

# HUNTLEY PARK DISTRICT

## KIDDIE KICKERS AND JUNIOR SOCCER RULES

### Program Goals

This program is developed to teach the players the basics of soccer. This includes dribbling, passing, shooting, throw-ins, teamwork, sportsmanship, physical fitness, and to have fun while participating in sports. It is our goal to introduce a new phase of the game each year to enhance the playing experience within our league.

### League Format

Emphasis should be placed on learning the basic rules.

**Kiddie Kickers** – Meets once per week for one (1) hour. First two (2) weeks on the schedule should be dedicated to just practices with your team. You will be assigned to share a field with another team. First team listed on the schedule should take the half side of the field closest to Donald Drive. All remaining meetings will still have the first thirty (30) minutes of time dedicated to skill development for the team. The last thirty (30) minutes will have a scrimmage with the other team assigned to your field.

**Junior Soccer** – Meets two (2) times per week for 1 hour each meeting. The first three (3) meetings on the schedule will be dedicated to just practices with your team. You will be assigned to share a field with another team. First team listed on the schedule should take the half side of the field closest to Donald Drive. The remaining meetings will be formatted where the first meeting during the week is dedicated to just practice with your team. The second meeting during the week will have abbreviated skill development (review what was taught during 1<sup>st</sup> meeting of week) for fifteen (15) minutes. The last forty-five (45) minutes will have a scrimmage with the other team assigned to your field.

### Equipment

#### Required Player Equipment

- All players are required to wear shin guards covered by soccer socks to all practice & games in order to participate.

#### Recommended Player Equipment

- It is recommended that players wear cleats as practices & games will be played on natural turf and can be slippery in wet conditions.
- Size 3 soccer ball

#### Other rules pertaining to Equipment

- Eyeglasses are permitted but must be secured with a strap. Sports glasses are recommended.
- All jewelry and metal hair barrettes must be removed. Earrings must be removed or covered with tape.
- Clothing for inclement weather is permitted if worn under the official uniform. Only soft fabric knitted ski-type hats may be worn on cold days. Headbands to control hair are permitted at any time as long as they conform to N.F.H.S. rules.
- A size 3 soccer ball will be used for Kiddie & Junior Soccer.

### Game Rules

#### # Of Players on the Field

- **Kiddie Kickers** – 5 vs. 5 + 1 coach/team (no goalies at the Kiddie Kicker level)
- **Junior Soccer** – 6 vs. 6 (includes Goalie) + 1 coach/team - The introduction of the goalie occurs with Junior soccer. *See below for specific goalie rules to follow*
- Suggested formations for Kiddie & Junior: either 3 forwards, 2 defenders, or 3 defenders, 2 Forwards - Playing a set position is not critical to team success or player enjoyment.



- The only time that these #'s may vary are if both team's coaches & the referee(s) agree to play with a smaller number of players for both teams because of low attendance. The #'s may not go up, however.
- Kiddie & Junior Soccer must have a minimum of 4 players to start the game.
- Even though one team has fewer than the # of players needed for a full team, the opposing team is encouraged to match the other teams #'s but may play at full strength.

### **Game Length**

- **Kiddie Kickers** - Four (4) Quarters with six (6) Minute Running Clock
- **Junior Soccer** - Four (4) Quarters with eight (8) Minute Running Clock

### **Other Game Rules**

- Field Size: 135 Feet X 90 Feet (approximate)
- No score will be kept for both Kiddie & Junior Soccer. Learning the basics of soccer & fun are the main goal of this program.
- One coach per team will be on the field to help players.
- **Start of play:** To start a game, a quarter/half, and after a goal, the ball will be placed in the middle of the field.
- The coaches are responsible for refereeing the games and keeping track of the game time. There are no formal referees at this age level.
- **Restart:** When the ball goes out of play, the game is restarted by one of the following:
  - Over the sidelines* - A throw-in is used to restart the game
  - Over the end line* - A goal kick if the attacking team last touched the ball. Ball is placed on the corner of penalty area (restart the game by having the defending team behind the mid field line until the ball is touched by a player after the ball is kicked into play.
  - A corner kick** if the defending team last touched the ball.
- **Re-Start Kicks/Throw-Ins:** All opposing players must be at least ten (10) feet from the ball on all free kicks, goal kicks, and corner kicks & throw ins.
- **Fouls:** Fouls should be called by the coach/referee. After the foul the all players should be explained on what had happened and game should restart with a direct kick at the spot of the foul with possession awarded to the non-offending team. All direct kicks must be taken outside the penalty box.
- **Off-Sides** - There is no offside for Kiddie & Junior Soccer, however coaches should not encourage purposeful off-sides (cherry-picking) where offensive players just stand near their offensive goal waiting for the ball to go to them. Encourage all players to be engaged and actively following the ball. At this age positions are not as important as learning to actively follow the ball on defense and to spread out on offense to create space. Off-sides is introduced at the 3<sup>rd</sup> & 4<sup>th</sup> Grade level.
- Players will be given second chances on throw-ins, corner kicks and goal kicks all season.
- All kicks are direct kicks at Kiddie & Junior Soccer - No penalty kicks at this level (the difference between direct and indirect kicks are introduced at 1<sup>st</sup> & 2<sup>nd</sup> Grade levels.
- Slide Tackles are strictly prohibited and will result in a direct kick from spot of infraction.
- **Substitutions:** Substitutions may be made whenever play must be restarted. Ex. throw-in, corner, or goal kick. At the end of each quarter every player on the bench must come into the game (if attendance permits). It is the intent that a player does not play more than 2 consecutive periods during the game.
- **Playing Time:** It is the coach's responsibility to play all players in attendance at least half of the game during play.



**Player Conduct:** If a player commits repeated fouls or is constantly disrupting the game the coach/referee reserves the right to have that player sit out the remainder of that quarter. That player may return to the game once it is their turn to play again.

- **Player Injury:** In case of an injury, play will stop when the coach blows their whistle. The whistle will be blown when the team with the injured player has possession of the ball. In serious instances, play will stop immediately.

### **Goalies** (*Applies to Junior Soccer ONLY*)

- **When a save is made** by the goalie must roll the ball to a teammate (no punting). The opposing team must move back past the half line until the ball is touched by an offensive player after the ball is rolled into play.
- **When a goal kick is awarded** the goalie must kick the ball from the corner of the penalty area. The opposing team must move back past the mid field line until the ball is touched by a player after the ball is kicked into play.
- When a goalie is in full or partial possession of the ball, contact with the goalie should be avoided at all times. Coaches have been instructed to “blow a quick whistle” to avoid potential contact that could result in serious injury. Coaches should instruct all players before each game to avoid deliberate contact with any player at all times.
- A goalie may use their hands with-in the penalty area only. If a goalie touches the ball with their hands outside the penalty area it is considered an intentional handball. The coach will warn the goalie to use their hands with-in the penalty area only.
- All goalies must have a distinctive jersey different from all other players on the field.

### **Weather/Playing Conditions**

Soccer is played in all kinds of weather conditions, *except lightning*. Strict adherence to schedules prevents problems with field availability. Please attempt to play all games according to the schedule. Coaches are not to cancel or reschedule games without notifying the Huntley Park District Athletic Department.

Huntley Park District will attempt to make decisions no later than 4 pm on game/practice days.

Coaches and participants will only be notified of cancellations.

Visit for Inclement Weather Information:

<https://www.teamsideline.com/sites/huntley/home>