



BUFFALO
GROVE
PARK
DISTRICT

SOCCKER RULES

LAW #1 – PROGRAM PHILOSOPHY

The Buffalo Grove Park District youth soccer program is a recreational/instructional league designed to provide each player, regardless of ability, with a positive sports experience. The Park District stresses that each coach and parent(s) provide an environment where players will be taught fundamentals of the game, sportsmanship, confidence and friendship building, safety and most of all fun.

LAW #2 – THE FIELD OF PLAY

The field size varies to promote play based upon age group. Cones may be used to replace corner and mid-field flags.

LAW #3 – THE BALL

Kindergarten & 1-2 will use a Size #3 ball, 3-4 & 5-6 will use a Size #4 ball.

LAW #4 - THE NUMBER OF PLAYERS, COACHES RULES, PLAYING TIME, GAME CONDUCT & SPORTSMANSHIP

1. Number of Players on the field.

Small (Black) field (Kindergarten games are played with 7 - 8 players per side.

Small (White) field (1st- 2nd grades) games are played with 8 - 9 players per side.

Medium (Orange) field (3rd - 4th grades) games are played with 9-10 players per side.

Medium (Yellow) field (5th - 6th grades) games are played with 8 - 9 players per side.

Players per side may change on all fields before a game if both head coaches and the referees are all in agreement.

2. PLAYER SUBSTITUTIONS:

K & 1 – 2 LEAGUES

A. Substitutions may be made on all dead balls.

3 – 4 & 5 – 6 LEAGUES

Substitutions may be made by:

A. The team in possession of the ball during a throw-in or,

B. Either team during a goal kick. Substitutions *may not be* made prior to a corner kick by either team.

C. After a goal by either team.

D. After an injury where play is stopped to assess the injury.

3. Substitutes should enter/exit from the field at the mid-line closest to their player's bench area with the referee's permission.

4. **PARK DISTRICT RULE:** All players must play at least ½ of each league game and **ALL coaches must have every player on the team play every position during the season.**

5. K & 1 - 2 Grade Divisions – A total of two (2) coaches from each team will be allowed on the field (one coach on the defensive half and one coach on the offensive half of the field), but must remain 15 ft. away from the ball at all times. If the referee feels a

- coach has interfered with the progress of the game (Example: kicking the ball, touching a player, interfering with the referee and/or interfering with the other team, etc.), the referee reserves the right to move the coach involved to the sideline for the remainder of the game and may be replaced with another coach/parent. Coaches (3 – 4 & 5 – 6 Grade) are not allowed on the field during play and must maintain a position within a reasonable distance near the mid field line.
6. Playing Down: Teams with insufficient players to begin a game can request the opposing team to reduce the number of active players by 2 players. No team should ever "Forfeit" a game and all coaches and referees should take whatever steps required to play each game. Consult the Field Supervisor on duty for more information.
 7. During the game the goal lines must be kept clear of all spectators.
 8. All spectators must remain 7 feet away from the field of play along the sidelines. The referees will be instructed to enforce this rule through the coaches. It will be up to the coaches to enforce this rule to the spectators before each game for the safety of the players & spectators.
 9. If one team takes a FIVE (5) GOAL LEAD over an opponent, the trailing team will be allowed to add one player to the game and play with a manpower advantage until the lead has been reduced to 4 goals.
 10. If one team takes a SEVEN (7) GOAL LEAD over an opponent, the trailing team will be allowed to add two players to the game and play with a manpower advantage until a goal is scored and the trailing team must remove a player.

LAW #5 – PLAYERS' EQUIPMENT

1. Players must wear a Park District issued Jersey during games. Cold or wet weather clothes may be worn under the uniform. Gloves and knit hats are permitted. No baseball hats are allowed.
2. Jewelry (rings, bracelets, necklaces, watches, etc...) and hair beads are not permitted. Earrings are permitted but players are encouraged to take them out for safety concerns prior to each game. If a player decides to keep his / her earrings in during a game they must be taped (front and back of ear) for safety reasons. Any player unwilling to take their earrings out or tape them will not be allowed to participate in the game.
3. Players with glasses must wear snug-fitting eyeglass straps.
4. Shin guards must be worn at all times. Socks must entirely cover shin guards. Combination sock/shin guards (all-in-one) are allowed.
5. Soccer shoes or gym shoes are required. Baseball, football and metal cleats are not permitted due to safety issues.
6. Plaster of Paris or similar casting material is allowed only if it is fully covered by foam or bubble wrap and, per the referee's judgment, is not dangerous to themselves or another player. The referee's judgment is FINAL on game day.

LAW #6 – REFEREES

Referees have the discretionary power to caution any coach, player, spectator if s/he shows, by word or action, dissent from any decision given by the referee or any of the

aforementioned is guilty of unsportsmanlike conduct. Coaches are responsible for cautioning spectators of unruly behavior. The coach could receive a yellow and/or red card if his/her spectator's behavior is not curbed.

