

Streetsboro Parks & Recreation

2009 YOUTH Spring SOCCER RULES

Division 2

The Streetsboro Parks and Recreation Department has designed the Youth Soccer Program as a recreational program rather than a competitive program. Coaches **should stress the recreational and sportsmanship aspect of the game of soccer.** It is your responsibility as coaches to set a good example, to conduct yourselves beyond question and to exhibit the kind behavior we expect from your players!

Players

1. Only those players on the Master Roster from the Recreation Department shall be eligible for participation in the league.
2. Any player on your team who drops out of our league must be reported immediately to the Recreation Department. Any additions to a team **MUST** come from the Recreation Department.
3. Once teams are formed no players will be moved to any other team.
4. All players, in order to play, must wear the appropriate uniform: jersey, shin guards **under his/her socks**, and shoes (no metal cleats). No jewelry is to be worn. This includes but is not limited to wrist watches, bracelets including the colored rubber bracelets, earrings (even post), barrettes, and neck chains, or any other item judged dangerous by the coaches or referees, may not be worn during practices or games.
5. Permanent schedules will be passed out from the Recreation Department. NO changes will be permitted without notifying the Recreation Department.
6. Players should bring water to practices and games.

Equipment

The Streetsboro Parks & Recreation Department shall furnish the following: soccer balls and cones will be provided for each practice and game. Each coach will receive a whistle, rules, and drill book,

Coaches Responsibilities

The Coaches shall:

1. Pledge to place the emotional and physical well being of my players ahead of a personal desire to win.
2. Set an example of good sportsmanship.
3. Be responsible for the conduct and safety of his/her players.
4. Attempt to control unruly behavior of parents and spectators to the extent possible.
5. Discourage and prohibit all harassment between coaches, players and spectators.
6. There is NO smoking anywhere near the soccer fields and players.
7. Exude positive behavior at all times.
8. Report all game-related injuries to the Recreation Department within 24 hours of its occurrence. Please use accident report forms.
9. I will remember to clean up my side of the field (including where fans sit) after each game/practice.
10. And those listed under the Coaches' Code of Ethics.

Games

All games will be played behind City Hall.

1. We will play with **6 players and 1 goalie**.
2. No score is kept. No team records will be kept.
3. Play all players equal. Failure to do so will result in a forfeit of the game. EXCEPTIONS: no show, illness, injury, or disciplinary purpose.
4. Each game will consist of **4 equal, 10 minute quarters** with a 2-minute break in between (this is a running clock.)
5. If a team does not have enough players, a scrimmage or another option will take it's place.
6. Unlimited substitutions are permitted during play and may occur after a goal, before a goal kick, corner kicks, or throw-ins.
7. There will be 1 referee per game.

Practice

All practices will be played behind City Hall

1. If practice is cancelled due to weather or any other reason the Recreation Department will contact the coach listed first on the schedule and the coach is responsible for contacting your players. If the coach needs to cancel practice for personal reasons you **MUST** contact the Recreation Office 330-626-3802 and call your players.
2. Practice will last for 1 hour.

Start of Play

1. A player and coach from each team will go to center field with the referee for the coin toss. The winning team will get the choice of getting the kick-off or which goal to defend.
2. There will be a kick off to start each quarter and after a goal has been scored. All kickoffs to start a quarter or after an opposing teams goal must be passed to a teammate in a **forward direction** (no passing behind mid-field line to start play).
3. Teams must alternate kickoffs at the start of each quarter.

Ball in/out of play

1. After the ball crosses the line either on the ground or in the air it is out of play.
2. A ball striking a referee, goal post, or corner post and does not cross the line is in play.
3. The line itself is in bounds; the ball is out of play only when the ball has completely crossed the outer edge of the line.
4. All balls kicked out of bounds on the sidelines will result in a throw-in by the opposing team.

Handballs

1. A handball is classified as any ball that touches any part of the arm from the shoulder to the fingertips.
2. Handballs in the field of play will result in a free kick for the opposing team.

Scoring

A goal is scored when the whole ball completely crosses the goal line between the goal posts and under the crossbar.

Direct Kick

Kicking the ball directly into the goal during a direct kick can score a goal. Blatant pushing, pulling, or tripping will result in a free kick for the opposing team.

Penalty Kicks

Penalty kicks are taken 12 yards from the goal line. Players other than the kicker and defender must stay behind the penalty mark and at least 6 yards from the ball until it has been kicked. The goalie must stand on the goal line until the ball is kicked. Blatant pushing, pulling, or tripping near the defensive goal will result in a penalty kick.

Goal Kicks

When the ball has completely crossed the goal line after being touched last by a player on the offensive team it will be put back into play by a kick from the goal area by the defending team. Balls kicked over the end line will result in a goal kick.

Corner Kicks

When the ball has completely crossed the goal line after being touched last by a player from the defensive team it is put back into play by the attacking team from the corner on the side the ball went out. Balls kicked over the end line by the defending team will result in a corner kick for the opposing team.

Throw-In

A throw-in will be awarded to the opponents of the player who last touched the ball before it went out of bounds. It will be spotted where the ball crossed the line. The player must be facing the playing field. Throw-ins must be two handed, both feet must be outside the line and both feet must be touching the ground.

Recreation Programmer

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