



YOUTH SOCCER LEAGUE INFORMATION AND RULE BOOK

**City of Smithville, Missouri
Parks and Recreation Department**

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SMITHVILLE PARKS AND RECREATION MISSION STATEMENT

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 and 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:

The official/supervisor has final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions. If lightening is in the immediate area, the game shall be suspended immediately.

In the event a game must be suspended because of conditions which make it impossible to continue play, the head referee or league supervisor shall declare it an official game if one complete half or more of the game has been played. If less than one-half has been played, the game will resume from point of interruption. If the game is unable to resume that day and is not considered a complete game, the game will be rescheduled and will start all over.

Weather Hotline:

We do not have a rainout line for soccer. An email will be sent from TeamSideline for any weather-related game cancellations. Coaches may contact you directly for any practice cancellations.

Recreational Pre-K/ K Rules

The Field of Play:

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

The 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.

The maximum number of players on a roster should not exceed nine (9).

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.

Recreational 1st & 2nd League Rules

The Field of Play:

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.

The 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.

The 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 are no throw ins. In place of a throw in the participant 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.

Recreational 3rd & 4th League Rules

The Field of Play:

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.

The 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.

The 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.

Minimum number of players to start or continue a game is five (5).

The maximum number of players on a roster should not exceed fifteen (15).

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.

The 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.

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

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.

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.

Opponents must be eight (8) yards away from the ball until it is in play.

Off-Side: Offsides will not be called.

Recreational 5th – 8th League Rules

The Field of Play:

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.

The 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.

The 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.

Minimum number of players to start or continue a game is five (5).

The maximum number of players on a roster should not exceed fifteen (15).

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.

The 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.

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

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.

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.

Opponents must be eight (8) yards away from the ball until it is in play.

Off-Side: Offsides will not be called.