



Pre-K – 8th Grade Spring Soccer 2017

We thank all of you who have volunteered to coach and look forward to working with you this season. This handout will answer many of your questions; others can be directed to the Youth Sports office at 541-526-1847

Team Size and Game Information:

Pre-K: Games are 3v3 with no goalkeeper. Games consist of two 15 minute halves with a 5 minute halftime. Off sides are NOT called, all kicks are indirect and balls that go out of the sidelines are thrown in. Players may redo throws if done incorrectly. Parents or coaches officiate on the field. Size 3 ball and shin guards are required under socks to play. Games must start and end on scheduled time. If game starts late they must still finish in the designated game time.

Kinder: Games are 4v4 with no goalkeeper. Games consist of two 15 minute halves with a 5 minute halftime. Off sides are NOT called, all kicks are indirect and balls that go out of the sidelines are thrown in. Players may redo throws if done incorrectly. Parents or coaches officiate on the field. Size 3 ball and shin guards are required under socks to play. Games must start and end on scheduled time. If game starts late they must still finish in the designated game time.

1/2nd grade: Games are 6v6 with one designated as goalkeeper. Games consist of two 20 minute halves with a 5 minute halftime. Off sides are NOT called, all kicks are indirect with no penalty kicks and balls that go out of the sidelines are thrown in. Players may redo throws if done incorrectly. Parents or coaches officiate on the field. Size 4 ball and shin guards are required under socks to play. Games must start and end on scheduled time. If game starts late they must still finish in the designated game time.

3/4th grade: Games are 6v6 with one designated as goalkeeper. Games will consist of two 20 minute halves with a 5 minute halftime. Off sides ARE called at this level. Indirect, direct, and penalty kicks are allowed. Referees are provided. Yellow and Red cards can be issued. Games must start and end on scheduled time. If game starts late they must still finish in the designated game time. Size 4 ball and shin guards are required under socks to play.

5/6th grade: Games are 9v9 with one designated as goalkeeper. Games consist of two 30 min halves with a 5 minute halftime. Off Sides ARE called at this level. Indirect, direct, and penalty kicks are allowed. Referees are provided. Yellow and Red cards can be issued. Games must start and end on scheduled time. If game starts late they must still finish in the designated game time. Size 4 ball and shin guards are required under the socks to play.

7/8th grade: Games are 11 v 11 with one designated as goalkeeper. Games consist of two 30 minute halves with a 5 minute half time. Off sides ARE called at this level. Indirect, direct, and penalty kicks are allowed. Referees are provided. Yellow and Red cards can be issued. Games must start ad en on scheduled times. If the game starts late they must still finish in the designated game time. Size 4 ball and shin guards are required under the socks to play.

Game Location:

Pre-K – 4th grade boys and girls: Games will be played at High Desert Sports Complex.

5/6th grade boys & 5th-8th grade girls: Games will be played at Obsidian Middle School.

7/8th grade boys: Games will be played at Spud Bowl and High Desert Sports Complex.

Field of Play:

Preschool field size:	75' x 60'	3 v 3
Kindergarten field size:	75' x 60'	4 v 4
1 st & 2 nd grade field size:	150' x 80'	6 v 6
3 rd & 4 th grade field size:	180' x 100'	6 v 6
5 th & 6 th grade field size:	280' x 135'	9 v 9

Players Equipment:

- RAPRD will provide each participant with a soccer jersey.
- **Shin guards are required and to be worn under socks.**
- Cleats are not required BUT are recommended (If cleats are used they cannot have a toe cleat).
- Shirts must be tucked in.
- No Baseball caps are to be worn during play.
- Players may not wear anything dangerous to themselves or anyone else (this includes ALL jewelry, taping over is NOT allowed).
- No casts or splints unless covered by ½ inch of padding and permission slip signed by their physician.
- Metal braces must be padded.

Referees:

- Referees will be provided for 3rd grade up.
- They will perform gear check prior to start of the game.
- They will enforce all the rules.
- Keep track of time (start game, ½ time and end game).
- Stops play if player is injured.
- Will card players & coaches for unsportsmanlike behavior.
- Report to Field Supervisor or RAPRD Youth Sports Staff on disciplinary actions and other incidents.

Substitutions/Rotation:

The games are played with a **running clock**. All rotations or substitutions made during game play will not stop the clock. Unlimited substitutions are allowed. Substitutions are allowed by possession on throw-ins, goalie kicks, kick-offs, and halftime breaks.

Injuries:

If a player is hurt, and requires the game to be stopped, they must leave the field of play for a period of time to recover. If a substitute is available they may enter the game, if no Sub is available, **it is up to the opposing coach if they want to remove a player from the field to balance the numbers.**

Facility Supervisors:

Facility supervisors will be on site to monitor games and answer questions. Please find him/her if any problems arise.

Practice:

Pre-k – 4th grade: Practice times and days are determined by the volunteer coach. We recommend an hour per practice; no more than two times a week. We ask that you not exceed this. Pre K is recommended once a week for no more than 45 minutes. Players should bring their own ball to practice.

5/6th grade: Practice times and days are determined by the volunteer coach. Practices will be 2 times per week. Players should bring their own ball to practice.

7/8th grade: Practice times and days are determined by the volunteer coach. Practices will be 2 – 3 times per week. Players should bring their own ball to practice.

Parent Meeting:

Please have a parent/ player meeting at the first practice to meet the parents and go over all rules and expectations for your team, and to sign the parent conduct form. Make sure to go over the transportation policy (children have to be picked up by someone who is listed on their registration form). As a coach, please watch this very carefully.

