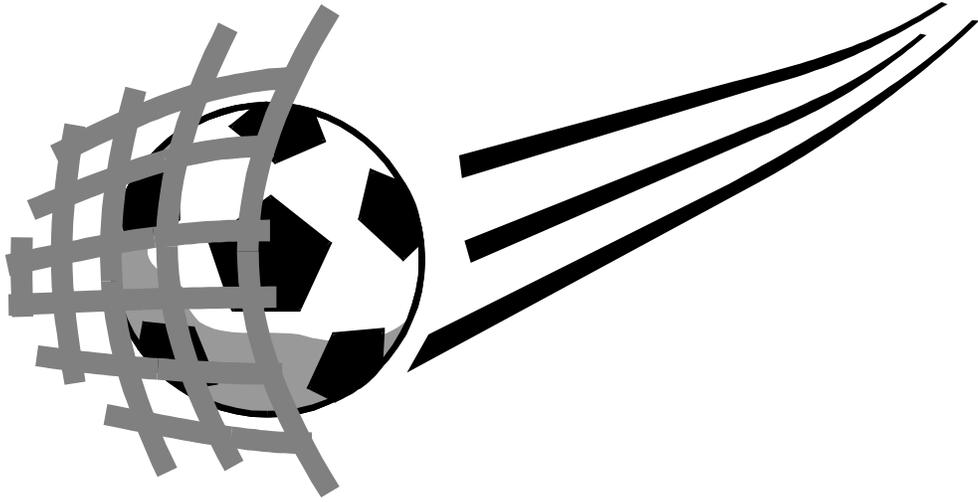




Wilmette Park District



SOCCER RULES

**WILMETTE PARK DISTRICT
SOCCER RULES
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Soccer Rules WILMETTE PARK DISTRICT SOCCER LEAGUE REGULATIONS

RULE 1 ELIGIBILITY

Section A All players must be officially registered with the Wilmette Park District.

Section B Kindergarten thru 4th grade teams will be created based on the school the child attends if registration numbers allow. 5th thru 8th grade teams will be mixed and made up of players from various schools.

RULE 2 SCHEDULING & TEAM ROSTER

Section A Games will be played on Saturdays at the Community Playfield and scheduled at one hour intervals for K-4th grades. Games will be scheduled at one and a half hour intervals for 5th-8th grades. Games will be scheduled starting at 9:00am until the schedule is completed. Teams should be ready for the game to begin. Arrive early and conduct warm-ups off the field. A coach must be in attendance during games and practice sessions.

Section B Season practices are to be determined by the coach and the players. Permanent times for practice are given for the Community Playfields only. We do not schedule times at the Wilmette Public School land and other Park District parks. These locations are on a first come, first served basis.

Section C Rosters

GRADE	K-1	2	3	4 Girls	4-5 Boys	5-8 Girls	6-8 Boys
Roster	8	8	12	14	14	14	16
Players	4 vs 4	4 vs 4	7 vs 7	8 vs 8	8 vs 8	9 vs 9	11 vs 11
Players to avoid forfeit	3	3	5	6	6	6	7

RULE 3 THE GAME

Section A The Wilmette Park District will follow FIFA rules except where noted. Most rules will be mentioned in this packet. Also, there are some modifications that will be noted.

Section B The Ball

GRADE	K-1	2	3	4 Girls	4-5 Boys	5-8 Girls	6-8 Boys
Ball Size	3	4	4	4	4	5	5

Section C The Field Size

GRADE	K	1	2	3	4 Girls	4-5 Boys	5-8 Girls	6-8 Boys
Field Size	30 X 25	40 X 30	50 X 30	60 X 45	75 X 47	75 X 47	75 X 47	112 X 75

Section D Length of Game

GRADE	K-1	2	3	4 Girls	4-5 Boys	5-8 Girls	6-8 Boys
Length of Game	10 min quarters	20 min halves	24 min halves	24 min halves	30 min halves	30 min halves	30 min halves
					*5 min halves	*5 min halves	*5 min halves

1. A continuous clock will be kept by the referee. The clock will be stopped due to serious injury or other circumstances only at the discretion of the referee.
2. * Tournament Play – In the event of a tie score at end regulation, two complete 5-minute overtime (“OT”) periods will be played.

Section E End lines must be kept clear of all coaches, parents, and spectators.

Section F All-Play: All-Play means that every recreation player on every team shall play at least 50% of each game. A coach shall be permitted not to play a player 50% of a game under special circumstances (e.g., unexcused absences from practice/game, unsportsmanlike conduct at practice/game, injuries). This should be explained to both the player and his/her parents prior to the game to avoid misunderstandings.

