



Wheaton Park District

Fall Soccer League

Rules & Regulations

Pee Wee- 1st 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.
- ***First Grade only each player 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

- The coaches will act as the referees. **Coaches need to bring a whistle and stop watch.**
- One coach will referee, and the other will keep time. **Periods or half they may switch.**
- **Coaches may only be on the field if they are refereeing.**
- Coaches may be required to either set up or take down goals and cones.
- Please leave nets on the cross bar. Thank You!

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 the ball forward into the opponents half of the field.
- The opposing team must remain at least three 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 Visiting team (Yellow) will choose which goal to defend the first half. The teams change sides at half-time.
- The Home team (Blue) 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

- Intentionally heading the ball is prohibited.
- **There is No Slide Tackling.** Encourage the players to stay on their feet.

First Grade:

- **Goal Keeper:** 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.
- 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.
- 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.

Sportsmanship

- At the conclusion of each game no 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.

Rules and Regulations

- The minimum number of players is three for PW and Kindergarten; four for 1st Grade.
- Teams may play with a one-player advantage.
- Encourage sharing of players when necessary to avoid a forfeit.
- All players will play offense and defense.
- There shall be **NO OFFSIDES**. (*The exception: No player may be planted by the opposing team's goal. No Cherry Picking.*)
- Teams will be split into two side-by-side games.
- More aggressive players will be on Side A. Less aggressive players on Side B.
- 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.
- 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.
- 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.
- There are **NO** throw-ins. A ball out-of-bounds will be an indirect free kick from the approximate spot it went out.
- There are **NO** corner kicks. A ball over the end line out-of-bounds will be considered a goal kick.
- There are **NO** penalty kicks taken.

Advantages

- There is more contact with the ball. Each player is more active in the game.
 - Better opportunities to practice basic skills: 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 Wees and Kindergartners.
 - This format is the best method to promote the development of players of this age.
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