



# Coed Little Reds Soccer (ages 5-8)

The primary goal of the Eaton Area Park & Recreation District Coed Little Reds Soccer program is to help each participant experience success as they develop their skills and abilities. An emphasis is placed, not only on the basic skills of soccer, but also upon the development of important qualities such as sportsmanship, teamwork, leadership, and self-discipline.

*A 'winner' is someone who gives his or her best effort in practices and games.*

## General Information

- All players have a right to play every game and an equal amount of time if they have attended regular practices.
- If at any time a child is seriously injured and needs medical attention, please notify the field supervisor and/or the Welcome Desk immediately.
- All games will be played on the multipurpose fields at the Eaton Area Community Center.
- *All spectators must sit on the opposite side of the field from the teams.*
- Ball Size: Size three
- Home – RED / Away – WHITE

## THE FIELD

### Dimensions

- The field shall be rectangular, its length being not more than 35 yards or less than 25 yards and its width not more than 25 yards or less than 15 yards. The length in all cases shall exceed the width.

### Markings

- Distinctive lines not more than five inches wide
- A halfway line shall be marked out across the field
- A center circle with a four-yard radius
- Goal Area – two feet from each goal post and six feet into the field of play joined by a line drawn parallel with the goal line

### Goals

- Maximum – four feet high and six feet wide

## NUMBER OF PLAYERS

- 5 – 6 years old
  - 4v4
  - A goal keeper is not used
- 7 – 8 years old
  - 5v5

- A goal keeper is used
- Full backs, if used, should NOT be stationed in the goal area – let them play!
- All positions shall be rotated as best as possible

### Substitutions

- Players may be substituted at quarter breaks, during any throw-in, or for injuries

### PLAYERS EQUIPMENT

- Jersey: shall be the red/white reversible jersey available for purchase at the Welcome Desk of the Eaton Area Community Center
- Shorts or pants
- Shin guards: MANDATORY
- Shoes: shall be safe – tennis shoes or soccer cleats. No steel or toed cleats will be allowed.
- No jewelry, watches, rings, belts, earrings or anything dangerous to players shall be permitted.

### THE REFEREE

- All rule infractions shall be briefly explained to the offending player
- The game is for the players and the primary function of the referee is to ensure:
  1. **SAFETY**
    - i. Stop play for any dangerous situation or for any injury
  2. **EQUALITY**
    - i. Don't allow any player to gain advantage from any of the infractions listed in FOULS AND MISCONDUCT
  3. **ENJOYMENT**
    - i. Of all players and spectators
    - ii. Focus on the positive aspects of individual skills and team play and above all, ENCOURAGE GOOD SPORTSMANSHIP!!!
- Assistant Referees shall not be used

### RULES

#### 1. Start of Play:

- a. The team that wins the coin toss shall choose which goal it will attack for the entirety of the match. The other team takes the kick off to start the match.
- b. Kick off at the start of each period. The team that kicks off in the first quarter shall kickoff in the same direction in the third quarter. The teams will not change ends at half and the team that defended the kick off in the first and third quarters shall kick off in the second and fourth quarters. The team that defended the kick off in the first half shall kick off in the second half.
- c. Kick off after each goal by the team giving up the goal.
- d. All players must be on their half of the field when the ball is kicked, and the defending players must be at least four yards from the ball (outside of the center circle).

