

Town of Parker

Youth Outdoor Soccer Rules: Ages 6 to 10

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. All games will be played according to United States Soccer Federation (USSF) Laws of the Game. Documents may be used to support interpretations not specifically listed within the House Rules, such as USSF *Advice to Referees on the Laws of the Game* and *Guide to Procedures*.

The field staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decisions are final.

Field of play:

Divisions, ages 6 to 10 play on the smaller fields at Stroh Ranch. Each field is 200' x 110' with a center circle of 5 yard radius, goal box of 10 yards by 6 yards. Fields are labeled South, Middle, North starting closest to the parking lot. Only the South and North fields are used for games.

***Weekly Check –in:**

Officials will perform an equipment check before each game. Be sure that shoes and shin guards are on all players. Cleats are recommended but not required. Cleats must be rubber-soled and cannot have removable or metal “spikes”. Jewelry is *not* allowed.

We ask that both teams provide a game ball each week and have all players in uniform prior to the start of the match. Goalies will be provided with a different-colored pinny to wear so they stand out from their teammates. They should continue to wear their team uniform beneath the pinny.

Game Ball:

- A. Size 3 for Ages 6 to 8
- B. Size 4 for Ages 8 to 10

Playing Time:

Games will consist of two 22 minute running halves. Halftime will consist of 3 to 5 minutes, at the officials' discretion.

It is the coach's responsibility to insure every player plays a minimum of 22 minutes of each game.

Time-outs:

Only one 30 second timeout per team per game is allowed.

- 1. Timeout may be taken on a dead ball *when the ball is in your team's possession*.
- 2. Timeouts may also be taken during a kickoff regardless of who is kicking off

Start of Play:

Each team will begin play with 8 players (7 field players and GK). If one team does not have enough players to start a game the following options are available for coaches to agree on:

- 1. The team with less players may agree to borrow players from the other team.
- 2. The teams can play with the same amount of players (i.e. 6 v 6)
- 3. The team with less players can borrow a player from another team *within the same age division*.
The borrowed player MUST be registered in the Parker Recreation League within the same grade level.

We will only delay the start by 5 minutes to allow players to arrive. Remember, our goal is to ensure a fun and enjoyable game for the kids and we want them to play.

Kickoff:

At the beginning of the game a coin flip will determine who receives the ball for kickoff and which side of the field each team will defend. The team winning the coin flip will have the option to kick off or the choice of field position.

- At the start of the game, every player must be on his or her own side of the field. The players from the team not kicking off must be outside of the center circle until the ball is kicked off.
- Starts/restarts at beginnings of periods and after goals should be touched once by the kicker on the kicking team.
- The first kicker shall not play the ball a second time until another player touches the ball.
- **After Half-time:** When resuming the game in the second half, teams must change ends and the team that did not kick off to start the game will now take the kick.
- **Goal Score:** After a team has scored a goal, the game will resume with a kickoff by the non-scoring team.

Goalie:

Goalie may use their hands and feet in the goalie box. During the play, the goalie may leave the goalie box, but may not use his or her hands while outside it.

We encourage coaches to change the goalie every half.

Goalie Substitution:

- A goalkeeper can substitute for any player on their team including player on the field. Substitutions should take no more than 30 seconds, at the referee's discretion.
- ***During a PK***, a goalkeeper may be substituted *only by a player who is currently on the field*. There are no substitutions allowed from the bench unless the goalkeeper is injured.
- All other Substitution Guidelines apply.

Players are able to enter the goalie box. Please note, at this age we want to keep a safe environment, so teach your players to avoid collisions with the goalie. We have instructed our officials to err on the side of caution and call a penalty if there is potential for injury. If a foul occurs, the goalie will then be given the ball to kick or throw back into play.

Substitutions:

- Substitutions may be made during **any stoppage of play**.
- All substitutions must occur during a dead ball and we encourage coaches to sub at the midline.
- Coaches must inform the official of the substitution.
- The clock will not stop during substitutions.

Throw-Ins:

When the entire ball crosses over the touch-line either in the air or on the ground, the team that did not kick it out will take the throw-in.

When taking the throw-in, a player must be facing the field of play and both of their feet must be either on the touch-line or on the ground outside of the touch-line throughout the entire movement. The thrower must use both hands and deliver the ball from behind and over their head without rotational spin.

If a player does not perform the throw-in correctly, players will be able to try again a few times for the first two weeks. After the first two weeks the child will get one re-do *per game* before the ball goes to the other team for a throw-in at the same spot.

