

APACHE JUNCTION PARKS & RECREATION

4-5 YEAR OLD - YOUTH SOCCER LEAGUE – RULES 2019

Philosophy of the League

The Apache Junction Parks and Recreation Department created its youth sports programs for the fun and enjoyment of everyone involved. We stress programs that emphasize maximum participation, maximum fun, and maximum learning opportunities. Volunteer coaches have a key role in promoting the above goals of our youth sports programs. We believe that every participant should walk away from this season with newly improved skills, a sense of team and sportsmanship, as well as the desire to continue making sports and recreation a positive part of their lives.

PLAYING FIELD

- A. The *touch lines* (side boundaries) and *goal lines* (end boundaries) are part of the playing field.
- B. Team listed first on the schedule will be home team. One coach from each team will be the game official. They should work together with the visiting team coach to ensure fairness and consistency. Two coaches from each team may be allowed on the field during games. Please stay out of the way of the goal.

EQUIPMENT

Ball – A size 3-nerf soccer ball will be used for games and practices.

Shoes – Participants may use any type of regular tennis shoe or cleat, as long as the cleats are rubber and there is not a toe cleat (as there is on baseball cleats).

Uniform – The Parks and Recreation Department will provide t-shirts for this league. All participants must wear their shirt to all games or a shirt of the same color. Players will **NOT** be allowed to wear a jacket or sweatshirt over their game shirt.

Shin Guards- All participants must wear shin guards as a safety rule. Coaches will check to make sure all players have shin guards prior to each game. Parks and Recreation will have extra shin guards which may be checked out for those players who forget their pair.

PROCEDURE

- Five players will start the game for each team. Every five minutes, the home team coach will stop play for substitutions. All players on the sidelines will enter the game and replace a player on the field. Coaches will set up two players on offense, two players on defense and one goalie.
- The team listed first will start the game with a kick-off.
- All players must start in their half of the field at the beginning of the game and after each goal.
- Defensive players must stay outside the center circle until the ball is kicked and travels the distance of its own circumference.
- After the officials whistle, the kickoff is made (to a teammate) from the center spot into the opponents half of the field.
- If the ball goes out of play, the game restarts by a throw-in (if the ball crossed the touch line) or by a goal kick or corner kick (if the ball crossed the goal line).
- Once the goalie touches the ball with his or her hands, all players must back off.
- After a goal is scored, a member of the team that did not score restarts the game with a kickoff at the center of the field.
- After halftime, the team who did not kick off to start the game will have the ball to start the second half.
- Defensive players may not go past the midfield line when their team is on offense. They may straddle the line, but may not move forward into offensive zone. Defensive players may score as long as they kick the ball from behind midfield stripe.

GENERAL RULES

- Each team has 5 players on the field. One must be the goalie.
- Score will not be kept in this league.
- NO HEADING!

Ball Play

Players must kick the ball or use their head or chest to play it. They may not play, move, carry or hit it with a hand or any part of an arm, with the following exceptions:

- At a throw-in
- Goalkeeper can use his hands and arms at any time within the goal box.

The ball is out of play:

- After it completely crosses a goal line or touch line on the ground or in the air.
- If the official stops the game (on the whistle)

The ball is in play:

- After a throw-in
- After any free kick
- If it rebounds off an official who is on the field

Game Length

- We will start promptly at 6 p.m. Teams will play two 20-minute halves (running clock). Time will only be stopped for injuries and time outs. There will be a 3 minute half time.

Scoring

- A goal is scored after the entire ball crosses the goal line between the cones.

Drop Ball

- If the game is stopped by the official for any reason where there is no infraction (rule violation) while the ball is in play, the game restarts when the official drops the ball where it was when play was halted (i.e. when play is stopped by the official because of players down on the field by the ball) The ball must touch the ground before players can play it.

Throw-in

- A throw-in is made at the touch line where the ball went out of play, and the ball is thrown in by a player from the team who did not touch the ball last.
- The thrower must face the field and keep part of each foot behind or on the touch line and both feet must stay in contact with the ground.
- The ball is thrown with both hands from behind and over the head.
- All players must be at least 5 yards away from the ball.

Free Kick

A free kick is a kick awarded after a foul or misconduct. All free kicks will be indirect kicks (which mean a goal may not be scored from the first touch of the ball). A teammate must touch the ball before a goal may be scored. The following infractions will result in a free kick.

- Hand ball
 - Tripping, pushing, holding, hitting, or purposefully kicking an opponent
 - Charging an opponent in a violent or dangerous manner, except for shoulder to shoulder contact
- Players must stay 5 yards away from the point of the free kick

Goal Kick

- A goal kick is taken by any defending player, including the goalkeeper, after the ball goes over the goal line (but not into the goal) in the air or on the ground and was last touched by an attacking player.
- The ball must be stationary when kicked, and must be kicked into play beyond the penalty area from any point within the goal area.

**Note: If the goalkeeper catches the ball or picks it up off the ground, it may be thrown to a teammate, drop kicked (dropped to the ground and kicked before it hits the ground) or punted.*

Corner Kick

- A corner kick is awarded to the attacking team after the ball goes over the goal line (but not into the goal) when it was last touched by a defensive player. All players must stay 5 yards back.
- The ball is placed inside the corner kick area nearest to where it went out-of-bounds.

OFFICIALS

In our league coaches will officiate their game.

- Acts as timekeeper; starts, stops and restarts the game
- Judge where and when a ball goes out of play.

- Determines which team is entitled to a throw-in, goal kick, or corner kick

RAIN POLICY

While we do live in Arizona, there is a possibility for rain to cancel a day. In the event of rain, **YOUR COACH WILL CONTACT YOU IF THE GAME OR PRACTICE IS CANCELLED. CANCELLATIONS ARE ALSO POSTED ON THE APACHE JUNCTION PARKS & RECREATION'S FACEBOOK PAGE.** If you do not hear from your coach, assume everything is happening as scheduled. Remember, while it may be raining at your house or work, it may not be raining at the fields. Parks and Recreation makes the determination on canceling a program for the day, not the coaches. Parks and Recreation will let the coaches know if the game/practice is cancelled and then they will contact you.

TOBACCO/ALCOHOL/DRUG POLICY

Apache Junction Parks and Recreation promotes a tobacco-free, alcohol-free and drug-free environment for the children participating in our leagues. All tobacco, alcohol and illegal drug products are prohibited at the fields. Any person found in violation of this policy will be asked to leave the premises. Anyone who is found in repeated violation of this policy may be barred from attending future practices and games.

4&5 Soccer Field

(Updated 12/05/2018)

