

**Loveland Parks & Recreation
Youth Soccer Official Notes**

Pre-Game

- Welcome Coaches
- Review Basic Rules
- Uniform & Equipment Check
 1. Youth Athletic t-shirt
 2. Shin guards – fully covered
 3. Tennis shoes or cleats (if baseball style, front toe cleat must be removed)
 4. No jewelry! No casts.
- Home team wears red
- Home team provides game ball (Be sure to return ball to red coach after game)
- Determine kicking team. Alternate at quarters or half

Number of Players

Pre/K	4v4 no goalie *Poison Box used
1 st & 2 nd grades	7v7 includes goalie
3 rd & 4 th grades	9v9 includes goalie
5 th & 6 th grades	9v9 includes goalie

***Poison Box (Pre/K only)** – Use goal box. No players allowed in box during live play. If offense enters box to score goal, then defense is given a goal kick. If defense enters box to stop a goal, then offense is given a corner kick. If the ball comes to a complete stop in poison box, then defense is given a goal kick no matter who touched ball last.

***Team is short number of players** – If a team has fewer than minimum number of players, they do not forfeit. We want all players to play. The other team will need to either loan a player or two, or play down to the number of players the short-handed team has.

Time & Substitutions

Pre/K & 1 st & 2 nd grades	Four 10-minute quarters Sub every 5 minutes
3 rd & 4 th grades	Four 10-minute quarters Sub at quarters only
5 th & 6 th grades	Two 25-minute halves Standard soccer subs. Before throw in by throwing team, Before goal kick or kickoff (either team)

- Quarter break – 1-2 minutes
- Halftime – 3-5 minutes
- Pre/K only – if either team has more than 8 players, then add an extra 5-minute substitution at the end of the 2nd half to give a little more playing time. Be sure to let both coaches know.

Fouls, Penalties, Other Rules

	Pre/K, 1-2	3-4	5-6
Indirect FK	Yes	Yes	Yes
Direct FK	No	Yes	Yes
Penalty Kick	No	Yes	Yes
Offside	No	Yes	Yes
Slide Tackle	No	No	Yes

***Heading is not allowed** – results in an Indirect Free Kick for opponent

Remember – Smile! Have fun! Be friendly and approachable. Blow your whistle. Use hand signals. Enforce rules fairly. TEACH the players so they learn from their mistakes. Give second chances, especially the younger levels.

***Return game ball to red (home) team!**

Loveland Parks & Recreation Youth Soccer Program Shorts

	Pre/K	1st & 2nd Grade	3rd & 4th Grade	5th & 6th Grade
Number of Field Players	4v4	7v7	9v9	9v9
Goalkeeper	No	Yes	Yes	Yes
Ball Size	#3	#3	#4	#5
Game Duration (running clock)	10-min. quarters	10-min. quarters	10-min. quarters	25-min. halves
Substitutions	At quarter and mid-quarter	At quarter and mid-quarter	At each quarter	Regular (goalie at halftime)
Field Size				
Length	50 yds.	50 yds.	80 yds.	80 yds.
Width	30 yds.	30 yds.	50 yds.	50 yds.
Goal Size				
Height	6 ft.	6 ft.	7 ft.	7 ft.
Width	12 ft.	12 ft.	21 ft.	21 ft.
Particular League Rules				
Offsides	No	No	Yes	Yes
Free Kicks	Indirect only	Indirect only	Direct and Indirect	Direct and Indirect
Penalty Kicks	No	No	Yes	Yes
Slide Tackle	No	No	No	Yes
Coach allowed on the field	Yes	Yes	No	No
Goalie/defense coach allowed near goal	No	No	No	No
Player equipment (all levels)	1) Youth Athletic T-shirt; 2) Shin guards - must be covered by a sock; 3) Tennis shoes or cleats (non-metal, if baseball style front toe cleat must be removed); 4) NO JEWELRY! All items must be removed.			

