



# Wheaton Park District

Outdoor Youth Soccer

Laws & Advice

2<sup>nd</sup> – 8<sup>th</sup> Grade

**SAFETY**

**FUN**

**SPORTSMANSHIP**

**SKILL DEVELOPMENT**

WHEATON PARK DISTRICT  
SUPPORTS  
**CHARACTER**  
RESPECT  
responsibility  
CITIZENSHIP CARING  
trustworthiness  
**FAIRNESS**  
**COUNTS!**

## General/Equipment

- All playing rules are governed by IYSA unless otherwise stated in these rules
- **HOME TEAM** wears **BLUE**. **AWAY TEAM** wears **WHITE**.
- Shin guards are required – cover with long socks
- 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 like a sock, then the sock requirement will be waived.
- Players may only play in their assigned age group. Only registered Wheaton Park District players or authorized teams from other park districts may play in Wheaton Park District games. Keep your roster current each week.
- 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 and newly pierced ears that are taped. Parents will be responsible for any medical issues associated with taped pierced ears.

## Coaches and Referees

- The Park District will assign referees for Grades 2-8
- Coaches are not allowed on the field during the game except for injuries.
- Three coaches max on the touchline. Most coaching happens during the week – not at games.
- Referee decisions are final.
- The coaching zone is 5 yards on each side of the halfway line. Coaches and players should be on one side and parents on the other. No one is to be by the goal area.
- Every player **MUST** play at least half of each game and be the goalkeeper at least one time a season to try it.
- Teams shall **not** practice or participate in a scheduled game **more than twice a week**.
- Cancellations of games are made by the Site Supervisor. Check the rainout line frequently.

## Start of Play – Kickoff (KO)

- Players must be on their own side of the halfway line before the kickoff. The kicker may be past the line.
- The ball is placed on the center mark and the ball is kicked and moves to be in play.
- 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 an IFAB law). The ball must be touched by another player.
- The Home team will choose which goal to defend the first period. The teams change sides at half-time.
- The Away team will kick-off to start the game. The remaining 3 Quarters will be started with alternating kick-offs.

## 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.
- If a team goes up by 5 goals, the opposing team can add a player to achieve competitive balance. Opposing teams can add an additional player each time the goal difference increases. If the advantage decreases, one of the additional players should be removed.



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## Safety

- For the safety of the children, **intentionally heading** the ball and **slide tackling** are prohibited (*this does not apply to 6-8 grade girls or 6-8 grade corec*). The restart for heading will be an **Indirect Free Kick** and for a slide tackle a **Direct Free Kick**.
- Any player who begins to bleed due to an injury must leave the field immediately. The player leaving the field may be replaced until the bleeding has stopped and it is properly covered. Blood-stained clothing must be removed or cleaned.

## Sportsmanship

- At the conclusion of each game, congratulations shall be extended to the other players, coaches, and referees.
- Please show good sportsmanship and offer only positive comments and reinforcement.

## 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 goalkeeper. The ball rebounding off a goal post or the crossbar does not put a player onside who was offside when the ball was last played. Restart is an indirect free kick taken by a player of the opposing team from the place where the offense 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 categories: 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 on 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 kickoff by the team the goal was scored on. Substitutions will be allowed to be made at this time.
- Substitutions will be allowed at quarter breaks, halftime, after a goal is scored, goal kicks and on your own throw-ins. You cannot change on the fly during a live ball situation.
- The goalkeeper may use his/her hands inside his/her own penalty area.
- A ball going across the goal line that is not a goal will be either a:
  - **Goal kick**: Granted when the attacking team kicks it out across the goal line but not a goal. The goalkeeper or player taking the goal kick can then pass, throw, or roll the ball to a teammate. Punts and drop kicks are prohibited.
  - **Corner kick**: 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. The out of play shall be charged to the player who last touched the ball before it went out. It shall be thrown in from the point where it crossed the line, in any direction, by a player of the opposing team. The thrower, at the moment of delivering the ball, must stand facing 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**: 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 goalkeeper and the kicker must clear the area and the penalty area arc when the kick is taken. (*2nd Graders do not have PK's but will have a DFK from the 18-yard line. This is a WPD convention, so they understand the concept of a foul in the penalty area*)



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## Buildout lines (2<sup>nd</sup> and 3<sup>rd</sup> Grade only)

- When a goalkeeper controls the ball in their hands, all opposing players must move behind the build-out line
- During a goal kick, opponents must also retreat behind the build-out line until the ball is in play.
- The goalkeeper or player taking the goal kick can then pass the ball to a teammate. Punts and drop kicks are prohibited.
- Once the ball is put into play (e.g., after the first touch by a teammate), the opposing team can cross the build-out line and resume normal play.

## Fouls

- There are **DFK** fouls: Kick, Trip, Jump, Strike, Push, Hold, Hand, Spit or Bites someone, Charge, Tackle(slide) impede with contact and throw an object at the ball, opponent, or match official, or makes contact with the ball with a held object.
- These also include ‘attempting to’ do most of these fouls. Reckless throwing an object is a caution/yellow and excessive force or violent conduct would result in an ejection/red.
- These fouls result in a Direct Free Kick (DFK) for the team that did not commit the foul. For older players you may see the advantage called for a team if calling the foul would penalize their play. A short delay may occur if the advantage did not occur and then the foul is called.

## Charging the Goalkeeper

- 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 and 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.”
- 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.

## Remember Park District Soccer is For the Kids

- We encourage coaches, referees, parents, and spectators to care for our children. If you see something, say something.
- Keep **safe, fair, and fun** as your motto as we all work for the good of the children. **Character Counts!**
- **Put a phone number on every soccer ball** so we can notify players when we find their ball.
- Please help us maintain a green/clean park district. **We encourage everyone to use reusable water bottles.**