

## Soccer Rules – Youth

### 1) Structure

- a) Garden City Parks & Recreation **Youth Soccer Leagues** are open to all boys and girls provided they meet age requirements and register by the established deadline. Registrations after the deadline are accepted only as space permits.
- b) The program is divided into leagues according to age to provide appropriate competition and skill development at all ages.
- c) Leagues are established as follows:
 

<u>(i) League</u>	<u>Ages/Grade</u>
(ii) Tiny Tots	4 / Pre-school
(iii) Pee Wee	Kindergarten
(iv) Passer	1 <sup>st</sup> & 2 <sup>nd</sup> grade
(v) Kicker	3 <sup>rd</sup> & 4 <sup>th</sup> grade
(vi) Boot	5 <sup>th</sup> & 6 <sup>th</sup> Grade
- d) Requests for re-assignment to a different age group will be considered but, in all cases, the Athletic Supervisor shall be the final authority in league assignments. The best interests of the player involved, and the league shall be the primary factors considered. Re-assignments will be considered for placing a child down a league due to physical or mental disability. Requests to move a child up will not be considered

### 2) League Authority

- a) The operation of the league shall be fully governed by the policies and regulations set forth by the Garden City Parks & Recreation. The Athletic Supervisor and authorized staff are responsible for the overall operation of the league.
- b) Fees should be paid to the Rec at the time of registration. No-one will be allowed to participate until his or her fee is paid. Anyone playing before fees are paid will constitute an automatic forfeit for those games played in. There will be no refund for any players for any reason. (*Check Refund Policy in Brochure*)
- c) The Garden City Parks & Recreation, its staff, officials, participants and sponsors are not responsible for any injury sustained due to participation.
- d) Under no circumstances will the Rec reschedule a game for a different day, field, or time unless games are canceled because of adverse weather conditions or unplayable grounds. The managers are responsible for notifying their players, on the day of the game if it rains or fields are wet, players and coaches should go to GCPR Facebook Page or call the Weather Hotline at 276-1202.
- e) The Garden City Parks & Recreation reserves the authority to forfeit any games in which an infraction of league rules has been committed.
- f) Recreation personnel, this being supervisors, officials, etc., have the right to evict players, coaches and spectators from the game or the bench, and to stop and/or forfeit a game to the opposition, if in their opinion unsportsmanlike conduct is being demonstrated by a player, coach or fans.
- g) The Garden city Parks & Recreation will not tolerate unsportsmanlike conduct. Any player, coach or

fan evicted from a game may be suspended for subsequent games, the remainder of the season or longer if deemed necessary.

### 3) **Team Rosters**

- a) Once a player is assigned to a team that player cannot change teams for the remainder of the season unless occasioned by clerical error.
- b) Players registering after team assignments have been made will be assigned only as space allows and in draft order to the team with the least number of players.
- c) Any team playing an ineligible person, this being one that has not registered or not on an official roster at the Recreation center, shall forfeit the game to the opposing team.
- d) Team Composite
  - i) **Tiny Tots, Pee Wee & Passer**
    - (1) 8 players
    - (2) One head coach, two assistant coaches (if numbers allow)
  - ii) **Kicker**
    - (1) 12 players
    - (2) One head coach, one assistant
  - iii) **Boot**
    - (1) 12 players pending numbers
    - (2) One head coach, one assistant
  - iv) Recreation Staff may amend the number of players assigned to teams based on registrations at time of draft.

### 4) **Team Selection**

- a) Tiny Tots, Pee Wee and Passer league teams are formed by Garden City Recreation staff. Teams in Kicker leagues and older are established by means of workouts and group rating by the coaches involved in the individual leagues.
- b) All teams begin new in the fall season. In leagues utilizing workouts and evaluations, all players are required to attend the workout. Any player not attending the workout is assigned to a team at random.
- c) Players may choose to remain on the same team from the fall to the spring season. In leagues utilizing workouts those players are not required to attend.
- d) All new players and any player wanting to change teams from the fall to spring season are required to attend the workout in leagues where workouts are utilized.
- e) Selection Procedures
  - i) A numerical rating is assigned to each player attending the workout. Teams are selected by randomly drawing players out of a pool of the same rating until each pool has been evenly distributed.
  - ii) The pool of players with the best rating will be distributed first followed in order by the other pools.
  - iii) All teams will have a first-round selection which may or may not be from the pool of highest rated players.
  - iv) Team managers will draw numbers to establish a draft order for the fall season. In the spring season teams will draft in reverse order from fall league standings.
  - v) After all teams have received a first-round selection, teams with returning and assigned players sit out of the rotation until they are even in number with team(s) with the least number of players.

- vi) The son or daughter of the head coach is automatically assigned to his/her team as he is rated.
  - (1) The brother or sister of a player in the same league is assigned to that team at the first opportunity when the appropriate pool is distributed.
  - (2) A head coach may ask to reserve one individual whose parent has agreed to serve as an assistant coach. This is allowed only if his team will fall into the rotation some-time during the distribution of the player's pool and after any other player assignments are made. Assistant's coach's children must be rated.
  - (3) Recreation Commission staff is responsible for assigning coaches to teams.

