



Updated 3/3/2024

3rd & 4th Grade & 5th, 6th, & 7th Grade Spring Soccer League Rules

YOUTH SOCCER LEAGUE

We are pleased that you and your child have made the choice to participate in our program. Our goal is to provide a quality experience for your child; one that focuses on fun while learning how to play the game. Our program will provide your child opportunities to learn values essential in life and society such as sportsmanship, winning and losing, team work and much more. The staff believes that leisure or recreation opportunities are necessary throughout one's life by helping to maintain a healthy balance.

Staff/Special Needs

The staffs are available to answer your questions and to assist you as needed. We encourage you to discuss ideas, suggestions, problems and concerns with us at any time. The Wytheville and Wythe County Parks and Recreation Departments makes recreation programs and facilities available for use by everyone. Please discuss with us any accommodation needed to enjoy this program.

Eligibility

3rd & 4th Grade

5th, 6th, & 7th Grade

The ball will be a size **4** for both leagues

The size of the playing field will be roughly as follows:

A. 3rd & 4th Grade - 60 yards length; 40 yards wide

B. 5th, 6th, & 7th Grade - 90 yards length; 50 yards wide

Rules of the Game

NFHS Soccer Rules will be used with the following changes, revisions and/or points of emphasis.

If an ejection of a coach or player occurs, that individual will be suspended from their next scheduled game. Any further ejections may result in suspension for the remainder of the season. When suspended, individuals are not permitted at the game location.

- Games will consist of two (2) sixteen (16) minute halves with a five (5) minute half time.
- Every player must play a total of eight (8) minutes in each half with a minimum of two (2) four (4) continuous minutes played per half.
- **A coach who does not play each player the required time per half will be suspended the next game. A second occurrence will result in the forfeiture of the game and the coach being suspended for the remainder of the season and all playoff games. Each coach is responsible for reporting to the opposing coach and the Department any player who will not meet the required playing time and the reason for the reduced time. (I.E., illness, injury, missed practices, violation of team/youth league rules, child chooses not to play)**
- A ball or player isn't out of bounds until the entire ball of foot is across the line. A goal is scored when the



entire ball passes beyond the end line, between the goal posts and under the cross bar.

- **Heading is not allowed in both age groups.** This foul will result in an indirect kick for the opposing team. If a player repeats this infraction, he/she will be warned with a yellow card. **The result will stay the same if a defensive penalty in the box occurs (indirect kick for opposing team)**
- Slide tackling will not be permitted in either age division. A slide tackle will be considered a dangerous play and the player will be penalized by the opposing team being given an indirect free kick.
- Handballs will be called. (Remember – Handballs are when a player moves his hand or arm into the path of the ball. The ball striking a player's hand or arm by its own momentum and without the player moving his arm or hand into the path of the ball is not a handball.)
- A ten (10) yard zone must be given automatically by the defense on free kicks, kick-offs, and corner kicks. Goal kicks must go beyond the penalty box to be in play. If the ball does not go beyond the penalty box it will be re-kicked. Players taking a throw-in, free kick, kick-off, goal kick or corner kick cannot touch the ball again until it has been touched by another player.
- The goalie is in possession of the ball when the ball is held with control. Once the goalie has possession of the ball, he/she has six (6) seconds in which to release ball into play. During that time the goalie may hold the ball, bounce it, or throw it into the air and catch it. Once the ball has been released into play the goalie may not touch it again with the hands until it has been touched by another player of the same team outside of the penalty area or by a player of the opposing team either inside or outside of the penalty area.
- Referees will stop play if a player becomes injured. The injured player must be replaced and may not reenter until the next opportunity for a legal substitution. Players who are injured should lie on the ground and indicate to the nearest official that they are injured. During a stoppage of play for an injury the other players **will wait respectfully** until play is resumed. No coaching instruction is allowed during an injury timeout.
- Players benches will be located on the same side of the field with the viewing area for spectators on the opposite side and not at the ends of the fields. Only players and two (2) coaches may be in the team's bench area.
- Shin guards must be worn during practice and games. Shin guards must be age appropriate, may not be modified in any way and will be worn under socks.
- **Headgear must be worn by the goalie, which will be provided, but is recommended for all participants.**
- All shoes must be rubber soled, have eyelets or Velcro for closing and may not have hooks for tying laces. If cleats are used, they must be rubber - no metal cleats are allowed.
- **No players should wear jewelry or watches of any kind.**
- Players must play on the team where they attend school or district in which the player lives in. No release will be given unless the particular sport is not offered in your area during the same season