LAW #7 – THREATENING WEATHER

Lightning behavior is random and unpredictable. *Preparedness* and *quick response* are the best defenses towards the lightning hazard. As such, it is the policy of the Buffalo Grove Park District that all athletic events and contests are immediately suspended when lightning is spotted or thunder is heard. All participants and spectators should clear the field and find safe shelter. In all cases, the following procedure will be followed:

At the first sign of lightning or thunder, leave the field. Go to your vehicle and take shelter there with the windows rolled up. "If you can hear it (thunder), Clear It" (suspend activities).

AVOID the rain.

AVOID shelters and dugout areas. These are not safe from lightning.

AVOID going underneath trees. Trees "attract" lightning.

AVOID metal fences, gates, tall light poles and power poles.

Wait 30 minutes after the last observed lightning or thunder before you leave shelter. Game officials or a field supervisor will then signal a resumption or suspension of activities.

(For more information, please refer to the National Lightning Safety Institute.)

Games Suspended During First Half of Play:

When a game is in the first half of play and is delayed due to weather conditions, a 30-minute waiting period is required. After waiting 30 minutes the Field Supervisor will decide whether thunder/lightning activity requires further suspension of the game.

1. If it is determined the game cannot restart at this time, the game will be rescheduled on another date by the Recreation Supervisor.
2. If it is determined the game can restart and is suspended a second time during the first half of play, the game will be rescheduled on another date by the Recreation Supervisor.
3. If it is determined the game can restart and is suspended a second time during the second half of play, the game will not be rescheduled.

If the game is suspended during the first half of play and either coach and/or team chooses to leave the premises and vacate the game prior to waiting 30 minutes, the game will not be rescheduled.

Games Suspended During Second Half of Play:

When a game is in the second half of play and is delayed due to weather conditions, the coaches/teams may choose to leave the premises and vacate the game rather than waiting 30 minutes. This game will not be rescheduled.

Or, both teams can agree to wait 30 minutes, at which time the Field Supervisor will decide if the game requires further suspension or to allow the game to resume play. Either way, this game will not be rescheduled.

LAW #8 – DURATION OF THE GAME

1. Kindergarten grade games will be played in four equal periods of 10 minutes each (running clock).
2. 1st/2nd grade games played will be played in four equal periods of 10 minutes each (running clock).
3. 3rd - 6th grade games will be played in 4 equal periods of 12 minutes each (running clock)
4. The referee will determine reasonable time between periods or halves. The referee may shorten the periods in order to keep the games running on schedule.

LAW #9 – START OF PLAY

Players must line up on their own side of the field. The opposing team must remain 10 yards from the ball until it is kicked. The ball is in play when it is kicked and clearly moves. The kicker may not play the ball until another player has touched it.

LAW #10 – BALL IN AND OUT OF PLAY

The ball is out of play: (a) when it has wholly crossed the goal line or touchline, whether on the ground or in the air; or (b) when the game has been stopped by the referee. The ball is in play at all other times including, rebounds from the goal posts, or rebounds off referees or assistant referees when they are in the field of play.

LAW #11 – SCORING

A goal is scored when the ball wholly crosses the goal line between the goal posts, provided it has not been thrown, carried or intentionally propelled by hand or arm by an attacking player.

LAW #12 – OFFSIDE

A player is in an offside position if he is nearer to the opponent's goal line than both the ball and the second to last opponent.

A player **is not** in an offside position if:

- A. S/he is in his own half of the field of play.
- B. S/he is level with the second to last opponent
- C. S/he is level with the last two opponents.

A player shall be declared offside at the moment the ball touches, or is played by one of his / her teammates and he / she is, in the opinion of the referee, interfering with the play, interfering with an opponent, or seeking to gain an advantage by being in that position.

A player shall not be declared offside:

- A. Merely because of being in an offside position, or
- B. If he / she receives a ball directly from a goal kick, corner kick or throw-in.

LAW #13 – FOULS AND MISCONDUCT

- All players should conduct themselves within the Laws and Rules of the game.
- It is prohibited to charge into the goalkeeper anywhere within the penalty area (unless she/he is obstructing an opponent) once s/he gains possession of the ball.
- The play will be stopped for all small field games when the goalie has touched the ball and there is danger from other players coming into contact with the goalie. If no players are close to the goalie, the play will be allowed to continue.
- Goalies are allowed 6 seconds with the ball to return the ball to play, and once s/he has released the ball, may not touch it with his/her hands again until another player has touched it.
- Kindergarten through sixth grade players are not allowed to head the soccer ball in practice or in games. If a player purposely heads a ball in a game it shall result in an indirect free kick awarded to the opposing team.
- Referees will enforce all rules and laws as granted him/her by these Buffalo Grove Park District Soccer Rules and the FIFA Laws of the Game.

Buffalo Grove Park District Website:

bgparks.org

National Youth Sports Coaching Alliance (N.Y.S.C.A.) Certification and Anti-Bullying
Certification Website:

nays.org