



YOUTH SOCCER

LEAGUE RULES + INFO



Smithville Parks & Recreation
Smith's Fork Park Soccer Fields
16400 DD HWY
Smithville, MO 64089
816.532.8130 | Parks@smithvillemo.org

GENERAL RULES

MISSION

Smithville Parks & Recreation will THRIVE to provide safe recreational and leisure opportunities to the citizens; to enhance ALL interest and behavior and provide the benefits of recreation and leisure. Such as: Fun, Sense of Community, Healthy Lifestyle, and Leadership.

VISION

Smithville Parks & Recreation THRIVES to give back to the community by providing safe, affordable and inclusive recreation and leisure opportunities, within the proximity of Smithville's natural beauty.

OBJECTIVE & GOALS

The Smithville Parks and Recreation youth soccer program is designed to give all boys and girls, through participation in practices, the opportunity to learn and improve the fundamentals of the game of soccer. While also giving all participants of the community and those outside, the opportunity to take on the health benefits of recreation and improve socialization opportunities among players.

COACHES

- Shall, above all, have the welfare of each child as his or her main objective.
- Must have reasonable knowledge of the game.
- Shall act as an example of good conduct and sportsmanship to his or her team in all league matters.
- Shall place emphasis of coaching on learning rules and fundamentals, participation, and personal enjoyment.

SPORTSMANSHIP

Team members, coaches and spectators shall exhibit appropriate behavior toward other players, coaches, spectators, and officials. Unsportsmanlike conduct from team members and/or associates, including spectators, will result in one or more of the following:

- Player, coach or spectator ejection from the game
- Player, coach or spectator ejection from the league
- Player, coach or spectator suspension
- Forfeit of game

During the game, the officials have the authority to eject players, coaches and spectators. The Parks and Recreation Department has the final authority on determining the duration of suspension or other penalty. Any player (if he/she has a way home) and/or coach ejected from the game must leave the playing area. Failure to do so may result in forfeit of game. Anyone ejected from a game will be suspended for the next game.

ADMINISTRATION

The Smithville Parks and Recreation Department facilitates the youth soccer program. Decisions that are rendered by the Parks and Recreation Department are final. The National Federation of State High School Associations Rule Book and the Federation International de Football Association (US YOUTH SOCCER) are governing body of rules for our leagues unless superseded by specific youth soccer program rules as set forth by the Smithville Parks and Recreation Department.

PROTESTS

Officials' decisions in all matters are final. There shall be no protests except in cases of violation of the minimum playing requirements. Intent to protest must be so noted to the official at the request of the coach within five minutes of the conclusion of the game. The protest must then be reported to the Parks and Recreation Department by the protesting coach the next working day. Report may be made in person or by phone.

UNIFORMS & EQUIPMENT

- Conform to US YOUTH SOCCER with the following exceptions:
- Shin guards are MANDATORY
- A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).

GENERAL LEAGUE RULES

Fouls and Misconduct: Conform to US YOUTH SOCCER with the exception that no cautions or ejections shall be issued to players Fouls and Misconduct: Conform to US YOUTH SOCCER with the following exceptions: All fouls shall result in an indirect free kick with the opponent five (5) yards away. The referee must explain ALL infractions to offending player. Team Composition: Teams and games may be coed. The Start and Restart of Play: Before a kick-off at the start of the match, a coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match or if it would like to start with the ball.

GAME TIME

Games will start promptly as scheduled. A team must have proper number of uniformed players to start or continue a game. A 5-minute grace period is allowed from the scheduled starting time. The official's watch is official.

WEATHER POLICY

HEAT

YELLOW Heat index between 81-99	ORANGE Heat index between 99-105	RED Heat index between 106-115	BLACK Heat index above 115
Participants are in very little danger from heat and no special measures will be taken.	Each player must have water to be allowed to play. Coach-monitored water break required for catchers during each half inning. Coaches should instruct all players to stay hydrated and take frequent breaks.	All previous measures will be followed plus game lengths will be reduced by 15 minutes. Coach-monitored water break required during each half inning or each sub.	SPR will postpone or cancel all games until the heat index is below 115. Notifications will be given to coaches and through TeamSideline.

