

## RECREATION RULE SUMMARY AS OUTLINED BY THE CITY OF FLORENCE:

The following tables illustrate the SCAP guidelines by age group. For additional clarification contact the City of Florence Parks and Recreation Department. The full SCAP Handbook can be found here:

[https://cdn1.sportngin.com/attachments/document/0139/0565/SCAP\\_Handbook.pdf](https://cdn1.sportngin.com/attachments/document/0139/0565/SCAP_Handbook.pdf)

**High School Soccer League rules will govern play, unless amended below.**

	<b>6 &amp; under</b>	<b>8U</b>	<b>10U</b>
Ages:	5 and 6 year olds	7 and 8 year olds	9 and 10 year olds
Ball Size:	3	4	4
Play Periods:	8 minute quarters	20 minute halves	20 minute halves
Quarter Rest:	2 minutes	N/A	N/A
Halftime Period:	5-10 minutes	10 minutes	10 minutes
Switch Sides at Half?	no	yes	yes
Direct Kicks?	no	yes	yes
Heading	no	no	no
Players on Field:	4	7	9
Maximum on Roster:	10	14	17 (15 for All Stars)
Min to start/continue:	3	6	7
Goalkeeper?	no	yes	yes
Offside rule in effect?	no	yes	yes
Changes for Throw-ins?	Take until correct	one retake (same player)	no rule change
Goal Size		6.5 X 18 ft	6.5 X 18 ft
Minimum Field Size:	20 x 15 yds	40 x 60 ft	40 x 60 ft
Maximum Field Size:	30 x 25 yds	50 x 70 ft	50 x 70 ft

	<b>12U</b>	<b>15U</b>	<b>17U</b>
Ages	11 and 12 years old	13, 14 and 15 years old	16 and 17 years old
Ball Size:	4	5	5
Length of Halves:	25 minutes	30 minutes	35 minutes
Halftime Period:	10 minutes	10 minutes	10 minutes
Players on Field:	11*	11*	11*
Maximum on Roster:	18 (15 - All Stars)	18 (15 - All Stars)	18 (15 - All Stars)
Min to	7	7*	7*

start/continue:			
Goal Size	8 X 24 ft	8 X 24 ft	8 X 24 ft
Minimum Field Size:	53.3 X 100 ft	53.3 X 100 ft	53.3 X 100 ft
Maximum Field Size	60 X 120 ft	60 X 120 ft	60 X 120 ft

*\*\*The City of Florence Florence Athletics Department and/or the FSA Recreation Director may adjust the number of Players on Field, Maximum on Roster, Minimum to start/continue, and field size to allow small-sided games due to limited numbers of participants in the older age groups.*

#### **Additional Rules:**

- Coaches should ensure that all players play at least 50% of the game's playing time
- No score will be kept or recorded in 6U age group
- OVERTIME IS FOR TOURNAMENT PLAY ONLY. There are no overtimes in the regular season and games may end in a tie. In case of a tournament: Overtime (8U and up age groups) - One (1) ten (10) minute period. If the game is still tied at the end of the (10) minute overtime period, the game will proceed to penalty kicks.
  - Penalty Kick Regulations each team should pick five (5) players, with the best out of five kicks determining the game winner. If after the first round of five (5) penalty kicks the game is still tied, proceed to sudden death penalty kicks. Cycle through all team players until every player kicks once, but no player may kick more than once. Any player can play goalie for the penalty kicks, but the goalie must remain the same throughout the kicks unless an injury occurs.
- **NO slide tackles are allowed in any age group.**
- **NO heading is allowed in 6U, 8U, or 10U.**
  - In 8U and 10U, penalty for heading inside the goalie box, by the offense or defense, the ball will be placed at the nearest point outside of the goalie box and the team awarded an indirect kick. Penalty for heading elsewhere on the field, the ball will be placed at the spot and an indirect kick awarded.
- **NO punting is allowed in 6U.**

#### **OFFSIDE RULE**

- In 7v7 matches, a player will not be deemed in an offside position until they cross the build out line to place themselves between that line and the goal line. Simply stated, players cannot be in an offside position unless that are past the buildout line.
- 7v7 matches will use the build out line, a line across the field of play midway between the top of the penalty area and the halfway line in each half. The build out line does not apply to 9v9 matches.
- For 9v9 matches or above, standard offside rules apply.

## **SUBSTITUTIONS**

Substitutes must be standing at midfield and may only enter the field once the referee has recognized and approved the substitution. Substitutions during a game are allowed on the following basis, but always subject to the referee's approval:

1. own throw-in
2. goal kick by either team
3. after a goal scored by either team
4. when the game is stopped for an injury
5. between periods (e.g. half-time, prior to overtime, etc.)

Note: There will be no substitution for a player sent off (red carded).

The City of Florence may combine age divisions if there are not enough players in a single age division to form a viable division.

### **Uniforms:**

Jerseys are required to be the same in color with a number on the back. If both teams have the same color the teams will flip to wear pennies. Shorts are required, cannot have pockets, and must be the same in color

## **CITY OF FLORENCE ATHLETICS DEPARTMENT DISCIPLINE POLICY**

The discipline policy for the City of Florence can be found at the following link:  
[city\\_of\\_florence\\_athletics\\_department\\_discipline\\_policy.pdf \(cityofflorence.com\)](http://cityofflorence.com/city_of_florence_athletics_department_discipline_policy.pdf)

## **DISCLAIMER**

The recreation soccer program is a part of the City of Florence Parks and Recreation department and is governed by the rules, policies, and procedures of the City of Florence. Recreation players are not registered through USYS, SC Youth Soccer Association, or Florence Soccer Association and do not fall under the bylaws of those leagues. Because recreation soccer is an important part of soccer in this area, Florence Soccer Association collaborates with the City by providing volunteer support, sport knowledge, equipment, and assists in providing each player a jersey and socks as part of the registration fees.