**The Warrensburg Parks and Recreation Youth Soccer League is designed to give youth the opportunity to play in a youth soccer program. The league is set up as a recreational activity and is not intended to make professionals out of the participants. PARTICIPATION, FUN AND POSITIVE LEARNING EXPERIENCE are the primary goals. We ask each person to keep this in mind on the playing field whether at practice or games.**

1. **GENERAL RULES**

 A, Warrensburg Parks and Recreation will have a site supervisor at all games

1. Unsportsmanlike conduct or profanity will **not** be tolerated from any player, spectator or coach.
2. No player, coach, spectator or official is permitted to use tobacco products or consume alcoholic beverages at any of the Warrensburg Parks and Recreation fields.
3. Each team will play an 8 game season. There is no post season play.
4. **SOCCER OFFICIAL RULES**
5. We will be using NFHS Soccer Rules.
6. Exceptions To NFHS Rules
7. A THROW-IN (Super Kickers & 2nd/3rd grade ONLY)
8. On a throw-in, the player will have two opportunities to throw the ball in correctly (the same person will attempt both throw-ins).
9. If a player fails to correctly throw the ball in on his second attempt, possession will change.
10. NO SLIDE TACKLES (all grade levels)
11. This includes ALL grade divisions.
12. The penalty for a slide tackle will be a free kick for the team being tackled.
13. NO ROUGH PLAY
14. No pushing, tripping, kicking
15. No use of high elbows will be allowed
16. LOCATION OF GAMES (West Park Soccer Complex)
17. Instructional Fields #1 #2 #3
18. Super Kickers Fields #1 #2 #3
19. 2nd/3rd Grade Fields #5 #6
20. 4th/5th Grade Field #7
21. 6th/7th/8th Grade Field #4
22. NUMBER OF PLAYERS PER GRADE LEVEL
23. Super Kickers 4 v 4 (No Goal Keeper)
24. 2nd/3rd Grade 6 v 6 (Includes Goal Keeper)
25. 4th/5th Grade 8 v 8 (Includes Goal Keeper)
26. 6th/7th/8th Grade 8 v 8 (Includes Goal Keeper)
27. NUMBER OF PLAYERS TO START A GAME
28. The minimum number of players to start a game is \_\_\_ players for 2nd-5th grade, the minimum number of players for 6th-8th grade is \_\_\_ players to play otherwise they have to forfeit.
29. PLAYER EQUIPMENT
30. Shoes shall be either tennis shoes or molded rubber cleats. Steel cleats, cleats with steel tips, or cleats with spiked toe (baseball cleats) are all prohibited.
31. Any player without shin guards will not be allowed to play.
32. Socks must cover the entire shin guard.
33. WPR highly recommends all shin guards need to be placed no higher then two inches above the ankle for safety purposes. Shin guards with NOCSAE seal are also highly recommended.
34. The goalie must wear a contrasting shirt color to set them apart from the rest of the team.
35. NO JEWELRY will be allowed. This includes hair pins, brackets, necklaces, bracelets etc.
36. LENGTH OF GAMES
37. All games will be played with a running clock; Head Official will kept official time.
38. Super Kickers 2—20 minute halves Halftime: 8 minutes
39. 2nd/3rd Grade 2 – 25 minute halves Halftime: 8 minutes
40. 4th/5th Grade 2 – 30 minute halves Halftime: 8 minutes
41. 6th/7th/8th Grade 2 – 35 minute halves Halftime: 8 minutes
42. PLAYING TIME
43. Each player must play at least half of each game, more specifically, half of each half.
44. SOCCER BALL SIZE
45. Super Kickers Size 3 Soccer Ball
46. 2nd/3rd Grade Size 4 Soccer Ball
47. 4th/5th Grade Size 4 Soccer Ball
48. 6th/7th/8th Grade Size 5 Soccer Ball
49. SUBSTITUTIONS
50. Teams may substitute as many players, and as often as they would like.
51. When can you make a substitution?
52. On any goal Kick
53. After a goal is made by either team
54. Any official’s time out
55. Any team’s throw-in
56. On all substitutions the game official will motion in all of the players.

D. A player may not run onto the field until he/she has been motioned on by the official.

1. TIE GAMES

In the event of a tie, there will be a Five (5) Minute Extra Period.

