



# Wheaton Park District

## Outdoor Youth Soccer

Laws & Advice

2<sup>nd</sup> – 8<sup>th</sup> Grade

WHEATON PARK DISTRICT  
SUPPORTS

CHARACTER  
RESPECT  
responsibility  
CITIZENSHIP CARING  
trustworthiness  
FAIRNESS  
COUNTS!

**SAFETY**

**FUN**

**SPORTSMANSHIP**

**SKILL DEVELOPMENT**

### **General/Equipment**

- Every player **MUST HAVE** a Wheaton Park District Soccer Jersey. **HOME TEAM** wears **BLUE**. **AWAY TEAM** wears **YELLOW**.
- Shin guards are required.
- Players may only play in their assigned age group. Only registered Wheaton Park District players may play in our park district games
- FIFA Regulation: It is required that socks must completely cover the shin guards. An exception to the sock requirement; if shin guards are the type that pulls on similarly to a sock, then the sock requirement will be waived.
- Soccer cleats or gym shoes are required. **Baseball or football spikes** (single spike in front of the toe) **are not permitted**.
- Jewelry, watches or any objects that could cause injury may not be worn during a game. **Exceptions:** Medical ID Bracelets.

### **Coaches and Referees**

- The Park District will assign referees.
- **Coaches are not allowed on the field during the game (except for injuries). This is new for the second grade coaches.**
- Only one coach may “coach” on game day. **Most coaching takes place at practices. No more than 3 coaches with players.**
- Referees have been instructed to make calls erring on the side of safety.
- The referee has complete control of the game, and his/her decisions are final.
- The coaching zone is 5 yards on each side of the halfway line. Coaches remain on that half with their players for the full game. Spectators and coaches must remain a minimum of 5 feet from the touchlines. **Spectators sit on the opposite side of the field of players and coaches.**
- Every player **MUST** play at least half of each game and must have the opportunity to play each position once throughout the season including as goalkeeper. If they give it a try they may like it.
- Teams shall **not** practice or participate in a scheduled game **more than twice a week**.
- Game cancellations are made at the field by the Site Supervisor.

### **Start of Play - Kickoff**

- Players must be on their own side of the halfway line before the kickoff.
- The ball is placed on the center mark and a player kicks the ball forward into the opponents half of the field of play.
- The ball shall not be deemed **in play** until it is kicked and moves forward.
- The opposing team must remain at least ten yards away from the ball until the ball is kicked. (adjusted for smaller fields)
- A goal shall not be scored directly from a kick-off (Not a USSF rule). The ball must be touched by one other player.
- **The Home team (Blue) will choose which goal to defend the first period. The teams change sides at half-time.**
- **The Away team (Yellow) will kick-off to start the game. The rest of the periods will alternate.**

### **Scoring**

- A goal is scored if the whole ball passes **completely** over the goal line between the posts and under the cross bar. A goal is not scored if the ball is on the line. The ball may roll on the line and even slightly over the line and yet not be ruled a goal.

### **Safety**

- For the safety of the children, **intentionally heading** the ball and **slide tackling** are prohibited (***this does not apply to 6-8<sup>th</sup> grade girls or 7-8<sup>th</sup> grade corec***). The restart for heading will be an **Indirect Free Kick** and for a slide tackle a **Direct Free Kick**.
- **Charging the Goal Keeper:** The referee will remove without caution any player who intentionally charges the goalkeeper while in the penalty area. A goalkeeper with possession of the ball must not be interfered with or impeded in any manner by an opponent while he/she clears the ball. The goalkeeper has possession of the ball when one or both hands are holding the ball. Possession is also a finger, hand, arm or leg on the ball. For safety reasons “possession” will be extended to “about to have possession”.
- Goalkeepers may pick up and carry the ball anywhere within their own penalty area as long as the ball is released within six seconds. A goalkeeper may not pick up the ball a second time after releasing possession. A goalkeeper may bounce the ball without losing possession. A goalkeeper cannot touch the ball with his/her hands if the ball was kicked to him/her by one of the goalkeeper’s own teammates or directly from a throw-in. The goalkeeper may play the ball, but is not allowed to pick it up. The restart is an IFK from the place of the infraction.
- Any player who begins to bleed due to an injury must leave the field immediately. The player leaving the field can be replaced by another player until the bleeding has stopped and it is properly covered. This rule is set in place for the safety of players, coaches, and officials. Blood stained clothing must be removed or cleaned.