Section G Player Equipment:

1. Only the complete team uniform shall be worn. This includes the issued shirt, socks and shorts. Individualized player uniform attire will not be permitted.
2. If players need to share a jersey, please report to the referee.
3. Goalies will wear jerseys of a contrasting color.
4. **Shirts MUST be tucked in the shorts.**
5. No street glasses or hard brim hats may be worn during the game. Only safety sport type glasses or goggles are allowed.
6. Footwear must be soft, cleated soccer shoes. Absolutely **NO** baseball or football cleats or sneakers allowed

7. **SHIN GUARDS ARE MANDATORY.** Shin guards are to be worn **underneath** the socks and placed in contact with the shin of the player. Shin guards should conform to manufacturer's specifications as to the height of the player.
8. Braces and other casts must be approved by the supervisor at the van prior to the start of the game.
9. All earrings must be taped and all jewelry must be secured to the skin.
10. Mouth guards are recommended, but are not mandatory.

Section H **Tournament Play:** It is the responsibility of the WPD Youth Soccer Program Supervisor to announce at the fall coaches' meetings that the grade is eligible for Tournament Play. Appendix A is attached to these rules and is in effect for that season.

RULE 4 LAWS OF THE GAME

Section A The wearing of jewelry is prohibited under all soccer rules with the exception of medical medals, which shall be taped inside the uniform if worn. In the interest of safety for all players, coaches should check before each game to be certain that players are not wearing metal or plastic in the hair, bracelets, necklaces, chains or earrings. Players with earrings that cannot be removed must have earrings padded and taped.

This precaution should avoid any unfortunate injuries and develop appropriate habits for soccer participation. (Rubber bands and soft headbands may be worn to control hair.)

Section B There will be no forfeits if at all possible. Teams should work together by alternating players back and forth. See Rule 2 Section C for number of players to avoid a forfeit. A 10-minute forfeit time will be allowed.

Section C **Start of Game:**

1. The referee will choose team to kick off.
2. All players must be on their own half of the field.
3. Ball must be stationary on center mark.
4. The ball may move in any direction and must be played by another player before the original kicker may play again.
5. A goal can be scored directly from kick off.
6. At half, teams change ends, and the opposing team kicks off.

GRADE	K-1	2	3	4 Girls	4-5 Boys	5-8 Girls	6-8 Boys
Yards from kick	4	6	10	10	10	10	10

You cannot score directly on yourself from a kickoff.

Restart: A corner kick will be awarded to the opposing team.

Section D Substitutions:

1. Teams may make unlimited substitutions on the fly. A player may enter the field only from the center line and only after the player being substituted has left the field. A player must leave the field at the closest point on the side or goal lines. An indirect kick will be awarded at the point of the infraction.
2. A team must substitute when a player has been “cautioned” (yellow card). Only the player receiving the “caution” may be substituted. The “cautioned” player may re-enter at the next legal opportunity.
3. A team shall not substitute for a player who is “ejected” (red card) during any period of play. The team will play short one player.
4. Coaches may be asked by the referee to remove a player for a period of time due to consistent violation of rules (e.g., slide tackling, swearing, hitting, etc.).
5. Goalkeeper substitutions:
 - a. (Grades 3-8) may only occur during a stoppage in play.
 - b. The substituted goalkeeper may only enter the field if they are properly equipped including wearing an appropriate jersey that contrasts with both teams’ jerseys.
 - c. A field player may not switch to goalkeeper without first leaving the field of play and becoming properly equipped.

A violation of the goalkeeper substitution rules will result in sportsmanship misconduct.

Restart: An indirect free kick to the opposing team at the half way line where the goalkeeper entered the field.

Section E Sideline out of bounds:

GRADE	K-1	2	3	4 Girls	4-5 Boys	5-8 Girls	6-8 Boys
In Bound from sideline	Kick-in	Kick-in	Throw-in	Throw-in	Throw -in	Throw -in	Throw -in

When the entire ball passes over a side-line, either on the ground or in the air, the ball will be put back in play from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it.

1. The thrower must face the field of play, and part of each foot shall be either on the touch-line or on the ground outside the touch-line.
2. The thrower shall use both hands and shall deliver the ball from behind and over his/her head.
3. The ball shall be in play immediately when it enters the field of play, but the thrower shall not again play the ball until it has been touched or played by another player.
4. A throw-in not entering the field of play will be retaken.

A goal cannot be scored directly from a kick-in (K-2) or a throw-in (3-8)

Restart: A corner kick will be awarded to the opposing team.

