



SUFFOLK PARKS & RECREATION



Outdoor Youth Soccer League Information
2020 Outdoor Soccer Season

Number of players:	4 on 4 (Tiny Kickz 4-5 year olds)	(No Goalie)
	6 on 6 (Novice 6-7 year olds)	(No Goalie)
	8 on 8 (Pee Wee 8-10 year olds)	(Includes Goalie)
	8 on 8 (Midget 11-13 year olds)	(Includes Goalie)

Registration: February 22, 2020 to March 6, 2020 at Parks & Recreation Administration Building. Registration is limited to 180 children and may end before March 6th if the limit is reached. You may register in person at the Parks and Recreation Office at 134 South 6th Street Suffolk VA or at any joint use facility. Office hours are 8:30am-5pm at the main office and 5pm-6pm at the joint use facilities.

All players league age as of April 8, 2019.

- Tiny Kickz: must be at least 4 but no older than 5 by April 3, 2020
- Novice: must be at least 6 but no older than 7 by April 3, 2020
- Pee Wee: must be at least 8 but no older than 10 by April 3, 2020
- Midget: must be at least 11 but no older than 13 by April 3, 2020

1. The following are acceptable forms of identification: birth certificate, original military dependent ID or VA ID card.
2. A player can only play on ONE team in the league.
3. **FEE:** \$60 for residents; \$70 for non residents.
4. **EQUIPMENT:** Participants must provide their own shin guards and wear them to all practices and games. Shoes with molded soles are recommended but sneakers are acceptable. Shoes that have detachable, metal, or full sized toe cleats are prohibited. All jewelry and hair beads are prohibited. Uniform tee-shirts, shorts and socks are provided.
5. **SPECIAL REQUESTS:** Teams will be made by random selection of Athletic Staff. Special requests cannot be guaranteed. Registrations received after the deadline will automatically be placed on a waiting list and assigned to teams on an as-needed basis. Every effort will be made to place waiting list players on a team; however, no guarantees of placement will be made.
6. **PRACTICES/GAMES:** Practices and games will be held at various city parks. Practices will be scheduled once a week on weeknights and games on Saturdays. Practices will begin on Monday, March 26th.

**Suffolk Parks and Recreation
Youth Outdoor Soccer 2020
RULES AND REGULATIONS**

The current issue of the **Fifa rules** will prevail other than the exceptions listed in this publication. Suffolk Parks & Recreation may issue Addendums and Clarifications to these rules as needed. No other local league rule exceptions will be allowed. These are the outdoor soccer specific rules.

A. Playing Eligibility:

1. Suffolk Youth Outdoor Soccer League consists of four (4) Divisions:
Tiny Kickz (4 and 5 year olds) Pee Wee (8, 9 and 10 year olds)
Novice (6 and 7 year olds) Midget (11, 12 and 13 year olds)
2. The league age cut-off date is April 3, 2020.
3. A player may play up one league only if he/she has a sibling on a team in the older league and is within one year of moving up following league age requirements. A parent must inform, in writing, the athletic staff of such intent. At no time may a player play on more than one (1) team in the league. If a player is found playing on more than one team, the team in which he/she is NOT listed on the roster will forfeit all games that the ineligible player played in.
4. Teams will have the following number of players on the roster. Every attempt will be made to keep teams as even as possible during the team formation process.
Tiny Kickz: 6 min/10 max **Pee Wee:** 8 min/15 max
Novice: 6 min/12 max **Midget:** 10 min/15 max
5. Each team will be allowed 2 coaches. Coaches' age eligible children will automatically be played on the team they coach.

B. Scheduling and Standings:

1. Practice days and times will be selected by the coach prior to the season start. Teams will be offered up to one practice per week based on availability.
2. Game schedules are created by the athletic staff. Once a game schedule has been distributed, it will not be changed unless weather or field conflicts arise. Coaches will be notified, in writing, of any game schedule changes or make up games. Any coach or coaches found to have altered the game schedule without athletic staff approval will result in immediate game forfeiture and possible future game suspension.
3. The league standings will be derived by a point system. Teams will be awarded: three (3) points for a win, one (1) for a tie, and zero (0) for a loss. Highest point totals after all regular season games are completed will declare seeding for any post season play. Game scores and standings will be kept for Pee Wee and Midget divisions only. Updated standings can be viewed on the athletic website.
4. All teams in the Pee Wee and Midget divisions will be eligible for the single elimination post season tournament.

C. Equipment:

1. Shin guards are mandatory for all division and must be worn under the socks at all times. A player without shin guards will not be allowed to play. There will be no exceptions to this rule.

