



Wheaton Park District

Outdoor Youth Soccer

Laws & Advice

PeeWee - 1st Grade

WHEATON PARK DISTRICT
SUPPORTS
CHARACTER
RESPECT
responsibility
CARING
trustworthiness
CITIZENSHIP
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.
- Sneakers **or** soccer cleats 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

- The coaches will act as the referees for PW-1st grade games. **Coaches must bring a whistle and watch to games.**
- **One coach will referee, and the opposing coach will keep time.** At period breaks they may switch duties.
- **Coaches (that are refing or keeping time) and players may be the only people on the field.**
- **Game time – Six- 6 minute periods** (1-2 minute break between each period)
- Every player **MUST** play a minimum of half a game.
- 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.
- All games must end 15 minutes before the next scheduled game.
- Coaches may be required to either set up or take down goals and cones.
- Please leave nets on the cross bar. Thank You!

Start of Play – Kick Off

- 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 and the ball moves forward to be in play.
- The opposing team must remain at least three yards away from the kicker until the ball is kicked.(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 Away team (Yellow) will kick-off to start the game. The teams change sides at half-time.**
- **The Home team (Blue) will choose which goal to defend in the first half.**

Scoring and Restarts

- A goal is scored when 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.
- **All free kicks and restarts will be Indirect Free Kicks.** (IFK) (This is not a regular USSF game this is for these ages only)

Safety

- **Intentionally heading the ball** is prohibited. **NO HEADERS**
- **NO SLIDE TACKLING.** Encourage the players to stay on their feet.
- 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 and coaches. Blood stained clothing must be removed or cleaned.

PeeWee/Kindergarten

- Your team will be divided into two teams: Team A will be experienced and B will be inexperienced.
- The opposing team will also have two teams: experienced and inexperienced
- Games are 4v4 (minimum number of players to start a game is 3).



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- A ball that goes over the **GOAL LINE** will be considered a **Goal Kick** if kicked by the defense (**no corner kicks for peewee or kindergarten**) or a **Goal** if a shot by the offense.
- When a **goal** is scored the restart is a **kick off**. Have your players learn the mechanics for a kickoff at the beginning of the game, each period, and after a goal is scored
- Size 3 ball

First Grade

- **6v6 Game format**
- **Goal Keeper:** The goalkeeper has possession of the ball when one or both hands **and/or** arms 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” or approximate an arms-distance from the ball.
- 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 from a throw-in.
- The minimum number of players to start a game is **four**.
- There are **throw-ins** and **corner kicks**. (**1st Grade Only**)
- **First Grade players must have the opportunity to play each position once throughout the season including goalkeeper.**
- The restart after a goal is scored is a kick off. Have your players learn the mechanics for a kickoff at the beginning of the game, each period, and after a goal is scored. Use your whistle for the restart.
- There is no offside and no penalty kicks.
- Size 4 ball

Sportsmanship

- **At the conclusion of each game no matter the outcome**, congratulations shall be extended to the other players and coaches. **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 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.

Advantages of small sided games

- Each player is more active in the game. Ball touches increase in small sided games.
- Better opportunities to practice **SKILL DEVELOPMENT** and teamwork: Dribbling, Passing, Trapping, and Shooting.
- There is less crowding around the ball. No one is stuck standing in the goal (*Except First Grade*).
- The game is much simpler to understand and coach, with no position to worry about for the Pee Wee and Kindergartners.
- This format is the best method to promote the development of players of this age.

Laws & Advice

- Teams may play with a one-player advantage.
- Encourage sharing of players when necessary to avoid a forfeit. Our reversible shirts work very well for this.
- All players will play offense and defense. (1st graders should try each position throughout the season)
- There shall be **NO OFFSIDE**. (*No player may be planted by the opposing team’s goal - No Cherry Picking*).
- The game is restarted after a goal. When a goal is scored, the ball shall be taken to the center of the field and a kick-off is the restart by the team that was scored on. The other conditions for start of play apply. Use your whistle for the kick-off each time you have one so the players become familiar with the mechanics of a KO.
- A goal may **NOT** be scored directly from an **indirect kick**. The ball must be touched by one other player.
- When an **indirect free kick** is being taken, a player from the opposite side shall not approach within three yards of the ball until it is put into play. (This is adjusted for the small size fields.)
- There are **NO** penalty kicks