# WAHOOS Soccer Team - Spring 2013 - Pensacola Y



Ages 7 & 8 ("Rookie" division)

Volunteer Coach: James Barger

# Team Blog SoccerWahoos.blogspot.com

Practices: 7 p.m. Tues. and Thurs. (except game days)

Team Motto: Run Fast, Kick Hard, Have Fun!

Team Mascot: The Wahoo (some kind of a fish) [not affiliated with the Blue Wahoos baseball team]



#### YMCA of Northwest Florida -- Soccer Rules

#### Rule 1: Playing Field

Field size will be as follows depending on space constraints: minimums

Itty Bitty	15 x 25 yds	3-4
Minor	25 x 40 yds	5-6
Rookie	35 x 60 yds	7-8
Junior	35 x 60 yds	9-10
Senior	35 x 60 yds	11-12

\*Number of players on field:

Itty Bitty	5 field players, NO GOALIE
Minor	5 field players, 1 goalie (6 total)
Rookie	7 field players, 1 goalie (8 total)
Junior	6 field players, 1 goalie (7 total)
Senior	5 field players, 1 goalie (6 total)

\*If agreed upon by both coaches and league official (program director, referee, etc.) these numbers may be increase depending on each teams attendance in order to get more participants involved at one time.

# Rule 2: Equipment

The ball will be made of leather or like synthetic and will be sized as follows:

Itty Bitty	Size 3
Minor	Size 3
Rookie	Size 4
Junior	Size 4
Senior	Size 4

Uniforms must be worn by all players and must be the appropriate jersey, short, sock color combination and style assigned to that team in the current season. Shirts must be tucked in at all times. NO OTHER TYPE OF SUBSTITUTED CLOTHING WILL BE ALLOWED.

Shin guards must be worn at all times. No players will be allowed to participate without them. Shin guards must be worn under the sock and remain fully covered by the sock at all times.

Only rubber soled sneaker type shoes or nondetachable, rubber-cleated shoes are allowed. No other footwear will be acceptable.

Eyeglasses, when worn, shall have an athletic strap securing them to the player's head.

#### Rule 3: Referees

There will be at least one referee appointed prior to every game with the exception of the Itty Bitty & Minor division. The Referee is considered part of the field.

## Coach's Behavior

All coaches must remain at their team's bench throughout the game. One coach in the 3-4 and 5-6 age groups may be on the field, but must remain out of active play.

The referee may eject any player, coach, or parent from the YMCA property for any actions or statements deemed made in a derogatory or negative manner in the referee's judgment that are directed toward any referee, coach, parent, player, or other YMCA representative.

Anyone who is ejected from the YMCA property will need to contact and meet with the YMCA Branch Director before they will be allowed to return in any capacity or be allowed to return to any program, function, or facility with the YMCA.

The referee's decision is final and the YMCA shall uphold any decisions made by them.

## Rule 4: Laws of the Game

All FIFA rules apply unless otherwise noted below:

Regulation will be kept with the referee with a running clock as follows:

\* Itty Bitty - four 5 minute quarters with 2 minutes for substitution at the end of the

1st and 3rd quarters and 5 minutes at the half.

- Minor/Rookie four 8 minute quarters with 2 minutes for substitution at the end of the 1<sup>st</sup> and 3rd quarters and 5 minutes at the half.
- \* Junior & Senior, four 10 minute quarters with 2 minutes for substitution at the end of the 1st and 3rd quarters and 5 minutes at the half.

\*No timeouts may be called with the exception of the referee for special circumstances as he/she sees fit.

#### **Game Periods**

Each period of play will start with a kickoff at the center of the field. The initial kickoff will be determined by coin toss prior to the start of the game. The winner of the coin toss will choose which side of the field they want to attack. The loser of the coin toss will kick off first. Teams will then alternate kick-offs by quarter after that. During the kickoff the ball must be moved forward or parallel to the half line. The initial kick can not go backwards.

## Out of Play

The ball is out of play when:

- \* It has completely crossed either the touchline or the end line whether it is in the air or on the ground.
- \* The referee has stopped the game.

## Scoring

A goal is scored when the ball has completely crossed over the goal line and between the goal posts, under the crossbar and propelled in a legal fashion whether it is in the air or on the ground. The scoring team will be awarded one point for each goal. [The official and the league do not officially record game scores. Coaches will emphasize good competition over scores. Parents are welcome to congratulate players and discuss game results as they wish, of course. — JB]

#### **Direct Kicks:**

A team shall be penalized by a DIRECT free kick if they intentionally or unintentional attempt to or actually kick, trip, jump at or charge in an uncontrolled manner, charge from behind, strike, hold, or push an opposing player or intentionally or unintentionally handle the ball in a way so to gain advantage in play. A team shall be penalized by a PENALTY kick for fouls inside the penalty box. Penalty kicks will be taken for the appropriate spot marked on the field.

#### **Indirect Kick**

An INDIRECT free kick will be signaled by the official with one arm straight in the air.

An indirect kick takes place when there is a double touch of the ball from a kick off, any free kick, throw in or incorrect touch of a drop ball. Indirect kicks also occur when the goal keeper handles the ball that is passed by a player's foot or thrown in to them from their own team mate.

When an indirect kick is signaled the ball must touch another player before entering the goal. If it does not touch another player a goal kick is awarded. (Note the ball can touch players on either team).

- \* There will be no slide tackling at any time.

  This will result in a direct kick and the player will be warned of the player of the infraction. If the infraction is repeated the player will be ejected
- \* There will be no offside

#### **Drop Balls**

Occur at any time when the referee must stop the game while the ball is still on the field of play. Examples; player injured, sickness or foreign element on the field. All players must wait for the ball to hit the ground before playing it. If a player touches the ball before it hits the ground and indirect free kick will be awarded.

# **Goal Kick/ Corner Kick**

A goal kick will be awarded to the defending team when the ball has completely crossed the end line being last touched by the attacking team. A corner kick will be awarded to the attacking team when the ball wholly crosses the end line last being touched by the defending team. Any goal kick may travel past the centerline without touching any player or the ground.

#### **Goal Kick**

Goal kicks can be taken anywhere inside the goal area. The ball must exit the penalty area before considered in play. If it does not exit the penalty area or a player touches the ball before it exits the penalty area, the kick will be taken over.

### **Corner Kick**

Corner kicks will be taken from inside the corner arc. Being that the corner flag is part of the field it may not be removed or tampered with.

#### Throw-in

A throw-in will be awarded when the ball has completely crossed the touchline. The throw must be made with both hands on the ball and both feet remaining in contact with the ground. The ball must be delivered from overhead. A bad throw will result in the opposing team being awarded a throw-in from that spot. If the ball does not enter the field of play, the throw-in will be retaken.

## **Substitutions**

Substitutions may be made only between quarters. All players must play at least two full quarters. The referee will allow substitutions when play has been stopped only for injury or illness. Teams may not substitute for ejected players. No player may play more than three continuous quarters if an adequate number of substitutes are available.

Any other rule adjustments or amendments may be made during the course of the season and/or in accordance with the staff of the Northeast YMCA.