These zones have been published by the American College of Sports Medicine for participation in sports activities.

COLD

ABOVE 40	39-20	19-10	9 and BELOW
Full activity, no restrictions	Stay adequately hydrated. SPR will notify coaches of the threat of cold-related illness. Coaches and players should wear layers of clothing	All previous measures should be taken. Cover head and neck to prevent heat loss. Game lengths will be shortened by 5 minutes per half	All previous measures should be taken. SPR will consider postponing or cancelling all games. Notifications will be sent through TeamSideline.

The above are recommendations. Each coach is encouraged to evaluate and decide how to use this information when making practice decisions. All temperatures refer to wind chill temperatures.

LIGHTNING

10-20 MILE RANGE	0-9 MILE RANGE
Supervisor will inform each field that a storm is within the 10-20 mile range	Activities will be suspended. Individuals must leave fields and find shelter during the storm. TeamSideline will be updated with revised schedule once a decision has been made to either cancel or postpone.

Games will not resume until 30 minutes after the last lightning strike. Games will be canceled if anticipated delay is more than 2 hours.

PRE-K / K

Dimensions: The field of play must be rectangular, and the length must exceed the width:

Length: maximum 30 yards

Width: minimum 20 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. Four corner arcs each with a two (2) foot radius.

Goals: 6 feet wide x 4 feet tall

Ball: Size three (3).

The Number of Players: A match is played by two teams, each consisting of no more than Four (4) players. There are NO goalkeepers.

Substitutions: At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Each player should play an equal amount of the total playing time. The

Duration of the Match: The match shall be divided into four (4) equal, eight (8) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half time interval of five (5) minutes. Teams will not switch sides during the game.

Kick-off: All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 4 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is in play after the first forward touch. The kicker must not touch the ball again until it has touched another player.

Free Kicks: Free kicks are either direct or indirect. The ball must be stationary. For indirect kicks the kicker must not touch the ball again until it has touched another player. Opponents must be four (4) yards away from the ball until it is in play.

No-No Zone (smallest goal box): There will be a box in front of each goal that serves as a goalie. The ball should not be touched by either team inside the box. If the offensive team touches the ball inside the box, the defensive team will be awarded a goal kick. If the defensive team touches the ball inside the box, the offensive team will be awarded a goal. If the ball stops inside the box, the defensive team will be awarded with a goal kick.

Throw Ins: There will be no throw ins. In place of throw ins, participants will kick the ball in.

Goal Kicks: when a goal kick occurs, all players must be behind or equal to the halfway line.

1ST / 2ND GRADE

Dimensions: The field of play must be rectangular, and the length must exceed the width:

Length: maximum 30 yards

Width: minimum 20 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. There is a center circle with a five (5) yard radius. Four corner arcs each with a two (2) foot radius.

Goals: The size of the goals will be 6 feet wide x 4 feet tall. Goals may be smaller.

Ball: Size three (3).

The Number of Players: A match is played by two teams, each consisting of not more than five (5) players, one of which is a Goalkeeper. Minimum number of players to start or continue a game is three (3). The maximum number of players on a roster should not exceed twelve (12).

Substitutions: At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Each player should play an equal amount of the total playing time.

Duration of the Match: The match shall be divided into four (4) equal, ten (10) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Kick-off: All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 5 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is in play after the first forward touch. The kicker must not touch the ball again until it has touched another player.

Free Kicks: Free kicks are either direct or indirect. The ball must be stationary. For indirect kicks the kicker must not touch the ball again until it has touched another player. Opponents must be five (5) yards away from the ball until it is in play.

Throw Ins: There will be no throw ins. In place of throw ins, participants will kick the ball in.