2. Soccer cleats or turf shoes are highly recommended, but not required. Baseball style cleats (square molding on soles), multipurpose cleats with a toe cleat, or any type of metal spikes may not be worn at any time.
3. Participants wearing glasses must secure them with eyeglass straps.
4. Casts or splints made of a hard substance in its final form such as leather, rubber, plastic, or fiberglass are permitted **ONLY** if covered on all exterior surfaces with no less than ½ inch thick, high density, closed cell polyurethane or an alternate material of the same minimum thickness and similar physical properties to protect the injury and other participants. A medical release for the injured player signed by a licensed medical physician must be submitted to athletic staff prior to game play.
5. No jewelry may be worn during games at any time. This includes, but is not limited to, hair beads, starter earrings, necklaces, bracelets, or any other item worn anywhere on the body. Coaches are advised to follow this policy in practices as well, using athletic tape or similar material to cover jewelry is not allowed for any reason. Athletic wristbands and headbands made of cloth material may be worn any time. Medical alert necklaces or bracelets may be worn provided they are taped to the body.
6. Uniforms are provided by Suffolk Parks and Recreation. The head coach is responsible for making sure each player is properly dressed. All players' shirts must remain intact. Shirts may not be altered for any reason (for example, no cut off sleeves, no cut off shirts, no altering numbers). If a player does not have the issued shirt, a temporary substitute shirt may be worn without numbers so long as it does not conflict with the color of the opposing team's referee's, or goal keeper's shirts. The referee shall be informed of the temporary shirt prior to the game.
7. Players may wear long sleeve or short sleeve undergarments that do not conflict with referee or goal keeper shirts. If a sweatshirt or long sleeve t-shirt is worn, it must be worn under the team shirt. Any hooded sweatshirt must have the hood tucked inside the back of the shirt for safety reasons. Long pants are approved in any color that has no belt loops, buckles, or pockets. Shorts provided by Suffolk Parks and Recreation should be worn over long pants.

D. Playing Rules:

1. Suffolk Youth Outdoor Soccer plays under the National Federation of High Schools rule book with exceptions listed in this document. The Tidewater Soccer Referee Association is contracted to provide referees for all scheduled games.
2. There are **NO PROTESTS** of judgment decisions made by referees allowed in Suffolk Youth Outdoor Soccer. Player eligibility protests may be made at any time and must be submitted, in writing, to the athletic office.
3. **Tiny Kickz** league will play eight (8) minute quarters (size 3 ball)
Novice Division will play ten (10) minute quarters (size 3 ball)
Pee Wee Division will play twelve (12) minute quarters (size 4 ball)
Midget Division will play twenty-five (25) minute halves (size 4 ball)
4. There will be a five (5) minute grace period before games are determined to be a forfeit.
5. **Tiny Kickz** will play with six (4) players on the field with no goalie.
Novice Division will play with five (6) players and with no goalie.
Pee Wee Division will play with seven (8) players and one (1) goalie on the field.
Midget Division will play with nine (8) players and one (1) goalie on the field.
6. Teams in the Tiny Kickz will start the game with no fewer than three (3) players. Teams in the Novice division will start the game with no fewer than four (4) players. Teams in the Pee Wee and Midget

divisions may start the game with no fewer than seven (6) players. A team will forfeit the game if the minimum numbers of players are not present after the five minute grace period. In the event of forfeiture, teams are encouraged to participate in a scrimmage by borrowing players as needed from their opponent to conduct a fair scrimmage. Scrimmage games will be officiated by a contracted referee but no score will be kept. All scrimmage games must be completed at the regularly scheduled time so all remaining games can begin on time as scheduled.

7. Offside will not be enforced in any divisions. Coaches are requested not to deliberately place offensive players in an offside position directly in front of the opponent's goal or goalkeeper.
8. Tiny Kickz & Novice will be refereed by the team's coaches. Pee Wee and Midget divisions will be refereed by certified referees.
9. Tiny Kickz and Novice divisions may substitute players during a throw in for either team. Pee Wee and Midget divisions may substitute during a throw in for either team ONLY if both teams are prepared to substitute. All divisions may substitute on a goal kick or kick off for either team. If a coach or parent enters the field to attend to an injured player, that player must leave the field and be substituted until the next available opportunity for substitution.
10. Mandatory Participation—each player must play at least ten (10) minutes per game unless injury, illness, or discipline problems arise. Mandatory playing rule will not be in affect for players arriving after halftime.
11. Coaches must remain in the designated area on their respective side of the field during the game. One coach per team for the Tiny Kickz division will be allowed on the field during games. One coach per team for the Novice division will be allowed to be positioned directly behind the soccer goal between goal areas during games. All parents and spectators must stay five yards away from the sidelines.
12. A coach or player receiving a red card will not be permitted to participate in the next scheduled game. Suspensions may be extended or rescinded at the discretion of the athletic staff. Coaches are responsible for the behavior of the players, assistants and spectators on their respective side of the field and can be warned or ejected by the referee for the unsportsmanlike conduct of any unruly person on their sideline. Parents can also be ejected from a field at any time, please make them aware of this.

