



OLATHE PARKS & RECREATION SOCCER OFFICIAL RULES AND OVERVIEW

Overview and Rules for Fall and Spring Seasons **(Summer 3v3 rules are added at the end of this document)**

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LEAGUE TIMELINES

League timelines are available in the descriptions of the programs in our registration system.

GENERAL LEAGUE OVERVIEW

1. Only individual registrations will be accepted. Participants will sign up for the grade they are currently in school for this year. The registration rules in our system are based on the current grade level, so make sure your child's grade is correct on your account. You may play up one grade level, but you cannot play down a grade level. Should a situation arise requiring it, we may ask for proof of grade level in the form of a report card or other documents from the school.
2. Participants will be grouped together based on the following criteria:
 - a. Coach requested - if a player signs up on time and was on the same team in the Spring, then they should get their coach request. If late to register and teams have been formed, then there is no guarantee to get the same team. If the player was not on the team before then we will wait until registration closes and see if there is room on the requested team after returning players.
 - b. School attended - We try our best to get classmates together. We love seeing full teams from one school.
 - c. Nearby schools – If there are not enough kids for a full school team then we will combine kids from nearby schools into a team as best we can. Sometimes it becomes just trying to get kids together from the same general area of town.
3. We will need volunteer parent coaches! Recreational leagues do not exist without them. If you would like to be a head coach please complete <https://www.olatheks.gov/government/parks-recreation/recreation/youth-sports/youth-sports-volunteer-coach-application>
4. For 1st-2nd and 3rd-4th grade age groups, if we have enough players in each age group, we will create divisions for the two different grade levels instead of combining them.

5. Team jerseys are included in the league registration for each team and will be provided to the head coach for distribution the week that games begin. It is recommended (not required) all players on the team wear similar color pants/shorts.
6. Coaches will determine the practice schedule at any location they choose. All that is needed is an open grass area. If you are interested in a reserved field for practices at Black Bob Park or Prairie Center Park, we will reach out to coaches to get their day/time/park request. If you would like to use an elementary school, those fields are first come, first serve to the public as the Olathe School District does not rent their school fields out. If you have your own practice location, that works as well.
 - a. Practices start two weeks before the first gameday. Weeks that practices could be held are 8/25, 9/1, 9/8, 9/15, 9/22, 9/29, 10/6, and 10/13.
7. Games will be played at Prairie Center Park. Most games (8) are played on Saturdays anytime from 8 AM – 5 PM with a couple of Sunday afternoon games as well, if needed.
 - Most games are on Saturdays, but there will be some Sunday afternoon with games. Divisions with an uneven number of teams may have a bye week and some additional Sunday games. Also, rainouts will be moved to future Sundays. Our goal is to get all games in without extending the season. If it becomes necessary, we will extend the season by one week to get in rained out games.

If you have questions about whether a game will be held due to inclement weather, [check the www.rainoutline.com](http://www.rainoutline.com) (search OPRD Sports then tap on it to go to page with all the different activities/league listed). Click on the activity in question. You can download their free app and set it up so that you receive push notifications for any activities you choose. You can also get to the RainOut Line through the link on our [TeamSideLine webpage](#) (on the home page there is a link to RainOut Line). The instant that we have made the determination of playability that line will be updated.

8. We typically do not update the Rainout Line for practices due to weather. Coaches will decide if they want to hold practices or not on their own and the rainout line will not be utilized.

LEAGUE RULES

General soccer rules apply. The information below is to provide differences in rules for our league and regular soccer rules that need to be emphasized.

Number of Players

1. **Kindergarten** – The maximum number of players on roster should not exceed six. We will make exceptions to keep from leaving one kid off a full team of classmates. The maximum number of players on the field at one time is three with no goalkeeper.
2. **1st-2nd Grade** and **3rd-4th Grade** - The maximum number of players on a roster should not exceed ten. We will make exceptions to keep from leaving one kid off a full team of classmates. The maximum number of players on the field at one time is five, including the goalkeeper.
3. **COACHES** – we can add players to your team if you are not at the max number without your permission. Our goal is to get every kid on a team who wants to play. However, we will not go over the max number without your consent.
4. No guest players are allowed. Players must be registered in the league.
5. Playing for more than one team in the league is not allowed.
6. Verification of grade level may be required at the discretion of the OPRD Staff and/or the Advisory Committee.

Substitutions

1. Substitutions may be made at any stoppage of play **at the discretion of the referee.**
2. Referees will allow or disallow substitutions in order to benefit the flow of the game.
3. If a referee feels that substitutions are being done to waste time at the end of a close game, then he/she may disallow them at his/her discretion.
4. **All players should play a minimum of 50% of the entire game.** If a team has more than the normal maximum number of players then every effort should be made to have equal playing time.

Players' Equipment

1. Equipment is not provided through the league.
2. Teams/players will need to have their own soccer balls for practice and games. Tennis shoes or soccer shoes with rubber cleats.
 - a. **NO** toe cleats are allowed.
 - b. **Shin guards are mandatory.** They must be covered completely by socks. Shoelaces should be double-knotted.
 - c. If a player has an arm cast, the cast must be wrapped with at least two inches of soft padding, which must be secured to the cast. (We suggest wrapping the cast in bubble wrap and securing it with an Ace bandage.) Player should check with the referee or site supervisor to make sure padding is sufficient. You should not be able to feel any of the hard edges of a cast through the padding.
3. **NO JEWELRY IS ALLOWED.** Players should remove all jewelry (earrings, necklaces, bracelets, etc.) before warming up or playing. This is for the child's own safety and the safety of the other players.
4. **Kindergarten** – Size 3 ball
5. **1st-2nd Grade** and **3rd-4th Grade** – Size 4 ball.

