



# Wheaton Park District

## Outdoor Youth Soccer

Laws & Advice  
PeeWee – 1<sup>st</sup> Grade

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

### SAFETY

### FUN

### SPORTSMANSHIP

### SKILL DEVELOPMENT

#### General/Equipment

- **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 similar to 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 coaches will act as the referees for PW-1<sup>st</sup> grade games. **Coaches must bring a whistle and stopwatch to games.** **One coach will keep time and one will referee.** **You may switch at ½ time.**
- Coaches while refereeing will remain fair to both teams.
- Coaches (that are reffing or keeping time) and players may be the only people on the field. **Do not stand by the goal but move with play.**
- **1 Coach at a time on the field.** Most Coaching happens during the week – not at games.
- 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 5 periods 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. 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.

### PeeWee/Kindergarten

- **Your team will be divided into two teams:** Teams may be changed whenever necessary to have Safe, Fair and Fun teams. We want the best for the children and parents.
- **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 **kickoff**. 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

- **7v7 Game format:** The minimum number of players to start a game is **four**.
- **Goalkeeper:** 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.
- There are **throw-ins**, goal **kicks**, and **corner kicks**. (**1<sup>st</sup> Grade Only**)
- For a Goal Kick, the opposing side must be behind the midline. (No Cherry Picking).
- **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 **kickoff**. 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, coaches, and referees.

19 November 2024



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- Please show good sportsmanship and offer only positive comments and reinforcement.

### 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. Do Teach Offense and Defense for the 1<sup>st</sup> Graders
- This format is the best method to promote the development of players of this age.

### Remember Park District Soccer is For the Kids

- We encourage all 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.**