# **EXPECTATIONS OF PLAYERS, PARENTS, AND SPECTATORS**



#### Please Remember:

- 1. These are Kids
- 2. This is a Game
- 3. The coaches are Volunteers
- 4. The referees are Human
- 5. This is not the World Cup

## Code of Conduct

### All parents, spectators, players & coaches are expected to:

- Respect authority
  - You will not always agree with a decision but you are expected to show respect to all referees, coaches & BAS staff. If there is an issue you need to calmly speak to the Director of Recreation
- Be encouraging
  - This means that you cheer, not yell. You should be an encouragement to each child on the court regardless of the team they are on. Each child is here to compete, learn and grow and all involved should be an aid in that not a detriment.
- Be a good example
  - A child arguing with a referee is a learned behavior; don't let them learn it from you. You are expected to be a good example to all on the court. What you do in moderation, the kids will do in excess.

# Should you violate any of these expectations; the following disciplinary action will be taken at the Director of Recreation discretion:

- Warning & written documentation
  - For your first offense you will be given a warning by the Director of Recreation and there will be written documentation
- Meeting with the Direction of Recreation leadership
  - For a second offense there will be a mandatory meeting with the Director or Recreation followed by a potential suspension at leadership's discretion. If there is a delay in meeting with leadership you will not be able to be on the court until the meeting is held
- Meeting with Director of Recreation & extended suspension
  - For a third offense there will be a mandatory meeting with the Director or Recreation. Leadership will also determine how long the suspension from the court will be. If there is a delay in meeting with leadership you will not be able to be on the court until the meeting is held.

#### GAMES/RULES OF PLAY: JK – 6<sup>th</sup> Grade

Rules of Play shall be the Laws of the Game as published by FIFA. All contests sanctioned by this League shall abide by the "Laws of the Game" and the modifications as published by the League.

- I. Coaching is to take place from the sidelines between the center line and the penalty area line. The home team has their choice of sideline, or end of the field in the cases where only one side of a field is available.
- II. Giving one's own team points of strategy and position is permitted, provided:
  - a. No mechanical or electronic devices are used
  - b. Tone of voice is informative and not a harangue
  - c. Only coaches are allowed in the coach's box during the game
- III. All family, friends, relatives and team officials must remain on the team's side or end of the field, and the coach is responsible for their unacceptable behavior.

League	Dimensions (LXW)	Goals	Details
JK/Kinder	50ft X 65Ft	4 X 6 Feet	*Games will be played with 4 players per team: (two defenders, and two forwards) *No game can be played with less than 3 players
1 <sup>st</sup> – 2 <sup>th</sup> Grade	120Ft X 90Ft 40 x 30 Yards	4 X 8 Feet	*Games will be played with 6 players per team: (Goalkeeper, two defenders, and three forwards) *No game can be played with less than 5 players
League	Dimensions (LXW)	Goals	Details
3 <sup>rd</sup> /4 <sup>th</sup> Grade	150 Ft X 100Ft	6 X 12 Feet	*Games will be played with 6 players per team (Combination of Goalkeeper, forwards, midfielders, and defenders) *No game can be played with less than 5 players
5 <sup>th</sup> /6 <sup>th</sup> Grade	70 X 50 Yards	6 X 18 Feet	*Games will be played with 8 players per team: (Combination of Goalkeeper, forwards, midfielders, and defenders) *No game can be played with less than 7 players

IV.  $JK - 6^{th}$  Grade Rules and Regulations

#### **II. THE BALL**

- A. JK/K 2<sup>nd</sup> Grade: Size Three (3)
- **B**.  $3^{rd}-4^{th}$  Grade: Size Four (4)
- C. <u>5<sup>th</sup>-6<sup>th</sup> Grade</u>: Size Five (5)

#### **III. PLAYERS/TEAMS**

A. Team Formation: Teams/rosters formation based on the following protocol:

- **1.** New teams are formed for each season.
- **2.** Team shall be comprised of participants with similar ages/grades.
- **3.** Teams are formed based on the school a participant attends.
- 4. Practices days are pre-assigned.
- **4.** Once a player is assigned to a team, he/she is required to remain on that team.
- 5. Players can only play on one team.

