

Town of Parker Youth Indoor 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.

Philosophy:

1. To allow the participants to have fun.
2. To allow all youth an opportunity to participate.
3. To teach proper skills and fundamentals.
4. To provide an environment of sportsmanship & camaraderie.

Participant Information

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.

Field Supervisor:

The field supervisor is on site to monitor the games and the facility, assist with injury, answer questions, assist officials with rulebook clarifications and monitor participant behavior. His/her decisions are final.

Officials:

There is a minimum of 1 official provided for each indoor soccer game. Most games will have two officials per game

Their duties include:

1. Maintaining a safe playing environment.
2. Administering all rules of the game.
3. Calling fouls and setting up free kicks
4. Calling the ball out of bounds
5. Starting and stopping play

Coaches:

All coaches are required to stay on the bench with their team and may not coach from on the field. The coach must remain in his/her team's bench area only and is not permitted to enter the other team's bench area. The coach should also not approach the field supervisor unless they have been summoned by the scorekeeper or official.

Spectators:

Spectators are asked to sit on the opposite side of the field from the coaches and team behind the glass boards****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. Officials are instructed to stop the game if this becomes a problem.

Players:

1. Rosters:

- a. Only players on your official team roster may practice or play in games.
 - i. **EXCEPTION:** Teams may borrow players from other teams within the same division to avoid a forfeit.
 - ii. Contact the Soccer Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Maximum 14 players on roster

2. Participation:

- a. 7 v 7
- b. All teams are coed in this leagues.
- c. Substitutions: No limit. Method: "Flying substitution" - all players but the goalkeeper enter and leave as they please within the marked boundary lines in your own bench area.

3. Playing Time Requirements:

- a. Each participant will play at least half of each game. Playing time is the responsibility of the players and the coach, **NOT** the opposing team or sports supervisor.

Logistical Information

Player Uniform:

1. Each player must wear the assigned jersey provided by the Recreation Department.
 - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
2. Shin-guards **MUST** be worn and covered.
 - a. Regular tennis shoes and cleats are allowed. Cleats **MUST** be rubber.
 - b. Knee, ankle, and wrist braces or wraps **CAN** be worn as long as there is not a safety concern and the official approves the brace or cast. Hard casts must be covered by something soft.
3. Jewelry
 - a. No Jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e. with a sweat band).
 - b. No taping of earrings. **Exception:** Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or BandAids. The earring back must be flat.
 - c. Fitness Trackers may be worn attached to shoe laces or beneath clothing (i.e. attached to a sports bra).

Game Equipment:

1. Size 3 for Ages 6 to 8
2. Size 4 for Ages 8 to 10

Game Locations:

1. All Games will be held at the Parker Fieldhouse on the Turf Field

Playing Rules

Start of Play:

1. The home team will kick off during the first half and the away team will kick off during the 2nd.
2. The kicker shall not touch ball a 2nd time before someone else touches it.
3. All players must be on their half and outside of the center circle.
4. Ensuing kick-offs are taken after a goal is scored.

Duration of Games:

1. **Game Time:**
 - a. There will be two equal periods of 20 minutes with a running clock.
 - b. No overtime
2. **Time-outs :**
 - a. Injury timeouts only. There are no regular timeouts in indoor soccer. The play may stop to help substitute a goalie, but the game clock will still run.

Score and Standings:

1. No standings are kept.
 - o In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards.
 - o The score is displayed according to the mercy rules below.
2. To reduce the imbalance between two teams, the following mercy rules will apply:
 - A. When the losing team is behind by 4 or more goals, they can add 1 player to the field for every 4 goal deficit (up to 12 goals).
 - i. 4 goals = 1 player
 - ii. 8 goals = 2 players
 - iii. 12 goals = 3 players
 - B. If a team is losing by more than 8 goals, the score will not continue to be displayed.

