



Wheaton Park District

Youth Indoor Soccer League

Laws & Regulations

Pee Wee – 1st Grade



General

- All playing rules are governed by IYSA unless otherwise stated in these rules
- Every player must have a Wheaton Park District Soccer Jersey. Jerseys may be purchased at the Community Center on Blanchard Street.
- **HOME TEAM** wears **BLUE**. **AWAY TEAM** wears **WHITE** and kicks off 1st, and 3rd quarter.
- **Shin guards are required.** No exceptions will be made.
- **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.
- **Flat athletic shoes are required;** spikes, street shoes or boots will **not** be allowed.
- Jewelry, watches, or any objects that could cause injury **may not** be worn during a game. Exceptions: Medical ID Bracelets. Earrings must be covered with taped if worn.
- Every player must play at least half the game and must have the opportunity to play each position once throughout the season. Each player should also try being a goalkeeper at least once.
- Games will be played with an even number of players. If either team has fewer than the number of players to start, a forfeit occurs. **Encourage sharing of players when necessary to avoid a forfeit.**
- No ball playing in the hallways. This behavior will not be tolerated.
- Game balls and practice balls will be provided each week. ***(Please do not bring balls from home.)***

League	Format	Ball	# Players to Start	Goalie	Time
PW	5v5	4	4	N	1-Six-minute Warm-Up
K	6v6	4	5	N	4-Eight-minute periods
1st	6v6	4	5	Y	3-One-minute breaks

Central Athletic Center

- Visiting team (white) sits on the north side of bleacher and the home team (blue) sits on south side of the bleachers.
 - Fan and team bench areas are ‘in play’ and the ball should be knocked back on court and remains ‘in play’. A ball kicked underneath bleachers or near doors will be a **drop ball**.
- Note: For Coaches, Players and Spectators please do not enter or leave the gym during active play. Each period is only eight minutes long. Please wait until the next break to enter or leave.**

Coaches

- Coaches will act as the referees. **Coaches need to bring a whistle and stopwatch.**
- One coach will be a referee, and the other will keep time. They may switch roles at periods or at half time. **Only 1 coach per team on the field at one time.**
- Coaches while refereeing will remain fair to both teams.
- Coaches may only be on the field if they are refereeing.
- **Coaches are required to complete an incident report immediately following an injury.** Incident Reports must be returned to Rory Conroy within 24 hours.
- Coaches are urged to “*let the players play.*” It has been shown that players will develop the basic skills on their own and will enjoy the game more with only a minimal amount of coaching during the game.

Start of Play

- Players must be on their own side of the halfway line before the kickoff (KO). White/Away has the first KO.
- The ball is placed on the center mark, and a player kicks the ball.
- The opposing team must remain at least three yards away from the kicker until the ball is kicked.
- A goal shall **not** be scored directly from a kick-off. The ball must be touched by 2 players as an IFK.

Scoring

- A goal is scored when the ball is over the goal line (if there is one on your field) or deemed a goal by the coach who is the referee for the game.

Safety

- Intentionally heading the ball is prohibited.
- There is **no slide tackling**. Encourage the players to stay on their feet.
- Any behavior deemed dangerous may result in a player, coach, or spectator being ejected and/or suspended from the playing area.



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Sportsmanship

- At the conclusion of each game, congratulations shall be extended to the other players, coaches, and referees. Each team makes a line facing the other team and walks past the opposing players with a high five, knuckles etc.
- **This program is a recreational experience. The intensity on the field should not be high.** Please show good sportsmanship and offer only positive comments and reinforcement. Our character counts as coaches, spectators, and parents. Remember to let the kids play!
- Safety, Fun, Sportsmanship and Skill Development are our main goals.

Rules and Regulations

- **PW-KDG defensive players are permitted in the goal/penalty area. There is no goalkeeper. No Hands!**
1ST GRADE –has a keeper who may use their hands in the goal/penalty area. **NO DEFENSE OR OFFENSE** in goal/penalty area.
- **Kindergarten and 1st grade - Substitutions will be allowed at quarter breaks, halftime, after a goal is scored, goal kicks and on your own throw-ins.**
- All players will play offense and defense. Everyone plays the whole field. (Except 1st grade Goalie)
- The game is restarted after a goal is scored with a KO. A restart after a goal is scored will be from the center mark, by the team that was scored on. The other conditions for the start/restart of play apply.
- There shall be no off-side.
- **Offensive players are not permitted in the goal/penalty area.** The KEEPER may use his/her hands but no other players. No goal will be scored if offensive players are in the goal/penalty area.
- Change sides at half time.
- **All fouls in indoor soccer will result in an indirect free kick**, with the opponent three yards away.
- A goal may **NOT** be scored directly from an indirect kick. The ball must touch or be played by two players from either team, before it may enter the goal.
- No penalty kicks are taken in Pee Wee, kindergarten or first grade soccer.
- There are no throw-ins or corner kicks.
- When the ball goes into the area where the parents and coaches are sitting, it is expected that the ball will be immediately put back in play with no advantage given to either team.

Format

- In an effort to try to **balance the level of play among the players on each team**, coaches are requested to follow the following **format when determining their lineups**:
- Small -sided teams have more contact with the ball. Each player is more active in the game.
- Better opportunities to practice basic skills: Dribbling, Passing, Trapping, and Shooting.
- The smaller field allows each player to play offense and defense.
- There is less crowding around the ball. No one is stuck standing in the goal. (1st grade does have a keeper)
- This format is the best method to promote the development of players of this age.

Please Remember

That the main objectives of the 5 v 5 or 6 v 6 format are:

- More fun.
- Less coaching.
- More playing.
- THE GAME IS THE TEACHER by putting the kids into a position of responsibility on the field.
- At this age, the players will learn more from their own *successes* and *failures* during the game than they will from a *coach*.

Our program emphasizes SAFETY, FUN, SPORTSMANSHIP and SKILL DEVELOPMENT.

We all are here to have FUN. The kids get to play a great game and we get to watch and cheer as parents, players, and coaches. Let's make the best environment for children.

WATCH THE GAME and celebrate with your child and their team. Make it a wonderful experience for everyone in the gym! That includes players, parents, spectators, coaches, and referees. Have a wonderful Safe, Fair and Fun time together!



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WHEATON PARK DISTRICT
S U P P O R T S

CHARACTER
RESPECT
responsibility
CARING
trustworthiness
FAIRNESS
COUNTS!