- e. The ball is in play when it is kicked and moved forward. Only minimal movement is required, but it must be forward.
  - f. The player taking the kick off may not touch the ball again until it has been touched by any other player – violation results in a re-kick for the original kicking team.
  - g. A goal cannot be scored directly from a kick off.
2. **Ball in and out of Play:**
- a. The ball is out of play when:
    - i. It has completely crossed the goal line or touch line, whether on the ground or in the air
    - ii. The Referee has stopped play
  - b. The ball is in play at all other times from the start of the match to the finish including:
    - i. If it rebounds from a goal post, cross bar, or corner flag into the field of play
    - ii. If it rebounds off the Referee when they are in the field of play
3. **Duration of the Game:**
- a. 5 – 6 years old
    - i. There will be four 10-minute quarters
    - ii. There will be a 2-minute break between quarters
    - iii. There will be a 4-minute break at half-time
  - b. 7 – 8 years old
    - i. There will be two 20-minute halves
    - ii. There will be a 5-minute break at half-time
4. **Clock:** There will be a running clock. The clock will stop for timeouts and player injuries.
5. **Scoring:**
- a. The whole of the ball must completely cross the goal line below the cross bar and between the goal posts.
  - b. A goal may only be scored from a touch (offensive or defensive) within the team's offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line (Example: kick off). If a player in their defensive half kicks the ball across the mid-line and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes into the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.
6. **Off-side:** No off-side violations will be enforced.
7. **Fouls and Misconduct:**
- a. All fouls will result in an indirect kick at the place of the foul
  - b. The Referee must explain all infractions to the offending player
  - c. A player who commits any of the following six offenses in a manner considered by the Referee to be careless, reckless, or involving disproportionate force:
    - i. Kicks or attempts to kick an opponent; or
    - ii. Trips an opponent; or
    - iii. Jumps at an opponent; or
    - iv. Charges an opponent; or
    - v. Strikes or attempts to strike an opponent; or
    - vi. Pushes an opponent; or
  - d. Who commits any of the following offenses:
    - i. When an opponent makes contact with the opposing player before contact is made with the ball; or

- ii. Holds an opponent; or
- iii. Spits at an opponent; or
- iv. Handles the ball deliberately, i.e., carries, strikes, or propels the ball with his/her hand or arm

**DO NOT STOP PLAY FOR EVERY INCIDENT. THE RULES OF THE GAME ARE INTENDED TO PROVIDE THAT THE GAME SHOULD BE PLAYED WITH AS LITTLE INTERFERENCE AS POSSIBLE, AND IN THE VIEW IT IS THE DUTY OF THE REFEREE TO PENALISE ONLY DELIBERATE BREACHES OF THE LAW**

**8. Free kicks:**

- a. 5 – 6 years old
  - i. To be taken after a foul; or
  - ii. When a player contacts the ball with their hand
  - iii. All other players must be outside of the box
- b. 7 – 8 years old
  - i. To be take after a foul; or
  - ii. When a player contacts the ball with their hand
  - iii. All other players must be outside of the box

**9. Corner kicks:**

- a. To be taken if the defense kicks the ball over the end line

**10. Goal kicks:**

- a. To be taken if the offense kicks the ball over the end line
- b. The kick will be taken towards the opposite goal

**11. Penalty kicks:**

- a. 5 – 6 years old
  - i. No penalty kicks are to be taken
- b. 7 – 8 years old
  - i. Penalty kicks will be taken

**12. Throw in:**

- a. Shall be taken when the ball has completely crossed the side line
- b. Taken by a player of the team opposing the team that last touched the ball before it went out of play
- c. The thrower shall not play the ball again until it has been touched by any other player – violation results in a throw in for the opponent
- d. Opponents can stand in front of the thrower, but cannot jump or attempt to distract him/her
- e. A goal cannot be scored directly from a throw in
  - i. A proper throw in requires that:
    - 1. The thrower face the field, and
    - 2. Throw the ball with BOTH hands, from
    - 3. Directly over and behind his/her head, with
    - 4. Both feet on the ground, and
    - 5. On or behind the touch line

**A second throw in must be allowed if the player commits a foul on the initial attempt. The Referee shall explain the proper method before allowing the player to re-throw.**

**13. Heading:**

- a. Deliberate heading of the ball with not be allowed
- b. If a player deliberately heads the ball in a game, a throw in should be awarded to the opposing team from touch line closest to the sport of the offense

**14. Protest:** No protests will be allowed. The field supervisor will handle any questions or disputes.

**15. Required Playing Time:** Any player that has attended regular practices MUST play at least half of the game. Every player must start at least half of the games. The gym supervisor will handle any questions or disputes on this matter. A coach shall notify the gym supervisor when a player is not going to play half the game and the reason why.

**16. Spectators:** A parent or fan that is loud, obnoxious, or disrupts the game will be asked to leave.

