

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

Recreational Philosophy - Youth Sports :

To provide a fun, safe learning environment for participants to experience the social and physical benefits of playing sports.

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:

One official will be provided for the 6 to 8 age group and generally two officials for the 8 to 10 age group

Their duties include:

1. Administering all rules of the game
2. Player safety
3. Keeping the time of the game.
4. Determining free kicks, out of bounds and all play restarts.
5. Helping to teach the game to the players
6. Contacting field supervisor when there are any discrepancies.

Coaches:

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.

During the first two weeks of the season, coaches may go onto the field to coach as needed.

Spectators:

Spectators are asked to sit on the opposite side of the field from the coaches and team. **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. **There no forfeits in recreational youth leagues.**
 - ii. Contact the Soccer Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Minimum 8 players/Maximum 16 players on roster

2. Participation:

- a. 8 v 8
- b. Substitutions may be made during any stoppage of play.
- c. All substitutions must occur during a dead ball and we encourage coaches to sub at the midline.
- d. Coaches must inform the official of the substitution
- e. The clock will not stop during substitutions

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 are required to play in this league.
 - a. Tennis shoes or rubber molded cleats are allowed.
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. Ball used: 6 to 8 uses size 3 and 8 to 10 uses size 4

Game Locations:

1. All games will be played at Stroh Ranch Soccer Fields unless otherwise noted.

Field Dimensions :

1. 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, and North starting closest to the parking lot. Only the South and North fields are used for regular season games and the Middle field for make-up games as needed. List net/hoop heights if necessary

Playing Rules

Start of Play :

1. A coin toss 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.
1. 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:
 - a. The team with less players may agree to borrow players from the other team
 - b. The teams can play with the same amount of player (i.e. 6v6)

Duration of Games:

1. **Length of Game**
 - a. Two 22 minute halves. Halftime will consist of 3 to 5 minutes, at the officials' discretion.
 - b. 60-minute time limit.
2. **Time-outs**
 - a. Only one 30 second timeout per team per game is allowed.
 - b. Timeout may be taken on a dead ball when the ball is in your team's possession
 - c. Timeout may also be taken during a kickoff regardless of who is kicking off.

Score and Standings:

1. No standings are kept.
 - c. 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.
2. Score is not kept nor displayed during games.
3. **There will be no forfeits.**

General Rules:

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.

1. 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.
2. Starts/restarts at the beginning of halves and after goals should be touched once by the kicker on the kicking team. The ball does not require a forward movement.
3. The first kicker shall not play the ball a second time until another player touches the ball.
4. **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.
5. **Goal Score:** After a team has scored a goal, the game will resume with a kickoff by the non-scoring team.

Goalie Play and Substitution:

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.

1. 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.
2. **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.
3. 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.

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:

1. Any player on the field may take the PK
2. The Goalie is the only player allowed in the box. All other players must line up 2 - 3 yards behind the kicker.
3. PK is started on a whistle only. Players may move once the ball is touched.
4. 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.

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