Hand Balls: Any time a hand ball occurs, the opposite team will gain possession of the ball with a throw in from the closest sideline.

Goal Kicks: when a goal kick occurs, all players must be behind or equal to the halfway line.

Goalie Restrictions: The goalie is not allowed to punt the ball. They are only allowed to kick the ball on the ground or throw it within the goalie box.

The Goal Box/No-No Zone (smallest one): There will be a box in front of each goal that serves as a safe zone for the goalie. The ball should not be touched by either team inside the box besides the goalie. If the offensive team touches the ball inside the box, the defensive team will be awarded a goal kick. If the defensive team touches the ball inside the box, the offensive team will be awarded a goal. If the ball stops inside the box, the defensive team's goalie needs to pick up the ball. Offensive and defensive players are not allowed to hang out around the goal unless they are the goalie.

3RD / 4TH GRADE

Dimensions: The field of play must be rectangular, and the length must exceed the width:

Length: maximum 47 yards

Width: minimum 30 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. There is a center circle with an eight (8) yard radius. Four corner arcs each with a two (2) foot radius.

Goal Area: Two lines are drawn at right angles to the goal line five (5) yards from each goal post and extend five (5) yards into the field of play joined by a line drawn parallel with the goal line.

The Penalty Area: Two lines are drawn at right angles to the goal line twelve (12) yards from each goal post and extended twelve (12) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goal posts

Goals: The size of the goals will be 18.5 feet wide x 6.5 feet tall. Goals may be smaller.

Ball: Size four (4).

The Number of Players: A match is played by two teams, each consisting of not more than seven (7) players, one of which is a Goalkeeper.

Substitutions: At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field

Playing time: Each player should play an equal amount of the total playing time.

Duration of the Match: Conform to US YOUTH SOCCER with the exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a half-time interval of ten (10) minutes.

Kick-off: All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is in play after the first forward touch. The kicker must not touch the ball again until it has touched another player.

Free Kicks: Free kicks are either direct or indirect. The ball must be stationary. For indirect kicks the kicker must not touch the ball again until it has touched another player.

Throw Ins: Both feet must remain on the ground. With the ball going behind the head. Must be released in a forward motion. No more kick ins

Goalie Restrictions: The goalie is allowed to punt the ball. They cannot leave their goalie box when punting the ball.

Off-Side: Offsides will not be called.

5TH/6TH & 7TH/8TH GRADE

Dimensions: The field of play must be rectangular, and the length must exceed the width:

Length: maximum 75 yards

Width: minimum 47 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. There is a center circle with a ten (10) yard radius. Four corner arcs each with a two (2) foot radius.

Goal Area: Two lines are drawn at right angles to the goal line six (6) yards from each goal post and extend six (6) yards into the field of play joined by a line drawn parallel with the goal line.

The Penalty Area: Two lines are drawn at right angles to the goal line twelve (12) yards from each goal post and extended twelve (12) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goal posts

Goals: The size of the goals will be 18.5 feet wide x 6.5 feet tall.

Ball: Size four (4).

The Number of Players: A match is played by two teams, each consisting of not more than seven (7) players, one of which is a Goalkeeper.

Substitutions: At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

Playing time: Each player should play an equal amount of the total playing time.

Duration of the Match: Conform to US YOUTH SOCCER with the exception of the match being divided into two (2) equal halves of thirty (30) minutes each. There shall be a half-time interval of ten (10) minutes.

Kick-off: : All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is in play after the first forward touch. The kicker must not touch the ball again until it has touched another player

Free Kicks: Free Kicks: Free kicks are either direct or indirect. The ball must be stationary. For indirect kicks the kicker must not touch the ball again until it has touched another player.

Throw Ins: Both feet must remain on the ground. With the ball going behind the head. Must be released in a forward motion. No more kick ins.

Goalie Restrictions: The goalie is allowed to punt the ball. They cannot leave their goalie box when punting the ball.

Off-Side: Offsides will not be called.