## 5) General Playing Rules

- a) The US Youth Soccer and local rules established by the Recreation Commission shall govern the youth soccer league.
- b) Games will be played on Saturdays and Sunday unless otherwise scheduled.
- c) Choice of ends and the kick-off shall be decided by the toss of a coin. The team winning the toss shall choose end or kick-off. Teams will change ends at halftime and alternate kick-offs every quarter.
- d) Coaches shall play all players at least half of the game. Substitutions should be made at quarter breaks and half time except for injury, illness or medical cause.
- e) Coaches, players not playing, and spectators are only allowed on the touch-line side areas. NO-ONE is permitted to stand near the goalie, goal area or behind the goal line. The referee will stop the game and remove all persons behind the goal line before play will continue. Coaches will keep their substitutes and spectators five feet back of the touchlines, so they do not interfere with the referees.
- f) Any game called because of adverse weather must be half over to be an official game. If not, the game shall be rescheduled.
- g) All players shall wear tennis shoes or molded rubber soccer shoes only. Toe cleats are not allowed. Shin guards are required and must be in good shape (those with exposed sharp edges are illegal). No face guards or helmets of any kind are allowed. The referees shall not allow the use of any equipment which they believe is dangerous to players.
- h) Equipment will be turned in at the last game and all equipment missing will be billed to the coach.
- i) No protests.
- j) A ball is considered in play if any part of it is on the touch line or goal line.
- k) A goal is scored only when the ball completely passes the goal line through the goal. After a goal, the teams being scored upon will kick off.

## 6) UNSPORTSMANLIKE CONDUCT

- a) **Zero Tolerance Rule** - There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCPR Athletic Staff. Officials, game supervisors and GCPR Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

# League Rules

## ***(Tiny Tots, Pee Wee, Passer)***

### **Field Size**

**Dimensions:** The field of play shall be rectangular

<b>Tiny Tots</b>	- 30 x 20	<b>Goals:</b> 6' x 12'
<b>Pee Wee</b>	- 50 x 30	<b>Goals:</b> 6' x 12'
<b>Passer</b>	- 50 x 30	<b>Goals:</b> 6' x 12'

### **THE BALL**

Size three (3)

### **NUMBER OF PLAYERS**

Games will be played 4 vs 4 – No Goalkeeper

Substitutions – can be made during dead ball situations

Playing Time - Each player SHALL play a minimum of 50% of the total playing time.

Teams and games may be co-ed.

### **PLAYERS EQUIPMENT:**

Footwear - Tennis shoe or soft cleated soccer shoes. No toe cleats allowed.

Shin-guards - Required

### **REFEREE:**

All rule infractions shall be briefly explained to the offending player.

### **DURATION OF THE GAME:**

<b>Tiny Tots</b>	4 - six (6) minute quarters
<b>Pee Wee</b>	4 - eight (8) minute quarters
<b>Passer</b>	4 - eight (8) minute quarters
	- a one (1) minute break between quarters
	- a five (5) minute break for halftime

### **Game Play:**

**Start of game** - will begin with a kickoff at center field, opponents must be six (6) yards from the center mark while kick-offs are in progress.

**OFF-SIDES** - There are no off-sides.

**FOULS** - All fouls shall result in an indirect free kick with the opponents six (6) yards away.

The referee/coach/parent must explain ALL infractions to the offending player.

No kicks shall be taken by the attacking team within the defending team's goal box.

**PENALTY KICK** - *No penalty kicks are to be taken during these games.*

**THROW-IN** – a kick-in will replace the throw-in for Tiny Tots and Pee Wee:

- Kick-in is considered as an indirect free kick with the opponent five (5) yards away from the ball.

**CORNER KICK** - Opponents must be six (6) yards away from the ball.

**For more rule information go to [www.fifa.com](http://www.fifa.com)**

# League Rules

## (Kicker, Boot)

### Field Size

**Dimensions:** The field of play shall be rectangular

<b>Kicker</b>	- 80 x 50	<b>Goals:</b> 6' x 18'
<b>Boot</b>	- 80 x 50	<b>Goals:</b> 6' x 18'

### THE BALL

Size four (4)

### NUMBER OF PLAYERS

Games will be played 8 vs 8 unless coaches decide before the game and have enough players to play 11 vs 11

Substitutions – can be made during dead ball situations

Playing Time - Each player SHALL play a minimum of 50% of the total playing time.

Teams and games may be co-ed.

### PLAYERS EQUIPMENT:

Footwear - Tennis shoe or soft cleated soccer shoes. No toe cleats allowed.

Shin-guards - Required

### REFEREE:

All rule infractions shall be briefly explained to the offending player.

### DURATION OF THE GAME:

<b>Kicker</b>	4 - ten (10) minute quarters
<b>Boot</b>	4 - ten (10) minute quarters
	- a two (2) minute break between quarters
	- a five (5) minute break for halftime

### Game Play:

**Start of game** - will begin with a kickoff at center field, opponents must be eight (8) yards from the center mark while kick-offs are in progress.

**OFF-SIDES** – off-sides will be enforced.

**FOULS** - All fouls shall result in an indirect free kick with the opponents eight (8) yards away.

The referee/coach/parent must explain ALL infractions to the offending player.

No kicks shall be taken by the attacking team within the defending team's goal box.

**PENALTY KICKS** – according to FIFA rules.

**THROW-IN** – according to FIFA rules

**CORNER KICK** - Opponents must be eight (8) yards away from the ball.

For more rule information go to [www.fifa.com](http://www.fifa.com)