exempt from this rule when they are in their penalty area.
9. Offsides: A player is in an "offside position" when the following conditions occur at the same time:
 - a. The attacking player does not have possession of the ball.
 - b. The attacking player is in the opposing team's half of the field.
 - c. The attacking player is nearer to the opponents' goal line than both the ball and the second to last opponent. The last opponent is considered the goalkeeper.
 - d. The attacking player gets involved in the play by:
 - i. Gaining an advantage by being in their position; and/or
 - ii. Interfering with the play; and/or,
 - iii. Interfering with the opponent

This offside rule does not apply during a goal kick, throw-in, or corner kick.

10. Heading:
 - a. All players age 10 years of age and under shall not head the ball directly from the air. If a player age 10 or younger deliberately heads the ball in a game, the referee shall award an indirect free kick to the opposing team at the spot of infraction. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award an indirect free kick to the opposing team.
 - b. Players age 11 and up shall be permitted to head the ball at games and practices. These players may practice heading the ball in an organized team practice or skill session. Coaches shall monitor this practice so that no single player heads the ball more than 25 times per week.

TOTS DIVISION

1. Boys and girls play together.
2. Games are played outdoors. The approximate field size is 40' x 60'.
3. Game time will consist of 15 minutes practice, a quick break, and a scrimmage for 10 minutes.
4. The ball size is #3.
5. Due to the age group, we discourage outside practices.
6. Fun should be emphasized!
7. The offside rule is not enforced in this age group.

SQUIRTS DIVISION – 7v7

1. Boys and girls play together.
2. The approximate field size is 119'x70'.
3. Games will have four, 7-minute quarters. There will be a one-minute break between quarters and there will be a five-minute break at half time. Teams will then rotate ends of the field at the second half and restart with a kickoff. The kickoff will alternate each quarter.
4. The ball size is #3.
5. Minimum of five and maximum of seven players on the field to start a game.
6. Coach or Assistant Coach will be allowed on the field during the game. The Coach will rove between the fields to help players.
7. All fouls result in an indirect free kick. This means the ball must touch another player before scoring. Opposing players must be at least three yards from the ball during the free kick.
8. Kickoffs are indirect kicks, and the ball cannot go directly into the goal; goal kick would result.
9. There are no penalty kicks.
10. Corner kicks are not taken.
11. The offside rule is not enforced in this age group.
12. Substitutions are unlimited. A player may return to the field after having left it as many times as desired. Substitutions are allowed on any whistle; must be acknowledged by the Referee.
13. Fun should be emphasized!

PEE WEE DIVISION – 8v8

1. Boys and girls play separate but will use the same rules.
2. The approximate field size is 149'x104'.
3. Games will have two 20-minute halves. There will be a five-minute break in between halves. Teams will then rotate ends of the field at the second half and restart with a kickoff. The kickoff will alternate each half.
4. Once a team becomes ahead by 7 goals (i.e. 7-0), that team must pull one player. Once the opposing team scores a goal (i.e. 7-1), then the pulled player or any player from that team may return to the game. If the team who is up by 7 continues to go up in scores, they must take a player out for each additional score they are up by. For example, if the score is 9-1, the team with a score of 9 should have a total of two players pulled out.
5. The ball size is #3.
6. Minimum of six and maximum of eight players on the field to start a game.
7. No Coach or Assistant Coach can be on the field during the game.
8. All fouls result in an indirect free kick. This means the ball must touch another player before scoring. Opposing players must be at least five yards from the ball during the free kick.
9. Penalty kicks will be played when appropriate.
10. Corner kicks are to be taken.
11. Goal kicks are to be played.
12. Substitutions are unlimited. A player may return to the field after having left it as many times as desired. Substitutions are allowed on any whistle; must be acknowledged by the Referee.
13. Fun should be emphasized!

MINOR DIVISION – 9v9

1. Boys and girls play separate but will use the same rules.
2. The approximate field size is 205'x118'.
3. Games will have two 25-minute halves. There will be a five-minute break between halves. Teams will then rotate ends of the field at the second half and restart with a kickoff. The kickoff will alternate each half.
4. Once a team becomes ahead by 7 goals (i.e. 7-0), that team must pull one player. Once the opposing team scores a goal (i.e. 7-1), then the pulled player or any player from that team may return to the game. If the team who is up by 7 continues to go up in scores, they must take a player out for each additional score they are up by. For example, if the score is 9-1, the team with a score of 9 should have a total of two players pulled out.
5. The ball size is #4.
6. Minimum of seven and maximum of nine players on the field to start a game.
7. Penalty kicks will be played when appropriate.
8. Coaches may not be on the field.
9. Substitutions are unlimited. A player may return to the field after having left it as many times as desired. Substitutions are allowed on any whistle; must be acknowledged by the Referee.
10. Fun should be emphasized!

MAJOR-SENIOR DIVISION – 11v11

1. Boys and girls play separate but will use the same rules.
2. The field size is 227'x125'.
3. The ball size is #5.
4. Games will have two 30-minute halves. There will be a five-minute break between halves. Teams will then rotate ends of the field at the second half and restart with a kickoff. The kickoff will alternate each half.
5. Once a team becomes ahead by 7 goals (i.e. 7-0), that team must pull one player. Once the opposing team scores a goal (i.e. 7-1), then the pulled player or any player from that team may return to the game. If the team who is up by 7 continues to go up in scores, they must take a player out for each additional score they are up by. For example, if the score is 9-1, the team with a score of 9 should have a total of two players pulled out.
6. Minimum of seven and maximum of eleven players on the field to start a game.
7. Coaches may not be on the field.
8. Substitutions are unlimited. A player may return to the field after having left it as many times as desired. Substitutions are allowed on any whistle; must be acknowledged by the Referee.
9. Fun should be emphasized!