Section F **Corner Kicks:** When the entire ball passes over the goal line, either on the ground or in the air, and last touched by a defensive player, a corner kick will be awarded to the attacking team.

1. Corner kicks must take place on the same side of the field that the ball left the playing field.
2. The ball must be placed inside the corner arc.
3. Opponents must be 4 yards away from the ball at the start of play.
4. The ball must travel one circumference to be in play.
5. A goal may be scored directly from a corner kick
6. The ball shall be in play immediately when it enters the field of play, but the kicker shall not play the ball again until it has been touched or played by another player.

Section G **Goal Kicks:**

When the entire ball passes over the goal line, either on the ground or in the air, and last touched by an attacking player, a goal kick will be awarded to the defending team.

K-1

- i. The ball can be placed anywhere along the goal line
- ii. The goal kick can be taken by any defensive player
- iii. The ball must be completely stationary
- iv. Opponents must be behind the dashed line that is 7.5 yards away

2nd

- i. The ball can be placed anywhere along the goal line
- ii. The goal kick can be taken by any defensive player
- iii. The ball must be completely stationary
- iv. Opponents must be 6 yards from the ball

3rd

- i. The ball can be placed anywhere along the line of the penalty area
- ii. The goal kick can be taken by any defensive player
- iii. The ball must be completely stationary
- iv. Opponents must be 6 yards from the ball

4th-8th

- i. The ball can be placed anywhere along the line of the goal kick area
- ii. The goal kick can be taken by any defensive player
- iii. The ball must be completely stationary
- iv. A goal kick is not required to leave the penalty area before a teammate touches the ball.
- v. Once the ball is kicked it is immediately considered in play
- vi. Defensive players can be inside the penalty area during a goal kick
- vii. Opponents must be outside the penalty area when a goal kick takes place

Section H Offside (4th-8th only)

A player is in an offside position if any scoring part of their body is behind the second to last defender at the time the ball is kicked.

Being in an offside position is not an offence in itself; as the player must be 'actively involved in the play' in order for an offence to occur.

A player shall not be penalized for offside position if he/she receives the ball direct from a (1) goal kick, (2) corner kick, (3) throw-in, (4) A player cannot be offside if they are behind the ball.

Restart: Indirect free kick awarded at the point where the player in the offside position touches the ball

Section I Fouls and Misconduct: **Direct Offenses**

1. Kicking or attempting to kick an opponent
2. Tripping or attempting to trip an opponent
3. Jumping at an opponent
4. Charging violently or dangerously
5. Charging from behind
6. Pushing an opponent
7. Punching, striking or attempting to strike an opponent
8. Holding opponent.
9. Handling the ball (including goalkeeper outside penalty area)
10. Slide tackling an opponent

Restart: A direct free kick where the foul or misconduct took place.
(3rd-8th only) a penalty kick will be awarded if a foul or misconduct took place within the penalty area

Indirect Offenses

1. Dangerous play:
 - a. kicking ball held by goalkeeper
 - b. kicking high
 - c. heading ball low
2. Charging fairly when ball is not within playing distance (1-2 yards)
3. Intentionally obstructing opponent when not playing the ball:
 - a. obstructing the goalkeeper
 - b. waving arms
 - c. shielding the ball
4. Charging the goalkeeper.
5. Goalkeeper committing one of the following inside his/her penalty area:
 - a. takes more than 6 seconds to release the ball
 - b. plays ball two times
 - c. uses delay tactics
 - d. slide tackling
 - e. deliberate kick back to goalie

Restart: An indirect free kick where offense occurred.

You cannot score directly on yourself from a direct or indirect free kick.

Restart: A corner kick will be awarded to the opposing team

Section J Free Kicks:

Indirect free kick dictates that a second player from either team must play (touch) the ball before a goal may be scored.

Direct free kick is when a player taking the kick may kick directly into the goal without another player touching the ball.

A free kick (direct or indirect) is not required to leave the penalty area (3rd-8th only) before a teammate touches the ball. Once the ball is kicked it is immediately considered in play. Defensive players can be inside the penalty area during a free kick. The opposition must be outside the penalty area.

During a free-kick – direct or indirect – if the defending team has three or more players in a wall, the attacking team may *NOT* have a player within one yard of the wall

Section K Penalty kick:

A penalty kick is awarded to the opposing team by the referee when a foul that results in the awarding of a direct free kick has occurred by a player inside the penalty area.

A penalty kick must be taken from the penalty-mark, and when it is being taken, all players, must be at least 10-yards from the penalty mark.