Location:

You may practice on any grass located on school property, city parks, or at the High Desert Sports Complex. **ALL FIELDS MUST BE RESERVED FOR PRACTICES AT THE COACHES CLINIC. ANY CHANGES MUST BE CONFIRMED WITH JULANE PRICE at 541-526-1847 PRIOR TO PRACTICING.** Please remember that softball fields are NOT available for use. It is the coach's responsibility to clean up the fields after practice!

Pictures:

Individual and team photos are not included in the cost of the program. Picture day is scheduled by Smoke Photography. Location: TBD. RAPRD youth sports leagues only contracts Smoke Photography. Parents and families are welcome to photograph their own children but not to solicit the sale of photos.

Rules and Definitions:

- **Kickoff:** At the start of the game, halftime, after goals. Team that loses coin flip kicks first. Other team gets to choose end to defend first. Ball must move forward, if the ball does not move forward first penalty is a re-kick, second is lose of possession of ball.
- **Start and Restart of Play:** Kickoff, free kicks, goal kicks and corner kicks are similar in that opponents must be 10 yards away from the ball and ball is in play when it moves. Kicker cannot play it a second time until someone else touches it.
- **Penalty Kick:** Taken from penalty spot. Keeper can move on goal line laterally until ball is struck. Kicker may not touch a second time until touched by another player. All players, other than kicker and keeper must be behind the penalty spot, outside penalty area and outside arc. Re-kick if: defense encroaches and no goal, both teams encroach, offense encroaches and a goal is made. Indirect kick for second touch by kicker.

- Free Kick: If within 10 yards of the defensive teams' goal, defense can stand on goal line. If infraction occurs inside goal area ball is brought straight out to six-yard line.
- Corner Kick: This occurs when defense kicks ball over their own end line. Kick is taken from corner arc and goal can be scored directly from kick.
- Direct Kick: Straight into the goal without having to touch anyone, can score a goal.
- Direct Kick Fouls: Unfair physical contact with an opponent or the ball. Unfair charge, pushing, holding, tripping, striking, attempting to kick or strike; handling the ball unless by a goalkeeper inside his/her penalty area. If defensive team commits a direct kick foul in own penalty area, it's a penalty kick.
- Indirect Kick: The ball has to touch another player, cannot score a goal.
- Indirect Kick Fouls: Offside, dangerous play, obstruction, cautions. Goalie infractions: wastes time, takes more than four steps when in control of ball, no back-pass rule, parrying rule (second touch).
- Goal Kick: Taken from goal (corner of goal box for 1st grade and up) by defending team. Ball must clear penalty area before anyone else may play it.
 - First Penalty: Re-kick it and either side touches the ball, must clear goal box.
 - Second Penalty: If touched by offense, then it's an indirect kick for defense and if touched by defense then it's a direct kick for offense.
- Drop Ball: For other stoppages, such as injuries or deflated ball, where the ball was when play was stopped, play restarts once the ball hits the ground.
- Ball In and Out of Play: It's out when entirely outside the touchline or goal line on the ground or in the air. It's out of play when the referee has stopped the game. It's IN when it rebounds from a goalpost, crossbar, corner flag or assistant ref or referee on the field of play.
- Offside: Will be called for 3rd grade up. Offensive player must be in opponent's half of field, in front of the ball, behind the next-to-last defender when the ball is played to him/her by a teammate and he/she is interfering with play, interfering with an opponent, or gaining an advantage. NO offside on a goal kick, a throw-in, or a corner kick.
- Throw-In: Ball is thrown from spot where it went out. Two hands on ball applying equal strength, part of both feet are on the ground at release. Feet must be on or outside the touchline. Ball is delivered from behind and over the head with thrower facing the field. Ball is in play when it crosses the plane of the outside edge of the touchline.
 - Penalty 1st grade up: Throw in by other team, goal cannot be scored directly and ball cannot be thrown and picked up by other team's goalie but the goalie can use their feet. Ball cannot be played again by thrower until another player has touched it.
- Fouls and Misconduct: Always results in a free kick, unless some other restart takes precedent.
- Obstruction: "Impeding the progress of an opponent". Generally, a player cannot use his body to impede another player's movements, even if it is not deliberate. This can be called if a player is not within "playing distance" of the ball (i.e. 3 feet) and blocks an opponent's movement or screens an opponent from the ball. However, if a player is within playing distance and able to play the ball (meaning not laying on the ground) the player can legally screen an opponent from the ball. You usually see this when a ball is going out of bounds and the player whose team will get the throw-in screens the opponent so the opponent can't save the ball. Impeding the progress of an opponent used to be called "obstruction". The rule also applies to "innocently" impeding the goalkeeper by standing in front of him when he has the ball.

- Side Tackling: Regarded in our league as a foul, Indirect and Direct kicks based on position of field.
 - First offense: Yellow Card
 - Second offense: Yellow Card
 - Third offense: Red Card
- Cards Issues: Yellow and Red Cards can and will be issued for serious offenses such as:
 - Over aggressive play.
 - Slide Tackles.
 - Handling the ball to prevent a goal.
- Ejection: Player may be ejected for:
 - Second caution (second yellow card).
 - Serious foul play (Red Card): includes slide tackling from behind, making physical contact regardless of whether ball was touched or not.
 - Violent conduct (Red Card).
 - Uses offensive, insulting or abusive language.