

Town of Parker Youth Outdoor Soccer Rules: Ages 10 to 14

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:

The 10 to 12 and 12 to 14 age group field is the larger field at Stroh Ranch.

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 teammate. They should continue to wear their team uniform beneath the pinny.

Game Ball:

- A. Size 4 for Ages 10 to 12
- B. Size 5 for Ages 12 to 14

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*.
 - o Timeouts may also be taken during a kickoff regardless of who is kicking off

Start of Play:

Each team will begin play with 11 players (10 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. 9 v 9)
- 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 team not kicking off must be no less than 10 yards from the ball until it 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.

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.

Substitutions:

Substitutions may be made during any stoppage of play if official is notified. All substitutions must occur during a dead ball only. 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 the throw-in is done inappropriately, it shall be taken by the opposing team.

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 corner 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:**

If a player commits any of these offenses, it will result in a **Direct Free Kick** taken by the opposing team at the point of the infraction.

- Charging
- Charging the goalkeeper
- Handing the ball
- Tripping
- Kicking/Striking /Slide tackling
 - *Sliding is allowed but Slide Tackling is NOT allowed. For example, a player may slide to keep the ball from going out of play with no other player around or a player may slide to score a goal with no other player/goalkeeper around.
- Pushing/Pulling
- Poor sportsmanship

*If a player commits any of these offenses, it will result in an **Indirect Free Kick** taken by the opposing team at the point of the infraction.

- Dangerous play (playing the ball while on the ground, except the GK; high kick)
- Intentionally obstructing an opponent when NOT playing the ball
- **Off side** – An offensive player cannot be in front of the last defender (other than the GK) prior to the ball being passed to him or her.

*An **Indirect Free Kick** is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following offenses.

- Takes more than six seconds while controlling the ball with his hands (referees have been asked to please tell keeper before calling this foul).
- Touches the ball again with his hands after it has been released from his possession and has not touched any other player.
- Touches the ball with his hands after it has been deliberately kicked to him by a teammate (if the official can't tell if the ball was deliberately kicked they will not call the foul).
- Touches the ball with his hands after he has received it directly from a throw in taken by a teammate.

Indirect Free Kick: A goal can be scored **only** if the ball is touched by another player.

Direct Free kick: A goal can be scored directly from this type of kick without anyone else playing or touching the ball other than the kicker.

Note: If the kicker, after taking the kick, plays the ball a second time without another player touching it, an indirect free kick is awarded to the opposing team.

Penalty Kick:

A penalty kick is awarded when any offense occurs within the penalty box. When the kick is taken, all players with the exception of the goalkeeper and the kicker must be within the field of play, but outside the penalty area. The goalkeeper must stand stationary on his or her own goal line between the goalposts until the ball is kicked. The ball will be placed on the penalty mark.

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

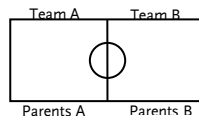
Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches will receive one warning. A second offense will result in then removal from the game.

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.