General Items:

- * **Heading the ball is no longer allowed and is a violation that will result in an indirect free kick for the opposing team.**
- * Game ball is provided by the home team.
- * Start of play or restart, the ball is in play when it is kicked and moves forward one complete revolution.
- * Start of play or restart after a goal, every player must be on their own half of the field. The defending team must be outside of the center circle. (Offensive players may be in the center circle)
- * Start of play or restart, kicker (or thrower on throw in) cannot touch the ball a second time until the ball is played by another player.
- * Ball in and out of play, only once it entirely crosses the goal line or sideline.
- * Goal is scored when the entire ball completely crosses the goal line between the goal posts and under the crossbar.
- * Throw-ins, thrower must be facing the field, both feet on the ground, use both hands with equal force, starting from behind and over the head.
- * Main skills needed: Kicking, Trapping, Passing, Dribbling, Offense, Defense.
- * Common positions: Goalie, Defenders, Midfielders, Forwards
- * Uniform requirements: Youth Athletic T-shirt, Shin guards covered by socks, cleats or tennis shoes (no toe cleat).
- * Each player should play at least half the game.
- * Players should rotate positions throughout the season.
- * Both teams must play with the same number of players. If a team has fewer players, then the team with the greater number of players either must loan player(s) or drop down to the same number of players. We do not forfeit. Loaning players is encouraged since it gives all players more playing time.
- * If a team in the Pre/K league has more than 8 players at a game, the coach should notify the referee and opposing coach before the game. We then will add an extra 5-minute substitution at the end of the 2nd half to give players more playing time.
- * Fair play, fun, skill development and sportsmanship should be emphasized.
- * Awards are discouraged. Emphasize that "the rewards lie in the fun of being able to play."
- * Weather - practices will be held unless: 1) cancelled by Parks & Recreation, or 2) in coach's best judgement, conditions are unsafe or unplayable. (coach is responsible for ensuring that all players are notified of cancellation. This may mean showing up to field to make sure no one arrives or is left behind by parents) Coaches are responsible for making up practices. Game decisions will be made by field supervisor on site.
- * Weather cancellation number: 962-2386, option 2, 2, 1. Updated as needed weekdays, by 7:30am Saturdays.

Pre/K League and 1st & 2nd Grade Only:

- * Teams will play 4 on 4 (Pre/K league), and 7 on 7 (1st & 2nd grades), including the goalie. All players should be encouraged to move up and down the field.
- * A mandatory 30-second substitution break will be given midway through each quarter. This is not a timeout!
- * **Starting Fall 2012 PRE/K ONLY:** A "poison box" of 10 x 15 feet will be used in front of the goal. **Players are not allowed to enter this box during live ball.** In most cases one of three things will happen when a ball is kicked into this box: a goal will be scored, the ball will go out of bounds, or the ball will come to rest inside the box. The ball coming to a stop will rarely happen. But when it does, it's always a goal kick.
- * If an offensive player enters the "poison box", the defense will get a goal kick from the front line of the "poison box". Players must be five yards away from the ball at the time of the goal kick.
- * If a defensive player enters the "poison box", the offense will get a corner kick.

3rd & 4th and 5th & 6th Grade Only:

- * Goal kicks: the ball must leave the penalty (outer) box before it can be played. The kicking team may leave players inside penalty area to defend. The opposing players must be outside the penalty box.
- * Offside is called when a player receives a pass or attempts to play the ball while in the offside position.
- * Offside position is when an offensive player is closer to the opposing goal than at least two defenders.
- * Offside is not called merely for being in the offside position.
- * Offside is not called during a throw-in or corner kick.
- * Player is not in offside position when in own half of field, or when even with the second last defender or last two defenders.
- * 5th & 6th grade only: Substitutes must be announced to referee and are allowed: prior to a throw-in by team in possession of ball; or by either team at half-time, after a goal is scored, prior to a goal kick, or during an injury.
- * 5th & 6th grade only: Slide tackling is only allowed in the 5th & 6th grade level.

