



# Outdoor: PeeWee-1<sup>st</sup> Grade

## LAWS & ADVICE

### Wheaton Park District Soccer Program



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**. The shirts are reversible.
- Shin guards are required and must be fully covered by socks.
- Players may only play in their assigned age group. Only registered Wheaton Park District players may play in our park district games or practices.
- 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 I.D. Bracelets.
- The coaches will act as the referees for PW-1<sup>st</sup> grade games. Coaches must bring a whistle and stop watch to games. One coach will keep time and one will referee. You may switch at half time.
- Coaches (that are refereeing or keeping time) and players may be the only people on the field. Do not stand by the goal, move with play.
- 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. Check the Rainout Line website frequently for cancellations.
- All games must end 15 minutes before the next scheduled game.
- 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. Exception is the kicker who may be over the line.
- The ball is placed on the center mark; the ball must be kicked and moved to be in play.
- The opposing team must remain at least three yards away from the ball until the ball is kicked. (Smaller Fields)
- A goal shall not be scored directly from a kick-off (Not an IFAB rule). The ball must be touched by one other player. This is a Wheaton Park District rule.

*Revised: July 31, 2019*



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- The Away team (Yellow) will kick-off to start the game.
- The Home team (Blue) will choose which goal to defend in the first period. The teams change sides at half-time.

### Start of Play – Kick-off

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- The ball is placed on the center mark; the ball must be kicked and moved to be in play.
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- A goal shall not be scored directly from a kick-off (Not an IFAB rule). The ball must be touched by one other player. This is a Wheaton Park District rule.
- The Away team (Yellow) will kick-off to start the game.
- The Home team (Blue) will choose which goal to defend in the first period. The teams change sides at half-time.

### Scoring & 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 for these ages only. This is not an IFAB law.)

### 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 for the safety of players and coaches. Blood stained clothing must be removed or cleaned.



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### PeeWee/Kindergarten

- Your team will be divided into two teams: Team A will be **experienced** (2 or more seasons played) and Team B will be **inexperienced** (less than 2 seasons played). Teams may be changed whenever necessary to have safe, fair and fun teams. We want the best for the children and parents (do not use the terms aggressive or non-aggressive).
- The opposing team will also have two teams: experienced and inexperienced. See above for criteria of teams.
- Games are 4v4 (minimum number of players to start a game is 3).
- 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 it is in the goal and kicked by the offense. Not in goal will be a goal kick.
- 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. Have your players get used to the whistle for a KO. Attacking team may be in the center circle to kick and the other team is out of the circle (for distance) until the ball is kicked and moves.
- Size 3 ball.

### First Grade

- Games are 7v 7 (minimum number of players to start a game is 4.)
- 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 their hands if the ball was kicked to them 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.
- There are throw-ins, goal kicks, and corner kicks. (1<sup>st</sup> grade only)
- 1st grade players must have the opportunity to play each position once throughout the season including goalkeeper.



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- 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. Attacking team may be in the center circle to kick and the other team is out of the circle (for distance) until the ball is kicked and clearly moves.
- There is no offside and no penalty kicks.
- Size 4 ball.

### Sportsmanship

- At the conclusion of each game, 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. The children playing are your kids and your neighbors and friends.
- 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

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- 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 & 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. (1<sup>st</sup> graders should try each position throughout the season including keeper)
- There shall be no offside. (No player may be planted by the opposing team's goal - no cherry picking).



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- 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 another 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 the distance is usually 10 yards.)
- There are no penalty kicks for these younger players.
- Having help from your players' parents is always a good idea. Ask for volunteers to come and help at practice.
- You could set up the 7-week schedule and have one or two parents volunteer for a practice. They may help with ball gathering, children needing shoes tied, bathroom breaks or just someone to keep a closer watch on all the players.
- Write the phone number on every child's soccer ball. We can then return it if it gets sent to lost and found.