

**Mokena Community Park District
Youth Recreational Soccer League Rules
4-Kindergarten & 1-2nd**

Player Equipment

- All players are required to wear shin guards under their socks during all practices and games.
- Soccer cleats are recommended, though any closed-toed sneakers are acceptable. Metal spikes and toe cleats are not acceptable.
- Goalies are required to wear a different color uniform to differentiate them from field players. Goalie gloves are optional. 4-Kindergarten does not play with a goalie.
- **Absolutely no jewelry is allowed.** This includes earrings, piercings, rings, bracelets, wristbands, barrettes, necklaces, metal hair clips, large protruding hair clips, or any item coaches or officials feel could cause injury to other players. We do not allow taping over jewelry. All jewelry must be removed before practices and games.
- In colder conditions, we allow sweatshirts and pants to be worn under a player's uniform. Hoods must be tucked into the back of the player's uniform. Knit hats are acceptable in cold weather.
- 'Hard billed', 'baseball' hats and/or sunglasses will not be permitted.

General Rules for all Levels

- All rules are subject to change based on the league's discretion. Any rules not stated will defer to FIFA rules.
- Each team must have at least 1 coach or team representative present for a game to be played.
- Player benches should be on the opposite side of the field as spectators. Each team should stay on their designated side of the mid-field line.
- All players must play at least half (2 quarters) of each game. No player may play 4 quarters unless every other player has played 3 quarters. All players are expected to be rotated through each position.
- The visiting team will start the opening kickoff.
- There is no 'purposeful' heading or slide-tackling allowed in any division.
- 1-2nd grade only: 3/5 Scoring Rule: If leading team goes up by 3 or 4 goals, the losing team must add 1 additional player to the game. If the leading team goes up by 5+ goals, the losing team must add a 2nd additional player to the field.
 - Additional players are removed from the field as the score comes back within 5 or 3 goals.
- Tiebreakers in the standings will be determined by the game results of the FIRST head-to-head game between the tied teams.
 - Least number of goals allowed in the season will be used to break further ties in the standings.
- Timeouts - Each team will be allowed 1 - 1-minute timeouts per half, and 1 extra timeout in OT periods. Unused timeouts do not carry over between halves or OT.

LAWS OF THE GAME

Law 1: Field of Play

- Field dimensions vary depending on location, age division, and number of players on the field. Visit Illinoisyouthsoccer.org for field dimension information.
- Both team benches shall be on the same side of the field. The coaching area shall extend from midfield to the top of the goal box on the team's own sideline.

- All spectators and parents are to sit on the opposite side of the field as team benches and officials.
- All Players and spectators will remain seated behind the marked 'seating lines', 5ft back from sidelines.

Law 2: The Ball

- Game balls will be provided by the Site Supervisor.
- Age 4-K: Size 3.
- Grade 1/2-3/4: Size 4.
- Grade 5/6-7/8: Size 5

Law 3: Number of Players (per team)

- Ages 4-Kindergarten: 4 players on the field per team. There is no goalie.
- 1st-2nd Grade: 6 players + 1 goalie, 7 total. (Exception – when 3/5 scoring rule is implemented)
- Player substitutions may only take place after each quarter for 4-Kindergarten unless a player is hurt.
 1. Player Substitutions for 1st-2nd grade: Substitutions will take place at a stoppage of play nearest to the 5-minute mark in each quarter, as well as the end of each 10-minute quarter. If needed before the 5-minute mark, you are permitted to do so.

Law 4: Player's Equipment

- Player equipment shall consist of a shirt, shorts/pants, socks, shin-guards, and shoes.
- Shoes must be closed toed gym shoes or cleats (no metal, no toe cleat)
- The goalie must wear a jersey/pinny color that distinguishes them from the other players.
- Hats are not permitted to be worn during play. (Exception... soft, knit hats in cold weather)
- Sweatpants and sweatshirts are allowed during cold weather
 - Sweatshirts must be worn under the jersey with the hood tucked into the neck
- **NO JEWELRY can be worn at any time during practice or games**
 - Rings, necklaces, piercings, metal hair clips, sunglasses... MUST be removed to play.
 - CANNOT tape over jewelry.
- Eyewear
 - All players will be required to wear either sports goggles that protect their prescription glasses or prescription sports goggles. This is a policy to protect players from injury. Players not conforming to this rule will not be allowed to practice or play.
 - Permitted vision correction devices include: soft contact lenses, sport glasses (with plastic, rounded edge frames specifically designed for contact sports) or regular framed glasses with shatter resistant sports lenses covered by approved protective sports goggles.

Law 5: Referees

Referees are responsible for control of the game and their decisions are final.

The referee is responsible for calling fouls and keeping time.

Coaches are responsible for keeping score of the game and reporting scores to Site Supervisors.

If a referee fails to appear for a game... coaches discuss and agree on a substitute volunteer to officiate, work together to officiate the game themselves, or cancel the game and reschedule for a later date.

Referee Abuse - Harassment or abuse WILL NOT be tolerated. Referee abuse consists of the following:

- Insulting, Belittling, Insinuating or Taunting Behavior Undermining Referee Authority
- Harassment, Intimidation, Retaliation, Abusive, or Threatening language
- Any deliberate touching

Law 6: Assistant Referee

- At the referee's discretion, volunteers can be recruited to assist with out of bounds/offsidess calls (ONLY at referee's request)

Law 7: Duration of the Game

- Age 4-Kindergarten: Games consist of 4 quarters 6 minutes each with 2 min. between quarters.
- 1st-2nd: Games consist of 4 quarters 10 minutes each with 2 min. between quarters, and 5min breaks at halftime.

Law 8: Start of Play

- AWAY team will take possession of opening kickoff.
- Teams alternate possession of the opening kickoff to start each quarter.
- 1st-2nd: Teams will switch playing sides after 2 quarters. Ages 4-Kindergarten will NOT switch sides.

Law 9: Ball In/Out of Play

- The ball is out of play when it has gone entirely beyond the goal or touch line, whether on the ground or in the air, or when the game has been stopped by the referee.

Law 10: Method of Scoring

A goal is scored when the ball has passed completely beyond the goal line, between posts and under the cross bar.

Law 11: Offsides

No offsides will be called for ages 4-2nd grade.

Law 12: Fouls and Misconduct

Fouls are classified as either Penal (contact) or Technical (non-contact)

- Penal fouls include malicious tripping, pushing, shoving, etc.
- Technical fouls include dangerous plays and impeding (obstruction)

Slide Tackling and purposeful head balls are not allowed in any division.

Law 14: Penalty Kick (PK)

A penalty kick is a free kick taken at the penalty mark, awarded when an offensive player is fouled inside the opposing teams goal box.

There are NO PKs in Grades 3/4 or below. There ARE PKs in the Grade 5/6 and above.

Law 15: Throw-In

A throw-in is taken when the ball completely crosses the touchlines (sidelines).

Throwers must have both feet on the ground upon throwing and must throw the ball with two hands over the top of their head.

The thrower cannot be the first person to touch a ball after it is thrown in.

A goal cannot be scored by throw-in.

At the referee's discretion, players may be given a 2nd attempt after an illegal throw-in. After the 2nd failed attempt, a throw-in is awarded to the other team. Ages 4-Kindergarten will be awarded 3 throw-ins.

Law 16: Goal Kick

1st-2nd Grade: A goal kick is awarded when the offense kicks the ball over their opponents' goal, and must be taken from within the defending team's goal box
The ball must leave the goal box to be put back in play.

Law 17: Corner Kick

A corner kick is awarded when the defense kicks the ball over their own goal line.