E. Inclement Weather:

1. Games may be played in the rain provided there is no lightning and the field remains playable. All games cancellations will be made by athletic staff prior to the start of the first game. Once the first game kicks off, it is the responsibility of the referee and field staff to stop plays for any reason during the remaining scheduled games. If a game is stopped due to rain, teams must not leave the park for fifteen (15) minutes. Referees will make a definite decision whether the game will be continued or cancelled after the fifteen minute period. If a game has reached halftime prior to being called due to weather, the game will be considered a complete game and scores will be recorded at the time of cancellation. If a game is cancelled before halftime is reached, the game will be rescheduled for a later date and will start over from the beginning.
2. Any time lightning is visible or thunder is heard, all fields must be cleared completely. All players, coaches, spectators and officials must seek shelter in a vehicle with their windows rolled up. Play may resume thirty (30) minutes after the last flash of lightning or clap of thunder. Players should not leave their games site until the game is officially cancelled.

F. Post Season Play:

1. All teams in the Pee Wee and Midget Divisions will be eligible for post season tournament play. Seeding will be determined based on regular season standings. A single elimination style tournament will be used. If a tournament game ends in a tie after regulation time has expired, five (5) minute overtime will be held. If no score is made during the overtime period, a shootout will be held. In the shootout, a coach will choose any five (5) players, including the goalie, to kick. The shootout round consists of 5 kicks (1 kick per player) per team. The rounds will continue until a winner is determined. At the end of a round, a coach may change players. A coin flip will determine kicking order. The shootout will remain at the same goal area.
2. Awards for first and second place will be given at the tournament championship game.

G. Additional Information:

1. A complete roster will be given to each coach for his/her team. Coaches are responsible for contacting parents to inform them of practices and games. Players will only be added to teams by athletic staff after initial rosters are distributed.
2. The Suffolk Parks and Recreation Youth Soccer League is a recreational program that places good sportsmanship, teamwork, and the development of the youth soccer player above winning and losing. Unsportsmanlike behavior by coaches, players or spectators will not be tolerated. Referees and field supervisors are instructed to remove any unruly persons from the field or surrounding areas. Repeated violations may result in suspension or permanent expulsion from the league.

APPENDIX OF SOCCER TERMS

KICK-OFF

Kickoff - The winner of the coin toss will have the privilege of electing to kickoff from the center circle or choice of goal. The loser of the toss will take the choices left by the winner of the toss. The team who elects to kickoff starting the first and third quarters would alternate kickoffs on the second and fourth quarters.

OUT of BOUNDS

At any time when the whole ball crosses the boundary lines, it will be put into play by a corner kick, a goal kick spotted on the front line of the goal box by the defensive team, or by a regulation sideline throw in.

SCORING

A goal (one point) will be scored for a team each time the whole ball legally passes between the opponent's goal posts and under the crossbar.

HANDLING

Intentional use of the hands or arms on the ball is prohibited at all times by all players, except the goalie. A direct free-kick will be awarded at the point of touching unless the player is on the defensive team inside his or her own penalty area, in which case the act will be ruled a penalty kick.

GOALIE PRIVILEGES

A goalie may use his or her hands in any way to stop, pick up, or kick the ball as long as he or she remains inside the penalty area. Outside this area the goalie plays just like other players with no extra privileges.

DIRECT FREE-KICK

The following offenses are penalized by a direct free-kick at the point of the foul. The ball may be kicked in any direction and a goal may be scored on this kick.

1. Handling the ball with hands or arms.
2. Holding an opponent.
3. Placing hands or arms on an opponent in an effort to reach the ball.
4. Pushing, striking at, attempting to kick, or attempting to trip an opponent.
5. Jumping at an opponent.
6. Charging an opponent from behind or using the knee on an opponent.
7. Charging a goalie in the penalty area unless he or she is obstructing an opponent.
8. Handling the ball by goalie outside the penalty area.

INDIRECT FREE-KICK

The following offenses are penalized by an indirect free kick. The goal may not be scored on this kick unless the ball is touched or played by a player other than the kicker, before going through the goal.