GRACE PERIOD:

- **3rd & 4th Grade - 7 players including the keeper**
5th, 6th, & 7th Grade - 9 players including the keeper
(NOTE: A team may start or continue a game with no less than two (2) players below the Number of players listed above.)
- The completion of the first half will constitute a full game in the event the game is called by the official or a team falls below the required number of players.
- There will be a ten-minute grace period. If a team does not have enough players ten minutes after the scheduled game time, the team will forfeit the game.

STARTING THE GAME:

- A kick-off can begin play by the first player advancing the ball **forward**.
- There is a maximum of two (2) coaches allowed with the team. All coaches **MUST BE APPROVED** through our departments before they can help out with games and practices in any way. **It is highly suggested that one coach be the statistician to ensure players are getting equal and required playing time.**

YELLOW/RED CARDS

- A player receiving a caution (yellow card) must leave the game and may be replaced. The cautioned



player may re-enter the game at the next opportunity for a legal substitution.

- A player receiving a second yellow card will then receive a red card and will be disqualified, must leave the game but may be replaced. The disqualified player may not play in the team's next game.
- A player or coach that is disqualified with a red card only must leave the game, the player may not be replaced, and neither may play or coach in the team's next game. A player or coach receiving two red cards during the season is disqualified for the remainder of the season and the tournament.

SUBSTITUTION:

- Teams may substitute as follows:
 - A. Either team may substitute:
 - between periods
 - on a goal kick
 - after a goal is scored
 - when an injured player is attended to
 - when a player is cautioned or disqualified
 - B. The team in possession of the ball may substitute:
 - during a corner kick
 - during a throw-in
 - C. A disqualified player may not be substituted for.
 - D. A team that starts with fewer than its allowed number of players may have its additional players enter the game during any stoppage of play.
 - E. Substitutes may only enter the field of play when beckoned by an official.

OVERTIME:

- During the regular season, there will be no overtime periods if the game ends in a tie. During tournament play a four-minute overtime will be used to break the tie. If the game remains tied at the end of four minutes of overtime play a shootout will be used as follows:
 - A. 5 players per team will alternate shots, if the score remains tied after the alternating shots, teams will pick one player to shoot until the tie is broken.
 - B. A coin toss will be held to determine who will shoot first and which goal will be used. The higher seeded team will call the toss and make a choice of shooting first or choosing the goal to be used. The other team will make the remaining choice.

PRACTICES:

- Players are expected to attend practices. A minimum of two pre-season practices must be attended before the first game to participate. The staff understands that players may miss practices for acceptable reasons such as death in the family, illness, or out of town. If a player misses multiple practices for reasons not acceptable, he/she does not have to be played in the following game. If a coach is not playing a player, they need to notify staff and officials before the game. If a player is not showing up for practices, please contact that player and find reasons out for why they have not been showing up.
- Teams are limited to four practices per week before the season starts and a total of four days per week for games/practices after the season begins. Practice time is determined by availability of facilities.



TOURNAMENT:

- League standings are based on the following points system. Win = 2 points, Tie = 1 point, and Lose = 0 points. Seeds for tournament that result in regular season tie, will be head to head winner or loser from the game played against each other in the season. A split in wins will result to a coin toss. A three or more-way tie not broken by head to head results from regular season games will result in a draw between tied teams.