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### Sportsmanship

- **At the conclusion of each game no matter the outcome**, congratulations shall be extended to the other players, coaches, and referees.
- **This program is a recreational experience**. Please show good sportsmanship and offer only positive comments and reinforcement. **Remember that everyone is a winner** as long as everyone is playing the game. The children playing and refereeing are your kids and your neighbors.
- **Remember: SAFETY, FUN, SPORTSMANSHIP, and SKILL DEVELOPMENT** are the main goals of this league.
- The use of tobacco products and alcohol, are prohibited at the park.

### Laws and Advice

- Offside will apply! (*There shall be no offside for Second Grade with this exception: no player may be planted by the opposing team's goal. (No Cherry Picking)*). A **player is offside**: if less than two defensive players are between him/her and the defending team's goal line when the ball is last played by one of the players from the attacking team. One of the defensive players is usually the goalie. The ball rebounding off of a goal post or the crossbar does not put a player onside who was offside when the ball was last played. For an infraction of this rule, an indirect free kick shall be taken by a player of the opposing team, from the place where the infringement occurred. Offside will not be declared when a player receives the ball directly from a goal kick, corner kick, throw –in, or when it has been dropped by the referee.
- Free kicks are classified in one or two headings: **Direct (DFK) and Indirect (IFK)**
- A goal may **NOT** be scored directly from an ***indirect kick***. The ball must touch or be played by two players.
- A goal **CAN** be scored directly on a ***direct kick***. (not a kickoff for Wheaton Park District)
- When a free kick is being taken, a player from the opposite side shall not approach within 10 yards of the ball until it is put into play. A ceremonial free kick can be set up by the referee if the players request 10 yards (on smaller fields this yardage will be reduced)
- The restart after a goal is scored is a kick off by the team the goal was scored on.
- The goalie may use his or her hands inside his or her own penalty area.
- A ball going across the goal line will be either:
  - **Goal kick**: is granted when the attacking team kicks it out across the goal line.
  - **Corner kick**: is granted when the ball is last touched by a defender crossing their goal line.
- **Throw-in**: occurs when the whole ball entirely crosses the touchline on the ground or in the air. It shall be thrown in from the point where it crossed the line, in any direction, by a player of the opposing team to that of the player who last touched the ball before it went out. The thrower, at the moment of delivering the ball, must face the field of play and part of each foot must be on the touchline or on the ground outside the touchline. The thrower shall use both hands with equal force and deliver the ball from behind and over his/her head in one continuous movement.
- **Penalty kick**: will be awarded for any violation by the defending team occurring inside their penalty area, for which a direct kick would be awarded if it had occurred outside the penalty area. All players except the goalie and the kicker must clear the area and the penalty area arc when the kick is taken. (*2<sup>nd</sup> Graders do not have PK's but will have a DFK from the 18 yard line – a WPD ruling*)

### Fouls

- There are 10 DFK fouls: Kick, Trip, Jump, Strike, Push, Hold, Hand, Spit, Charge, Tackle (slide)  
These also include 'attempting to' do most of these 10 fouls
- These fouls result in a Direct Free Kick (DFK) for the team that did not commit the foul. In older players you may see the advantage called for a team if calling the foul would penalize them. A short delay may occur if the advantage did not occur and then the foul is called.

### Two-Minute Penalties (this is only for the Wheaton Park District)

- If unsporting behavior occurs, referee should note the player's name, team name and the name of the coach. The player should then be given a two-minute penalty to gain control, while a sub takes their place. This information must be turned in to the Site Supervisor immediately following the game. Make note of this information on the Game Card. Restart is an IFK.
- **For safety reasons, a player exhibiting excessive force (serious foul play) toward another player will be sent off with no substitution.** Let the Site Supervisor know and put the player's name on the Game Card letting us know the team he/she plays for. (**This would agree with USSF LAWS**)