#### **B. Requests**

- 1. No coach, friend, or practice day requests will be considered.
- 2. Head Coaches may request one (1) assistant coach to coach with.

#### **D.** Playing Time

**1.** ALL players must be substituted in and out of each game as equally as possible.

#### **D.** Substitutions

JK/K – 6<sup>th</sup> Grade: Substitutions may only be made during a stoppage of play. All substitutes must be waved on by the referee after a substituted player leaves the field.
 There is unlimited substitutions only under the following circumstances:

- Any deadball
- On a goal kick (either team)
- After a goal has been scored (either team)
- Between periods (either team)
- -Throw-ins

-In the event of an injury, the injured player may be substituted. Only the injured player may come out. The game is restarted with a drop ball.

- When a player is cautioned (issued a card). The opposing coach may sub like number of players subbed by the other team for injured or cautioned players.

#### **IV. PLAYER'S EQUIPMENT**

**A.** All players are required to wear the BARC soccer uniform. The uniform shall not be altered in any way and must be worn on the outside of additional clothing.

**B.** Shin guards are MANDATORY; no one will be allowed to play without shin guards. Shin guards will be checked before the start of every game

C. Socks must cover shin guards entirely.

**D.** Athletic shoes or soft-cleated soccer shoes are required. NO metal cleats or screw-in cleats are allowed.

- E. No jewelry is allowed. This includes earrings and metal hairclips
- **F.** A player shall not wear anything which is dangerous to themselves or other players.

**G.** Any type of safety devices must be approved by the league coordinator prior to the game with adequate time to notify the referee; otherwise the player will not participate.

#### **V. THE REFEREE**

A. 1<sup>st</sup>/2nd Grade: Coaches will be on the field and officiate the game.

**B. 3**<sup>rd</sup>-**6**<sup>th</sup> **Grade**: Coaches must be on the sideline and there will be one official.

\*\*If there is a shortage of referees, an adult may serve as a linesperson if mutually agreed upon by both coaches. Their job is to signal when the ball has gone out of play. The head/center referee has the final say in all disputes/judgement calls.

**B.** The listed policies in this statement shall be administered by the head referee.

**C.** All games played under the jurisdiction of BARC shall be officiated by referees approved by the Director of Recreation.

**D.** If at all possible, BARC referees shall not officiate any game in which a relative is playing or coaching.

**E.** The referee shall be the sole judge on the field of play, and decisions rendered shall be final. No protests will be accepted.

**F.** When a player or coach has been ejected from a game, the referee shall not restart the game until the ejected individual has left the field to the satisfaction of the referee.

G. Should a referee become incapacitated during a game from any cause the would prevent him/her from continuing, control of the game must be turned over to another properly registered referee or another person mutually agreed upon by both coaches.
H. Officials must be at least one age group older then the age they are officiating.

#### **VI: DURATION OF GAME**

**A.** JK/Kinder: The match shall be divided into a thirty (30) min practice followed by a thirty (30) min game. The clock will not stop during the game.

**B.**  $1^{st} - 6^{th}$  **Grade:** The match shall be divided into two (2) twenty (25) minute halves with a five (5) minute halftime break. The clock will not stop during the game.

#### **VII: START OF GAME**

A 1<sup>st</sup> – 6<sup>th</sup> Grade: A coin flip/rock-paper-scissors will determine who will start with the ball in the 1<sup>st</sup> half. The team that loses the coin flip/rock-paper-scissors will start with the ball in the 2<sup>nd</sup> half. A kick-off is used to start the game, after a goal is scored, and to begin the second half. No opposing player may be within the center circle until the ball is in play. The ball is considered in play after it has been kicked and moves forward (the initial kicker may not touch the ball until it has been touched by another player of either team). A goal MAY NOT be scored from a kickoff. Re- starts of play will be determined and administered by the referee as per FIFA laws. As of 2017, Kickoff can go in any direction, not just forward. All free kicks be indirect.