CONDUCT:

1. The Town of Wytheville and Wythe County Recreation Commissions are glad that you have chosen to participate in our recreation programs. All of the programs are offered and maintained to provide an enjoyable and wholesome recreation experience for you and all other participants. We hope that the programs offered will provide an opportunity for you to receive exercise and increase your skill level, but most of all, to have fun.
2. To assure that you and everyone participating are able to receive the most from this recreational experience, we ask that you and each participant comply with the general rules regarding the Wytheville and Wythe County Department of Parks and Recreation, its programs, and facilities. These are posted in the lobby for your review. The rules have been made to assure that each person participating in our programs has an enjoyable experience, that each individual's rights are protected, and the equipment and facilities are maintained so that others may utilize them in future program.
3. Each staff member and volunteer working for the Wytheville and Wythe County Department of Parks and Recreation will have the responsibility and the authority to enforce the rules and initiate disciplinary action. Participants have the responsibility to comply with the rules. Any participant who violates the rules will be subject to disciplinary action.
4. All spectators and parents are asked to remain in spectator areas. We ask that the coaches, participants and their families treat spectators and players from the other team as well as the officials with respect.

Any rule or situation not addressed will be handled at the discretion of the staffs.



1st & 2nd Grade Soccer League

EQUIPMENT

Participants must provide shin guards, which are to be worn during all practices and games. **Headgear must be worn by the goalie, which will be provided, but is recommended for all participants.**

The ball size will be - 3

Field size – 50x30

PRACTICE TIME

All participants are expected to attend practices to expect playing minimum time required. Each team may practice/play no more than 4 times per week.

PLAYING TIME

Every player must play a total of eight (8) minutes in each half with a minimum of two (2) four (4) continuous minutes played per half.

If a player is not going to play due to injury, disciplinary reasons, parent's wishes, etc., the coach should notify the supervisor, official and the opposing coach before the game starts. Coaches are encouraged to play players at all positions. If the score in a game becomes lopsided, coaches will change players or rearrange them to make the game more even. (All requires SPORTSMANSHIP!!)

GENERAL RULES OF THE GAME

1. If an ejection of a coach or player occurs, that individual will be suspended from their next scheduled game. Any further ejections may result in suspension for the remainder of the season. When suspended, individuals are not permitted at the game location.
2. The game will consist of two (2) 16-minute halves with a five (5) minute halftime.
3. Games will be played 6 on 6 including a goalie.
4. To begin a game, a flip of a coin will decide which team gets the option to kick off or receive. It will alternate possessions in the second half.
5. A goal is scored when the entire ball passes beyond the end line, between the goal post and under the cross bar.
6. Offsides will NOT be called in this league.



7. Teams may substitute as follows:
 - A. Either team may substitute:
 - between periods
 - on a goal kick
 - after a goal is scored
 - when an injured player is attended to
 - when a player is cautioned or disqualified
 - B. The team in possession of the ball may substitute:
 - during a corner kick
 - during a throw-in
 - C. A disqualified player may not be substituted for.
 - D. A team that starts with fewer than its allowed number of players may have its additional players enter the game during any stoppage of play.
8. Goal kicks can be placed anywhere inside the goalie box.
9. Only blatant handballs will be called – the player must extend his/her arm or hand to control the ball.
10. Players taking a throw-in, a free-kick, a kick-off, a goal-kick, a penalty-kick, and a corner-kick cannot touch the ball again until it is touched by another player.
11. A direct free-kick will be awarded when the guilty player is called for trapping, kicking, shoving, charging or any intentional action to harm another player. Any person can take the direct free kick, from which a goal can be scored direct against the offending side.
12. An indirect free kick will be awarded when the guilty player is called for warnings, dangerous play, high kicking and minor rule violations. The indirect free-kick is one from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal (the goalie is considered another player).
13. If a player becomes injured, the referees will stop the game. The injured player must be replaced. Coaches, please inform your players that if they become injured during the game to lie on the ground so the referee will notice them. Also, instruct non-injured players to sit on the ground until signaled to resume play by the referee.