1. This is NOT a Sudden Death overtime period.
2. Who ever is ahead after the full 5 minutes has been played will be the winner.
3. The first possession will be given to the Home team.
4. If the game is tied after the Five (5) Minute Extra Period, another Five (5) minute period will be played, teams will switch direction; if game remains tied after second extra period, game will declared a tie.
5. SPECTATOR SEATING

Spectators should sit on the opposite side of the team benches, not around the field. No one should be standing behind the player benches or behind the goal area. If this rule is violated, the referee will have the authority to suspend the game until the spectators are seated appropriately. WPR highly recommends bringing a lawn chair.

1. YELLOW AND RED CARDS
2. If a player is given two yellow cards in the same game, that is equal to a red card. A red card can be giving at any time without the player first receiving a yellow card.
3. Any player who has been ejected (red carded) must remain on the team bench until the completion of the game. The coach is responsible for ensuring that an ejected player, sitting on the bench, does not engage in disruptive behavior.
4. A player who has been red carded CAN be replaced on the field by an eligible bench player.
5. If a player or coach is red carded, they must meet with the Recreation Supervisor, Alex Kent, and Assistant Coordinator, Paul Hartwell, prior to participating in next scheduled game.
6. SPORTS INFORMATION HOTLINE & CONTACT INFORMATION
7. In case of bad weather please call, 747-5100, and there will be a message if games will not be played for the particular day. The hotline will be updated by 4:00pm on weekdays and 8:00am on Saturday meetings.
8. Follow Warrensburg Parks and Recreation on Twitter: @Wburg­\_parks\_rec
9. If a game is canceled or if a game in progress is stopped prior to half-time, those games will be replayed in their entirety.
10. Contact Alex Kent for any information by calling 660-747-7178 or email, alex.kent@warrensburg-mo.com.
11. The schedules for games throughout the soccer season can be found at teamsideline.com/warrensburg. For more information or questions concerning how to navigate through the website please contact Alex Kent 660-747-7178

Explanation of Soccer Rules

 No Hands

* The rule for a hand ball includes using any part of the body from the tips of the fingers to the shoulder.
* The proper way to look at this soccer rules is that a player cannot “handle” the ball. A ball that is kicked and hits a player’s hand or arms is not a hand ball. This means that the referee must use their judgment to determine whether or not a hand ball is accidental contact or a purposeful attempt to gain an advantage.
* There is also a situation in which the goalie cannot use his/her hands. This is sometimes called the back-pass rule. Goalkeepers cannot pick up a pass that came directly from one of their teammates. In this case, the goalkeeper must use his/her feet. Infraction of this soccer rule will result in an indirect kick from the point of the infraction.

Corner Kicks and Goal Kicks

* A corner kick or goal kick is taken when the ball leaves the field across the end line.
* If the offensive team kicks it out, play is restarted with a goal kick. If the defensive team kicks it out, play is restarted with a corner kick.
* The goal kick is taken from anywhere inside the ‘goalie box’. The goal kick can be taken by any player, not just the goalkeeper.
* The corner kick is taken from the corner nearest to where the ball left the field.

Fouls

* The common rule of thumb on fouls is “if it looks like a foul, it probably is.”
* A player cannot kick, trip, jump at, charge, strike, push, hold, or spit at an opponent.
* Soccer can be a physical, contact sport when two opposing players both want the soccer ball.
* Bumping or going shoulder-to-shoulder while competing for a ball is not a found until the hands or elbows come up. This is a judgment call and not all referees will call it the same way.

Direct and Indirect Free Kicks

* The simple difference between the two is this: On a direct kick you can score by kicking the ball directly into the goal. On an indirect kick you cannot score. An indirect kick must be touched by another player before it goes into the goal – that is the kicker and the second person.
* In general, a direct kick comes from a contact foul or hand ball. Everything else is indirect.

Offside Rule

* You will not be called offside on a corner kick, goal kick, or throw in. A player must be involved in an active play as determined by the referee to be called offside.
* A player is in an offside position if:
	+ He/She is nearer to his opponents’ goal line than both the ball and the second last opponent. .
* You can’t be offside’s if you gain possession or are passed the ball on your half of the field.
* Offside rule applies when the ball is kicked and where the player is when receiving the pass, not when the player receives the ball.