#### VIII. BALL IN AND OUT OF PLAY

- **A.** Conform to FIFA Laws of the Game.
- **B.** The ball is out of play when it has wholly crossed the goal or touch-lines. The last team that has touched the ball before it completely passes over the touch-line loses possession and the other team re-starts play with a throw-in from the point the ball went out.
- **C.** Injury stoppages or unusual circumstances are restarted normally with a drop ball. The ball must touch the ground before either player can kick it.

**D.** The going completely over the end line and not in the goal, kicked by an offensive player, results in a restart by goal kick. If the ball is last touched by a defending player, a corner kick restarts the game.

- **Drop Ball:** A ball dropped by the referee between two players (one from each team), to restart the game after play was stopped or a no-penalty situation. The ball is dropped where it was last in play or at the nearest point outside the quarter field area. The ball must touch the ground before it can be kicked.
- **Goal Kick**: When the whole of the ball passes over the goal line (excluding that portion of the line between the goalposts) and it was last played by a member of the attacking team, the ball is awarded to the defending team. A goal kick is taken by a defending player two (2) or three (3) yards in front of the goal. The kicker cannot play the ball a second time until it has been touched by another player (of either team). The opposing team must be outside of the buildout lines (see below).
  - In 1<sup>st</sup>-2<sup>nd</sup> grade, the opposing team must retreat behind the midfield line.
  - In 3<sup>rd</sup>-4<sup>th</sup> grade, the opposing team must retreat behind the buildout line (Dashed line halfway between the large goal box and midfield) (Picture at end of rule book).
  - <u>5<sup>th</sup>-6<sup>th</sup> grade, once the ball is kicked, it is live.</u>
  - Once the ball is kicked, the opposing team may cross the buildout line
- **Corner Kick**: When the ball passes over the goal line and is last touched by a defending player, a corner kick is taken by an offensive player. The ball is placed completely within the corner closest to where the ball went over the end line. Defenders must be five (5) yards away. The ball is in play after it has been kicked and moves forward. The player taking the kick cannot touch the ball again until another player (either team) touches it. <u>All corner kicks are considered indirect kicks and a goal cannot be scored directly from a corner kick.</u>

#### **IX: METHODS OF SCORING**

- **A.** The whole of the ball must cross the goal line between the goal posts and under the cross bar. One point is awarded for every time the ball completely passes over the goal line within the enclosure.
- **B.** The ball cannot be thrown, carried or intentionally propelled by hand or arm over the goal line.
- C. 1<sup>st</sup> 6<sup>th</sup> Grade: When the goal differential becomes 5, the team with fewer goals shall add an additional player. For each goal differential increase above 5, the team with fewer goals shall add an additional player to a maximum of 9 players for 1<sup>st</sup> 4<sup>th</sup> grade.

#### **X: OFF-SIDES**

A. JK/K – 6<sup>th</sup> Grade: There are NO OFF-SIDES. "Cherry Picking" (hanging up near the opponent's goal when the ball is back in the defensive end) shall not be permitted. If it occurs, the referee will instruct/warn the coach and the player. Players on the defensive end are not permitted to be positioned within five (5) feet of the goal box (with the exception of the goalkeeper). Players may only enter the goal box to prevent the offense from scoring when the ball has entered the box or when an offensive charge is occurring.

#### **XI: FOULS AND MISCONDUCT**

- **A.** All penalty kicks (outside of the large goalie box) are indirect another player must touch the ball before a goal can be scored. A player who intentionally commits any of the following nine fouls shall be penalized by the award of an indirect free kick to be taken by the opposing team from the place where the offense occurred. The opponents must be 5 yards from the ball.
- **B.** A penalty that occurs within the large goalie box will result in a direct penalty kick. This is for 3<sup>rd</sup>-6<sup>th</sup> grade only. No direct penalty kicks for jk-2<sup>nd</sup> grade.
- **C.** <u>NOTE</u>: <u>A header inside the goal box will NOT be a direct penalty kick. Instead, the ball will be placed on the large goal box line and be considered indirect.</u>