Goal Kick:

When the ball crosses over the goal line having been touched last by an attacking player a goal kick is awarded. The ball must be placed on the goal box line and kicked directly into play by either the goalkeeper or another teammate. The ball must travel outside the box to be in play. Players from the opposing team must be no less than 10 yards from the ball until it is in play. A goal can be scored directly from a goal kick.

Corner Kick:

When the ball passes over the goal line having last been played by a defending player, a corner kick is awarded. The ball is placed in the corner, and a member of the attacking team will kick it into play. Players from the opposing team must be no less than 10 yards from the ball until it is in play. A goal can be scored directly from a corner kick.

Fouls & Misconduct:

A **direct free kick** will be awarded for violations including: handing the ball, tripping, sliding, high kicking, hitting, kicking the ball while you are on the ground (unsafe for the players), holding, and pushing. The opposing team will receive a direct kick from the nearest point of the infraction unless the foul occurs in the goalie box. Players from the opposing team must be no less than 8 yards from the ball until it is in play. If there are less than 8 yards between the spot of foul and the Goal Line, the defensive team may form a “wall” that is no less than one-half the distance to the goal, ***at their coach’s discretion.*** If the defense receives the ball, it will be a direct free kick from the spot of the foul. Players from the opposing team must be no less than 8 yards from the ball until it is in play.

Penalty Kick:

If the foul occurs in the goalie box and the offense receives the ball, the kick shall be a penalty kick from the penalty hash mark. The Penalty Kick should proceed as normal with the following reminders:

- Any player on the field may take the PK
- The Goalie is the only player allowed in the box. All other players must line up 2 – 3 yards behind the kicker.
- PK is started on a whistle only. Players may move once the ball is touched.
- No dribbling is allowed, one shot only. Kicker may only retouch if the ball rebounds off of any other player/keeper. (No rebound off of the post by the kicker).

Hands Violation

Only the goalie may use his/her hands, and only in the goalie box. No other player may touch a live ball with their hands.

Dangerous Play

Kicking above the waist or creating a dangerous situation (playing the ball on the ground) should be avoided. Most dangerous play must be in the vicinity of another player or put player safety at risk (to the player causing infractions and to those around them).

Sliding

No sliding will be allowed during the game due to the potential for injury.

Headers

If a player deliberately heads the ball in a game, a direct free kick should be awarded to the opposing team from the spot of the offense. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award a direct free kick to the opposing team.

*****Intentional fouling is grounds for removal from the game for up to 5 minutes at the referee discretion.**

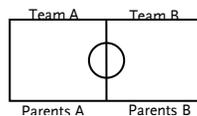
Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches will receive one warning. A second offense will result in then removal from the game. Anyone who is ejected from a game must also leave the park for the day.

We encourage coaches and players to shake the opponents' and referees' hands after each game to emphasize positive teamwork and sportsmanship.***

Coaches and Parents:

All coaches are required to remain on the sidelines with their team and may not coach from *on* the field.

*While on the sideline the coach may walk up the line from the end line to mid field on their half, not the full field unless instructed otherwise. We ask that parents sit on the opposite side of the field from the coaches and team *behind the dashed lines*. ****At no point can the coach or parent be on the end line or around the goal during the game.****



We encourage family and friends to come and watch the games and show support. Positive cheering and encouragement help provide a fun atmosphere. Negative comments of any kind are not part of our recreational program and will not be tolerated by the game officials. Coaches: You should not tolerate negative comments either. Officials are instructed to stop the game if this becomes a problem.

If you have questions or concerns, please contact Josh Gomez, Sports Coordinator, at 303.805.3266

Drone Policy

Drones are not allowed at Parker Recreation sporting events.

The Town prohibits hazardous activities at all Town parks and open space, which may include model craft of any kind that is not operated in a safe manner. The United States Department of Transportation issued Model Aircraft Operating Standards, which can be summarized as follows:

- Fly below 400 feet and remain clear of surrounding obstacles
- Keep the model craft within visual line of sight at all times
- Remain well clear of and do not interfere with manned aircraft operations
- Don't fly within 5 miles of an airport unless you contact the airport and control tower before flying
- **Don't fly near people, bicyclists, motorists, roadways, parking lots or stadiums**
- Don't fly model craft that weighs more than 55 lbs.

- Don't be careless or reckless with your model craft – you could be fined for endangering people or other aircraft

ELASTIC POWER:

The Parker Sport staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.