The opposing goalkeeper must stand on their own goal line, between the goal posts, until the ball is kicked. The goalkeeper must have at least one foot on the line during a penalty kick

The player taking the kick cannot play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play directly when it is kicked.

Section L Goalkeeper:

GRADE	K-1	2	3	4 Girls	4-5 Boys	5-8 Girls	6-8 Boys
Goalkeeper	No	No	Yes	Yes	Yes	Yes	Yes
Goalkeeper Punt	NA	NA	No	No	No	Yes	Yes
Penalty Kick	NA	NA	Yes	Yes	Yes	Yes	Yes

The goalkeeper may use their hands within the penalty area. A goalkeeper cannot use their hands inside the penalty area if the ball is passed to them intentionally by a foot of a teammate. (Chest or head is okay.)

Section M Referee:

1. **All referees' decisions are final!**
2. If you, as a coach, have a question about a rule and why a call was made or not made by an official, ask for an explanation when play has stopped. This should be an intelligent discussion and not a heated debate. As a coach, you are setting an example for the players on the field. Present a professional, adult attitude when pursuing a question with an official.
3. The referee **WILL explain all infractions to the offending players.**

Section N No slide tackling allowed.

Restart: A direct free kick where offense occurred. If a defender slide tackles inside the penalty area, a penalty shot is awarded.

Section O Entire ball over the line determines out of bounds and a good goal.

Section P Method of Scoring: Entire ball must pass over the goal line to be a goal.

Section Q Drop Ball

A drop ball will now be awarded if a ball strikes a referee and falls in possession of the opposition side, or if the ball strikes the referee and ends up in the back of the net.

Drop balls can no longer be contested. However, along with that, drop balls can be taken by an attacking team wherever they possessed the ball when play was stopped, meaning an attacking team can continue from the point at which the attack was stopped.

One caveat: any play stopped in the penalty area will be returned to the goalkeeper no matter who possessed the ball at the stoppage

Section R If a game ends in a tie at the end of regulation play, two complete 5-minute overtime periods will be played. This is only for tournament play only.

**RULE 5
CONDUCT**

Section A Each coach will be held responsible for the conduct of his/her team players and to see that all rules are observed. The coach must maintain complete control of him/herself and his/her team members at all times. This includes before, during, or after a game and any other time involved with the Wilmette Park District Soccer League. The key to a successful program is in the hands of the coach, and in turn, his/her players. Good leadership will ensure a good program.

Section B Officials and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity or

profanity will not be tolerated at any time. Any coach, player or spectator can be removed from a game and will receive disciplinary action from the Sports Supervisor. The type of disciplinary action will depend on the severity of the offense.

Section C Personal harassment of officials (referees, coordinators, supervisors) may be cause for either the team or individual to be suspended from the game or league.

Section D A game will be forfeited in the event a team or team's spectators fail to respect the official's authority or decisions. One warning will be given prior to such action.

Section E In any discussion on the field with an official, only the coach will be permitted to enter the discussion.

Section F Any player, coach or spectator guilty of threatening or physically striking an official will be immediately suspended for the season and may receive a lifetime ban from Wilmette Park District sporting events.

RULE 6

RAINOUT PROCEDURE, MAKE-UP GAMES & GENERAL INFORMATION

Rainout Procedure: Soccer is an **ALL WEATHER GAME**. Games will be **played during wet and cold weather**. To receive notification of delays or cancellations, please call our **Rainout Line** at **(847) 920-7949, Ext. 1** **or** log onto **www.wilmettepark.org** homepage (scroll down the main page). Click on the Rainout link to register for updates electronically. You will have the option to receive updates via text message or email.

Practice Cancellation: In case of practice cancellation, we cannot guarantee make-up availability due to limited field space. Contact Andy Zavattero to inquire about making up a practice.

Game Cancellation: If the Park District must cancel a game, an additional game will be added to the end of the season. If a coach needs to cancel a game, he/she must notify Andy Zavattero at (847) 920-3928 or azavattero@wilpark.org and also contact the opposing coach to schedule a make-up game. The Park District must have a one-week notice to insure referees are available.

Washroom Facilities: Located on the blacktop area, directly behind the Junior High. Temporary restrooms are also available near the tennis courts, Highcrest parking lot and along the walking path near the east baseball field.

Trophies: Each child receives a medal at the end of the spring season. These will be available on the last day of games at the Wilmette Park District staff location. If your team has a bye the last week of games, please contact the Andy Zavattero at (847) 920-3928 or azavattero@wilpark.org to make other arrangements.