General Rules:

Out of play is determined as:

1. When the ball has hit the netting
2. When the game has been stopped by a referee
3. The ball has left the field
4. A goal has been scored

Restart Regulations:

A restart is the procedure for resuming play after a stoppage. Restarts are kickoffs, free kicks and goalkeeper throws-ins.

1. Once a referee signals for a restart, you have 5 seconds to resume (both from a kick or a throw in). If a 5 second violation occurs, the opposite team is given a free kick at the same location.
2. The ball must be stationary; if it is not, the kick is retaken;
3. For a double touch, the opposing team is given a free kick at the point of infraction.
4. Opposing players may not encroach and must give 5 yards (wall may not move towards the kicker).
5. A whistle **is not** required to restart the game after a foul has occurred, but some referees may still whistle to restart. Both are acceptable.

Restart Position:

1. From net contact: if the ball strikes the netting along the sidelines, the direct free kick will take place on the turf, near the wall, at the point of contact; if it strikes the netting along the end line, the attacking restart will be a corner kick and the defending restart will begin with the goalkeepers throw, kick of a stationary ball, or punt.

1. **Corner kick:**
 - a. The ball is placed on the corner spot.
 - b. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule will result in a free kick to the opposing team from the point of infringement.
 - c. Players on opposing team must be at least 5 yards away from point of the corner kick
 - d. You can score goal directly from a corner kick

Direct Free Kicks (All kicks are *direct* kicks):

1. Wall: At least 5 yards away until the ball is in play
2. Ball in Play: When it has been kicked and moves.
3. Time Limit: Kick must be taken within 5 seconds.
4. You are able to score directly from the free kick without another player touching the ball.
Restriction: Kicker cannot touch the ball again until it has been touched by another player except for a 1v1 shootout (see PK specifications below).

Goal Scoring:

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

Fouls and Misconduct: Direct free kick awarded when a player intentionally commits any of the following offenses (**a penalty kick awarded when infringement takes place in penalty area**):

1. Kicking or attempting to kick an opponent or the GK
 - A. Tripping an opponent
 - B. Jumping at an opponent
 - C. Charging an opponent in a violent or dangerous manner
 - D. Charging an opponent from behind
 - E. Holding an opponent
 - F. Pushing an opponent
 - G. All slide tackling or playing the ball while on the ground.
 - H. Goalkeeper throws ball directly at an opponent with intent to injure
 - I. Handling the ball (except goalkeeper)
 - J. Dangerous play (e.g. attempting to kick ball held by goalkeeper)
 - K. Obstruction
 - L. Charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
 - M. Goalkeeper throws ball directly over the third line (without it first touching his own side of the turf or any player)
 - N. A field player plays the ball in the air over the third line (without it first touching the turf or being touched by any player)
 - O. Goalkeeper holds the ball for more than 5 seconds
 - P. Checking into the boarding

Accumulated Fouls:

Once a team has accumulated 5 fouls (those accumulated in the first half DO continue to accumulate into the second half. After accumulation has occurred a 1v1 penalty kick will be issued:

Penalty Kicks:

All PKs will take place as a one on one set-up:

1. In the case of a shootout or PK, the restart is from the 3rd line nearest the goal.
2. The keeper is to stand with at least one foot on his own goal line; all of the other players must be on the other half of the field (with the exception of the shooter).
3. The remaining attackers must be outside of the center circle, the defending players line up inside of the circle.
4. Once the referee blows the whistle the ball is “live” and the shooter can dribble, the keeper can come off his goal line, and the players in the other half of the field can then run toward the play.

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.

Sportsmanship:

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches may receive one warning.
 - a. A second offense will result in then removal from the game.
 - b. Anyone who is ejected from a game must also leave the park for the day and may be subject to further suspension.
2. We encourage coaches and players to shake the opponents' and officials' hands after each game to emphasize positive teamwork and sportsmanship.

Elastic Power:

The Parker Recreation Sports 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.

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