



Wheaton Park District

Fall Soccer League

Rules & Regulations

2nd Grade – 8th Grade

General

- Every player must have a Wheaton Park District Soccer Jersey. Home team wears blue. Visiting team wears yellow.
- Shin guards are required
- 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.
- Soccer cleats or gym shoes 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
- Every player must play at least two periods each game and must have the opportunity to play each position once throughout the season.
- 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 and Referees

- The Park District will assign referees.
- Coaches are not allowed on the field during the game; except for injuries.
- Only one coach may “coach” on game day.
- Referees have been instructed to make calls erring on the side of safety.
- The referee has complete control of the game, and his/her decisions are final.
- The coaching zone runs from the 18-yard line to the centerline, is three yards wide, and is two yards off the edge of the field. Parents must remain a minimum of five yards back from the sidelines.

Start of Play

- Players must be on their own side of the centerline before the kick off.
- The ball is placed on the center spot and a player kicks into the opponents’ half of the field of play.
- The opposing team must remain at least ten yards away from the kicker until the ball is kicked.
- The ball shall not be deemed in play until it moves forward.
- A goal shall not be scored directly from a kick-off. The ball must be touched by two players on either team.
- The Home team (Blue) will choose which goal to defend the first period. The teams change sides at half-time.
- The Visiting team (Yellow) will kick-off to start the game. The rest of the periods will alternate.

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.

Safety

- For the safety of the children, intentionally heading the ball and slide tackling are prohibited (**this does not apply to Seventh and Eighth Grade**).
- **Charging the Goal Keeper:** 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 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 or carry 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. The goalkeeper may play the ball, but is not allowed to pick it up.
- Any player who begins to bleed due to an injury must leave the field immediately. The player can return once the bleeding has stopped and it is properly covered. This rule is set in place for the safety of players, coaches, and officials.

Sportsmanship

- At the conclusion of each game not matter the outcome, congratulations shall be extended to the other players, coaches, and referees.
- This program is a recreational experience. The intensity on the field should not be high. In an effort to continue this we ask you to keep your comments to yourself, there is no need to comment on a bad play, bad kick, or even a bad call. Please show good sportsmanship and offer only positive comments and reinforcement. Remember that everyone is a winner as long as we have a wonderful time.
- FUN, SPORTSMANSHIP, and SKILL DEVELOPMENT
- The use of tobacco products, are prohibited at the park.



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- Offside will apply! **(There shall be no offside for Second Grade the 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 goalie. The ball rebounding off of a goal post or the crossbar does not put a player onside who was offside when the ball was last played. For an infraction of this rule, an indirect free kick shall be taken by a player of the opposing team, from the place where the infringement 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 headings: Direct and Indirect
- 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.
- A goal **CAN** be scored directly on a *direct kick*.
- When an *indirect* free kick is being taken, a player from the opposite side shall not approach within ten yards of the ball until it is put into play.
- The game is restarted after a goal. When a goal is scored, the ball shall be taken to the center of the field and kicked off by the team the goal was scored on. The other conditions for start of play apply.
- The goalie may use his/her hands inside his/her own goalkeeping zone.
- A ball going across the end line will be either:
 - A goal kick, if the attacking team kicks it out
 - OR
 - A corner kick, if the ball is last touched by a defender.
- A throw-in occurs when the whole ball entirely crosses the sidelines on the ground or in the air. It shall be thrown in from the point where it crossed the line, in any direction, by a player of the opposing team to that of the player who last touched the ball before it went out. The thrower, at the moment of delivering the ball, must face the field of play and part of each foot must be on the sideline or on the ground outside the sideline. The thrower shall use both hands with equal force and deliver the ball from behind and over his/her head in one continuous movement.
- A **penalty kick** will be awarded for any violation by the defending team occurring inside their own penalty box, for which a direct kick would be awarded if it had occurred outside the penalty box. All players except the goalie and the kicker must clear the box and the penalty area arch when the kick is taken **(this does not apply to Second Grade).**

Fouls

A player shall be penalized for the following:

- Kicking, striking, pushing, tackling, jumping, or spitting on: if he/she intentionally kicks, strikes, attempts to kick, pushes, attempts to push, tackles, attempts to tackle, strike or jumps at an opponent, spits on, or attempts to spit on another player.
- Tripping: if he/she intentionally trips an opponent by the use of the leg or by stepping in front of or behind the opponent.
- Holding: if he/she intentionally holds or pushes an opponent with his/her hand(s) with arms extended from his/her body.
- Handball will be called by discretion of the Referee: "Was it ball to hand or hand to ball?"

Two-Minute Penalties

- If unsportsmanlike conduct occurs, referee should note the player's name, team name and the name of the coach. The player should then be given a two-minute penalty to gain control, while a sub takes their place. This information must be turned in to the Site Supervisor immediately following the game. Make note of this information on the Game Card.
- For safety reasons, a two-minute penalty without substitution will be assessed to any player exhibiting excessive force (serious foul play) toward another player. If a player receives a second such penalty in the same game, he/she will be removed from that game without substitution. Let the Site Supervisor know and put the players name on the Game Card letting us know the team he/she plays for.
- **The Referee's decision is final.** The Wheaton Park District Code of Conduct will be followed.

Playoffs-7th-8th Grade

- If the game is tied after regulation two-5 minute periods will be played in entirety. If it is still tied after this we will go to Penalty Kicks.
- Each team will then pick 5 shooters. The team that scores the most goals out of five is declared the winner. If the teams make the same amount of goals, then the next team to score without the other scoring is declared the winner.