**RULE 7
BAD WEATHER EMERGENCY PROCEDURES**

1. If lightening or thunder occur during your practice, please stop practice and report it to the Field Supervisor. Practice will be delayed a half hour after the last occurrence of lightning or thunder.
2. If lightening or thunder occur during a game, report it immediately to the Field Supervisor. At that time, the games will be delayed a half hour after the last occurrence of lightning or thunder. A decision will then be made by the Field Supervisor to cancel or continue the games.
3. In case of a Tornado Alert, games **STOP**. Leave for a place of safety.

**RULE 8
ACCIDENT REPORTING PROCEDURES**

Report all accidents/injuries involving players, coaches, spectators or Park District employees immediately to the Field Supervisor. Inform him/her that 911 has been called, so that he/she can assist in directing emergency personnel to the exact location of the injured party. If an accident occurs while practicing, please report it to the Field Supervisor. On Saturdays, each field is equipped with a red first-aid bag.

**EVERY COACH SHOULD BE THOROUGHLY FAMILIAR WITH THESE RULES
AND SEE THAT EACH PLAYER HAS A SIMILAR AWARENESS.**

APPENDIX A

Supplemental Grade 5 – 8 Rules for Tournament Play

The following rules changes supplement these rules in the WPD Youth Soccer Program for purposes of the implementation of tournament play:

Section 1 Length of Game

- A. Length of regulation play in games is 30 minute halves. (Half times are 8 minutes.)

In the event of tie score at end of regulation: Two complete 5-minute overtime (“OT”) periods will be played.

- B. **If tied after OT in tournament games:** Penalty shoot-out using the ABBA system. Each team will select five players and shoot on the same goal. Continue if tied after five rounds until one team leads after equal chances. Only one shot per roster player. If still tied after roster has been exhausted then continue in same order for a second time through the roster as

necessary. If a team receives a red card during normal play the other team will drop one player from the roster for penalty kicks.

Section 2 Tournament Scheduling and Seeding

- A. Qualifying regular season play: All teams qualify for tournament play. Teams play the other teams as often as possible as determined by the Program Supervisor in regular fall and spring season. Point totals determine standings at end of regular season play. (Win = 2 pts., OT tie or loss = 1 pt., loss = 0 pts.)
- B. The Program Supervisor will determine the structure/elimination in tournament play in advance of the fall half of the regular season and may amend that choice as necessary before the start of the last regular season game in the spring.

Section 3 Other Rules

A. Rosters and Eligibility:

All coaches must present to referees a team roster with names and numbers of players in ascending numerical order at least 5 minutes before the start of all regular season and tournament games. Only players who are present may be listed on the roster.

Any player omitted from the roster list as presented at the beginning of the game is ineligible to play in that game except as follows:

(1) At the discretion of the referee and upon application by the player's coach, a player may be added to the roster and allowed to play if it allows a team to play with, or closer to, the maximum permitted number of players on the field.

(2) With consent of the opposing coach and at the discretion of the referee, upon application by the player's coach, a player may be added to the roster and allowed to play after the start of play.

Any player listed on roster but not registered with WPD prior to play will result in a forfeiture and loss by the team of that game.

B. Referees and Cards:

Referees will maintain scoring and game sheets for all regular season and tournament games and turn them in to Supervisor at van.

Red card removes player in tournament from play in the remainder of the game and the next tournament game.

Two yellow cards at any time during a tournament and regular season games equal a red card.

Throughout the spring season, referees must report all cards, including to whom issued (name and number), offense, time in game, to supervisor(s) at van.

All decisions of the referees are final. The field van supervisor shall keep the tournament records and post results as received from the referees. At the discretion of the WPD Youth Soccer Program Supervisor, standings will be posted by single word, team chosen names only or by team jersey colors.

C. Applicability of Rules:

All rules for the grade of the WPD Youth Soccer Program to which this Appendix A is appended will apply except as modified by these changes.

IMPORTANT NUMBERS

Ambulance911
Police Department.....911
Fire Department.....911

Community Recreation Center(847) 256-9686

Andy Zavattero, Program Coordinator.....(847) 920-3928
azavattero@wilpark.org

Sara Hilby, Program Supervisor.....(847) 256-9689
shilby@wilpark.org

Carol Heafey, Recreation Program Manager(847) 256-9692
cheafey@wilpark.org

Notification of Delays or Cancellations:

- **Rainout Line.....(847) 920-7949, Ext. 1**
- **www.wilmettepark.org homepage (scroll down the main page). Click on the Rainout line to register for updates electronically. You will have the option to receive updates via text message or email.**