#### D. DISCIPLINARY SANCTIONS (3<sup>rd</sup>-6<sup>th</sup> Grade)

**A. YELLOW CARDS** (cautions) may be issued to a player when the player:

**1.** Is guilty of unsporting behavior

2. Shows dissent (disagreement with the ref) by word or action

3. Persistently breaks the Laws of the Game

4. Delays the restart of play

**5.** Fails to respect the required distance when play is restarted with a corner kick or free kick

- 6. Enters or re-enters the field of play without the referee's permission
- 7. Deliberately leaves the field without the referee's permission

**B. RED CARDS** (ejections) may be issued to a player when <u>the player</u>:

- **1.** Is guilty of serious foul play
- **2.** Is guilty of violent conduct

3. Spits at an opponent or any other person

**4.** Denies an opponent a goal or a clear goal-scoring opportunity by deliberately handling the ball within his own penalty area (except for goalkeepers)

**5.** Denies an obvious goal-scoring opportunity to a player moving toward his goal by an offense punishable by a free kick or penalty kick

6. Uses offensive, insulting or abusive language

7. Receives a second caution (yellow card) in the same match

\*The referee and/or coach must explain *all* infractions to the offending player.

\*\*\*In the event a coach acts in such an unsporting manner that the referee finds it detrimental to the players, the referee/coach may order the game abandoned. Both coaches are required to notify BARC Staff as soon as possible.

#### XII: THE THROW-IN

- A. To restart play after the whole of the ball has passed over a touchline, the ball is thrown in from the point where it crossed the line by a player of the team opposing the person who last touched the ball. Opposing players are not allowed to dance about or try to impede the thrower. The player executing the throw-in must have a part of both feet either touching the touch line or outside the playing field when the ball is released. (One or both feet in the air at the time of the throw-in is illegal). The ball must be held to the back of the head, and body must face the field of play. The thrower cannot touch the ball until after it is touched by another player.
- **B.** A goal cannot be scored directly from a throw in.
  - a. If the ball enters the opponent's goal from a throw in, a goal kick is awarded
  - b. If the ball enters the throwers' goal from a throw in, a corner kick is awarded
- **C.** Jk-4<sup>th</sup> grade players are allowed two chances to make a legal throw-in. The referee shall explain the proper method before allowing the player to re-throw. If the player makes a second consecutive illegal throw-in, the ball shall be awarded to the other
- **D.** Feet may touch the touchline; however, they are not allowed to step over.

\*COMMENTARY: The throw-in is a skill that should be taught to all players, and all players not only those best at it, should get chances to make throw-ins.

#### **XIII: COACHING**

A. Spectators must be stationed on the sideline opposite of the teams. Spectators must be stationed on the sideline opposite of the teams. Spectators are not allowed behind the goals or players bench. Coaches are expected to display good sportsmanship while on the field of play. Every coach is responsible for the actions of his/her team's players, assistant coaches and parents, and is required to take all possible precautions to prevent spectators from threatening or assaulting officials or players before, during or at the conclusion of the game. Coaches who conduct themselves in an unsporting manner, or permit parents to conduct themselves in an unsporting fashion may receive yellow or red cards from officials. Please refer to the coaches' manual for coaches' code of conduct and enforcement of code of conduct. The coaches shall be responsible, prior to the game, to check all players of their teams to ensure that no dangerous equipment, jewelry, etc. is being worn. Verbal criticism of referees will not be allowed. Remember that the referees have a difficult job at best, and provide a valuable service that contributes to a successful soccer season. All soccer participants - coaches, referees, spectators, and players must be treated with respect.

#### Miscellaneous

- **A.** Team officials and players are encouraged to shake hands with opponents after each game.
- **B.** A goal can be scored from inside the small goal box **IF** the goalie does not have their hands on the ball
- C. No headers allowed. This includes intentional or non-intentional use of the head.
- D. Buildout Link for 3<sup>rd</sup>/4<sup>th</sup> Grade Layout

