



Omaha Street Soccer General Rules & Game Details

- All participants must be registered to participate in any soccer activity such as games, clinics etc.
 - Registrations will be done online. However, hard copy registrations will be available if needed.
 - Shin-guards are required for all activities.
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4v4 Leagues: Additional Information

Format

- Online Registration is required.
 - Each hour-long session will consist of a 20 minute skills session and 30 mins of play.
 - All players will participate together for the skills session and then the onsite field coordinator will divide players into as many 4v4 teams as possible, set the schedule, and games begin.
 - Each player/team is given a jersey to change into which is required to be worn for the mini-games.
 - Jerseys are returned after the games and washed for the next week's session.
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Omaha Street Soccer Competition Rules for Leagues

Field Location:

Benson Park, near the baseball fields.

Dimensions:

Size of court: 72 ft (long) x 52 ft (wide).

Size of goals: 4ft (tall) x 12 ft (wide).

Goal Areas:

The penalty/goalkeeper area is a semi-circle with a 10 ft radius.

Substitutions:

Substitutions can be made at any time during the game. This game format should be fast and fun, so anyone needing a break is encouraged to sub.

The Ball

The ball used for the games will conform to those standards provided in the standard Rules of the Game for each age group.

Teams

- 4-10 players total per team.
- Teams can be coed, all boys or all girls and will depend on the children present each session.
- Maximum of 4 players per team on the field.
- 3 outfield players.
- 1 goalkeeper.

- Up to 6 substitute players.

Duration of matches

Two halves of 7 minutes each, plus one-minute interval in between each half.

Start

The match starts when the referee throws the ball into the field. One team will start with the ball, and the other team will start with the ball in the second period. When a goal is scored, the team that has conceded the goal retrieves the ball and the goalkeeper is allowed to roll the ball back into play immediately.

Player Rules of No Contact

1) No Body Contact.

- This means no shoulder to shoulder that results in any movement of the other player's body.

- This means no using your body to "box out" (body to body) another player.

- This means no "ball first and body second" contact.

- 50 - 50 balls that result in contact/collisions will be awarded to the keeper on that side of the field. A restart.

- Ball Contact Only. Think Basketball.

2) Player who is in control of the ball has the right of way, unless the defender has both feet planted.

- Defender must tackle the ball or strip the ball off of a player without touching the player.

- Offensive player cannot charge or run into a stationary defender or any part of a stationary defender's body. - Think Basketball "Charging."

3) Any tackle that trips another player:

- intentional-results in a 2 minute timeout for the player with the team playing down 1 player and the team who was fouled getting a restart from the place of the foul.
- unintentional- results in the team being fouled getting a restart from the place of the foul.

Other Player Rules

- No headers
- No playing the ball by a player on the ground

Goalkeeper Rules

- The goalkeeper can score goals.
- The goalkeeper can leave the penalty area and play on the field (includes the attacking half).
- (Hermit Crab Rule) The goalkeeper cannot re-enter the penalty area with the ball once he/she has left the penalty area . The goalkeeper must give up possession of the ball before re-entering.
- The goalkeeper cannot hold the ball longer than 5 seconds in his/her penalty area (“playing for time”).
- The goalkeeper cannot roll the ball to him or herself when restarting the ball from a goal being scored or out of bounds.
- The goalkeeper cannot pick up the ball with his/her hands when the ball is outside the Penalty Area. A violation results in a penalty kick.
- The “no pass back” rule applies. If a goalkeeper picks the ball up with his/her hands after receiving a pass back from a teammate (even if the goalkeeper has both feet in the Penalty Area), then the other team is awarded a penalty kick.

Stoppages

The game clock will only be stopped in the event of an injury. If a penalty kick is awarded and time expires before the penalty kick is taken, the penalty kick will be the last play of the half.

Penalty Kicks

A penalty is given when:

- If the goalkeeper holds the ball longer than 5 seconds in his/her penalty (“playing for time”).
- If the goalkeeper picks up the ball with his/her hands when he/she receives a back pass from a player on his/her own team.
- If the goalkeeper picks up the ball with his/her hands when the ball is outside the penalty area.
- A penalty kick is taken from half-field. The player will start at half-field, dribble the ball forward and attempt to score on the keeper. The kick-taker can use as many touches as he or she needs, but, the moment the ball stops moving towards the goal or moves backwards from the goal the penalty is blown dead. The goalkeeper cannot leave the penalty area during a penalty kick.

Rules for Free Kicks and Out Balls

Free Kicks:

- All free kicks are indirect and played on the whistle. All players of the opposing team must be a minimum of 5 feet from the ball when a free kick is being taken.
- The referee awards a free kick for: all fouls on the field except for any offense, which is seen as worthy of a penalty kick.

Out balls:

– If a ball goes out of play completely crossing the line, the ball is awarded to the team who did not touch the ball last. This results in a kick-in opportunity and 5ft of space is given to the player passing the ball in.

-If a ball goes out behind the goal...

By the attacking team: the goalkeeper receives the ball and rolls the ball back into play.

By the defending team: the attacking team receives a corner and passes the ball in. All players of the opposing team must be a minimum of 5 feet from the pass-in corner.

Fouls

In the event of a foul or unfair play, the referee may judge as follows:

Yellow Card (two minutes time exclusion): For fouls or unfair play, a player will be excluded from the match for two minutes during which time the team has to play with one less player. A player given a yellow card will be sent off for two minutes and not allowed back on. After two minutes have elapsed the player given the yellow card. Penalty time will carry over into the next half if the yellow card occurred within the last two minutes of the previous half. Player forward rule does not apply to the team that is short one player during the penalty period.

Red Card (match penalty): For serious foul play a player is excluded from the rest of the match. The team has to play with one less player for the remainder of the match. A red card will only be given for serious foul play, violent conduct, spitting, threatening/abusive language, or a second yellow card for the same player. The player will be sent off immediately and not be allowed back during the game. No replacement player will be allowed on. Each evening the disciplinary committee will meet and decide what action to take against the player or coach. Sanctions include suspension from future games.

Exclusion from the league or mini-tournament for a team or individual

If rules are seriously breached (heavy foul play, foul play on purpose, unacceptable behavior on the field towards the referees, the audience or other players), the player or players will be excluded from play.

Recognizing and Promoting Fair play

– Min Soccer balls will be given for acts of sportsmanship and fair-play.