Game Days

1. **Kindergarten** – NO OFFICIALS are provided for the kindergarten league. One coach per team is allowed on the field to help coach their team. Coaches are responsible for officiating the game. They will keep the time and make calls such as out of bounds, throw-ins, goal kicks, etc. Find the Field Supervisor with any concerns during the game.
2. **1st-2nd Grade** and **3rd-4th Grade** – Officials are provided. No coaches are allowed on the field. No coaches or spectators should be at the ends of the fields by the goals. Two parents/coaches are allowed on the team sideline.
3. Field Supervisor – A field supervisor will be in attendance at every gameday. Any questions or concerns should be directed to the field supervisor.

Duration of the Game

1. **Kindergarten** – Four 8-minute periods with 2-minute breaks after the 1st and 3rd periods and a 5-minute half time.
2. **1st-2nd Grade** and **3rd-4th Grade** – Four 10-minute periods with 2-minute breaks after the 1st and 3rd periods and a 5-minute half time.
3. The play clock is a running clock and will only be stopped in the case of an injury that takes an extended amount of time.

Start of Play

1. The team that did not kick off the first half will do so at the beginning of the second half. After a goal, the kickoff is given to the team that has been scored against. Opponents must start outside the center circle while the kick-off is in progress.
2. Kick offs and all free kicks are indirect. A goal may not be scored directly from a kick-off. If the ball goes directly into the goal without touching a player on either team, the team will be allowed to redo the kick-off. The reason for the re-kick should be explained to the player.
3. In case of an injury, the game restarts with a drop ball.

Out of Bounds

1. The whole ball must cross the whole line in order to be out of bounds. If any part of the ball has not crossed the line, it is still in play.

Method of Scoring

1. The whole ball must cross the whole goal line to count as a goal. Same as an out of bounds ball.
2. **Kindergarten** and **1st-2nd Grade** - NO SCORES OR STANDINGS ARE KEPT. All participants receive a participation award.
3. **3rd-4th Grade** - SCORES AND STANDINGS ARE KEPT. Only 1st and 2nd place teams receive awards.
4. Tiebreakers for **3rd -4th grade** – the effective tiebreakers can be viewed on the standings page in TeamSideline. **The max goal differential per game that will count for tiebreakers is four.** So, in the spirit of recreational sports there is no reason to beat a team by more than four goals. If your team is obviously dominating the other team, then do things to reduce goals. For example, require your team to make 3-5 passes before they can shoot or every player on your team has to touch the ball without your team losing possession before they can shoot. In addition to reducing the blowout of the other team, these are great ways to help your team and players develop soccer skills they will need at higher levels of play.

Off-Side

1. The off-side rule does not apply. No off-side infractions will be called.

Fouls and Misconduct

1. All fouls result in an indirect free kick with the opponents at least five yards away.
2. Referees should explain all infractions and fouls to the players.
3. In the case of serious or repeated fouls (i.e. purposely hitting/kicking another player, pushing, etc.) the offending player should be substituted out of the game and sent to his or her own sideline. The player may re-enter the game on any restart after the coach has explained the infraction.

Free Kicks

1. All free kicks are indirect.
2. Opponents must be at least five yards away from the ball on all free kicks.

Penalty Kicks

1. There will be no penalty kicks.
2. All fouls in the box will be treated as any other foul and result in an indirect free kick. The ball should be placed on the goal box line as close as possible to the spot of the foul.

Throw-Ins

1. For a legal throw-in, both feet should remain on the ground and the ball should be brought over the head and thrown forward with both hands.
2. Referees should explain throw-in infractions to the player and the player should be given a second chance to do the throw correctly. After the second chance, play on whether the throw was legal or not.
3. Throw-Ins are indirect. The ball must touch a player on either team before it goes in the goal.

Goal Kicks

1. Goal kicks are taken from inside the goal box. The game may be restarted by kicking the ball completely out of the goal area.

2. **Kindergarten** and **1st-2nd Grade** - All opposing players (defensive team) are positioned behind the midline in their own defensive half of the field until the ball is played and touched by another member of the team with the goal kick. Offensive players may be positioned on their defensive half of the field, but outside of the goal area. Defensive players may attack (cross the midline) once the ball has been played and then touched by another member of the offensive team. This rule does not apply to **3rd-4th Grade**.

Corner Kicks

1. Corner kicks are taken inside the corner arc on the appropriate side of the field.

Sportsmanship

1. Olathe Parks & Recreation is dedicated to providing a fun and enjoyable atmosphere for our players, coaches and fans. All comments should be positive and supportive.
2. Coaches and players should always shake hands with the opposing team at the end of the game.
3. Teams should not record scores or league standings.
4. For safety purposes **No slide tackling is allowed at any time.**

Glossary of Terms:

Corner Kick - A corner kick occurs when the defending team sends the ball out of bounds along its own goal line. The kick is taken by the attacking team.

Defensive Team - The team without possession of the ball.

Drop Ball - One player from each team stands opposite the other. The referee drops the ball between the two players, who try to win possession for his or her team.

Goal Kick - A goal kick occurs when the attacking team sends the ball out of bounds along the defending team's goal line. The kick is taken by the defending team.

Indirect Kick - The ball must touch another player (from either team) before entering the goal.

Offensive Team - The team with possession of the ball.

Overview and Rules for the Summer 3v3 Season

All rules are the same as above with the following exceptions:

- All teams in all age groups will have a max of 6 players. Not just kindergarten.
- While there are no goalies, teams may have their three players positioned anywhere on the field except inside the goal box.
- Even **3rd-4th grade** has to retreat behind the midline when the other team has a goal kick. This rule does not apply to 3rd-4th grade in the 5v5 Fall and Spring League. Players can cross the midline when the goal kick has been played and touched by another player on the goal kick team or the ball crosses the midline.