1. A player playing the ball a second time before it has been played by another player on the kickoff, kick-in corner kick or goal kick, or if the ball has passed outside the penalty area.
2. Ball not kicked forward on a penalty kick.
3. Goalie carrying the ball for more than six seconds within the penalty area.
4. Unsportsmanlike conduct.
5. Interfering with goalie or impeding him in any manner until he clears the ball.
6. A goalkeeper touches the ball with his/her hands after being deliberately passed/kicked to by a teammate. This does not apply to Tiny Kickz and Novice divisions.

PENALTY KICK

A penalty kick will be awarded for any infringement of rules ordinarily requiring a direct free-kick if the infringement is committed by a defending player within the penalty area. The penalty kick is taken from any spot on the penalty mark and all players except the kicker and the goalie must be outside the penalty area. *Exception:* Pee Wee and Midget divisions will receive an indirect free kick instead of a penalty kick. This kick will be made from the corner of the penalty box nearest the point of the infraction. Offensive and defensive players may be in the penalty area.

GOAL KICK

When the offensive team forces the whole ball across the goal line, and not between the goal uprights, the ball will be put in play **anywhere in the goal area** by the defensive team.

CORNER KICK

When the whole ball is caused to cross the goal line but not between the goal uprights by a member of the defending team, it will be put into play by the offensive team by a corner kick within the quarter circle at the nearest corner.

SLIDE TACKLING

Slide tackling in all leagues will not be allowed. Penalty: Indirect Free Kick at the point of the infraction.

THROW IN

1. A throw-in shall be awarded to a team when the ball last touched a member of the opposing team before the entire ball passes beyond the touchline either in the air or on the ground. A goal may not be scored directly from a throw-in.
2. The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground on or behind the touchline. The thrower shall use both hands (unless a physical impairment would limit use to one hand) and shall deliver the ball from behind and over the head in one continuous movement.

Penalty: Throw-in awarded to the opponent from the spot of the foul.

3. An opponent shall neither interfere with nor in any way impede the actions of the throw-in while the throw-in is being taken.

Penalty: An official shall administer a caution for unsportsmanlike.

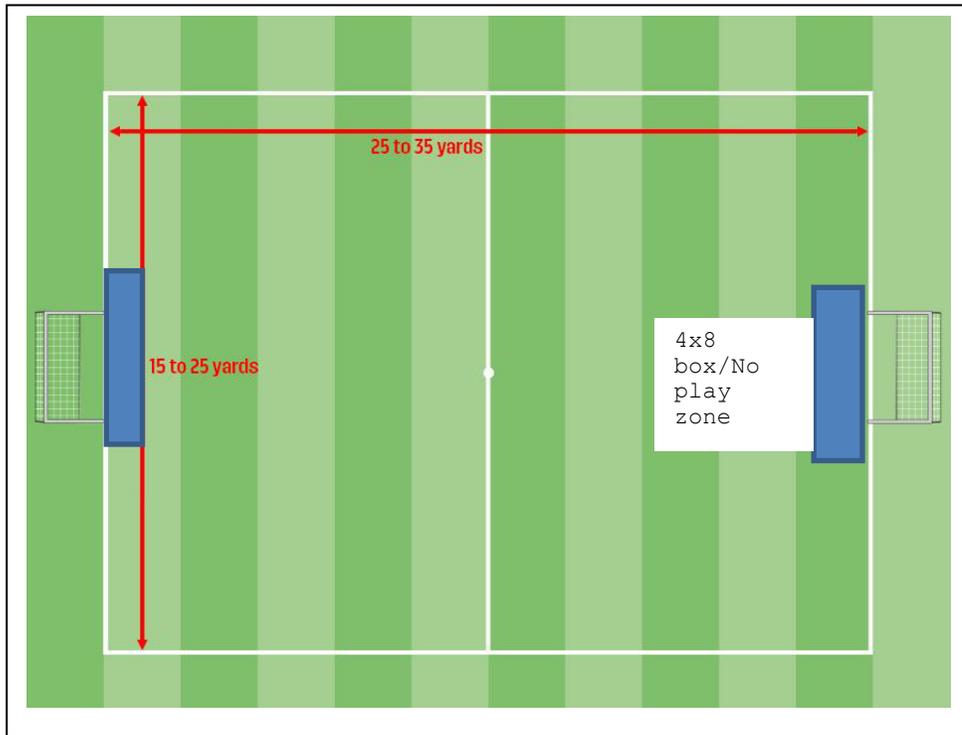
4. On a throw-in, the ball is playable when it has left the hands of the thrower and any part of it breaks the plane of the touchline. After the throw-in, the ball may be played by either team. The thrower may not play the ball until it has been touched or played by another player.

Penalty: Indirect free kick awarded to the opponent from the spot of the infraction.

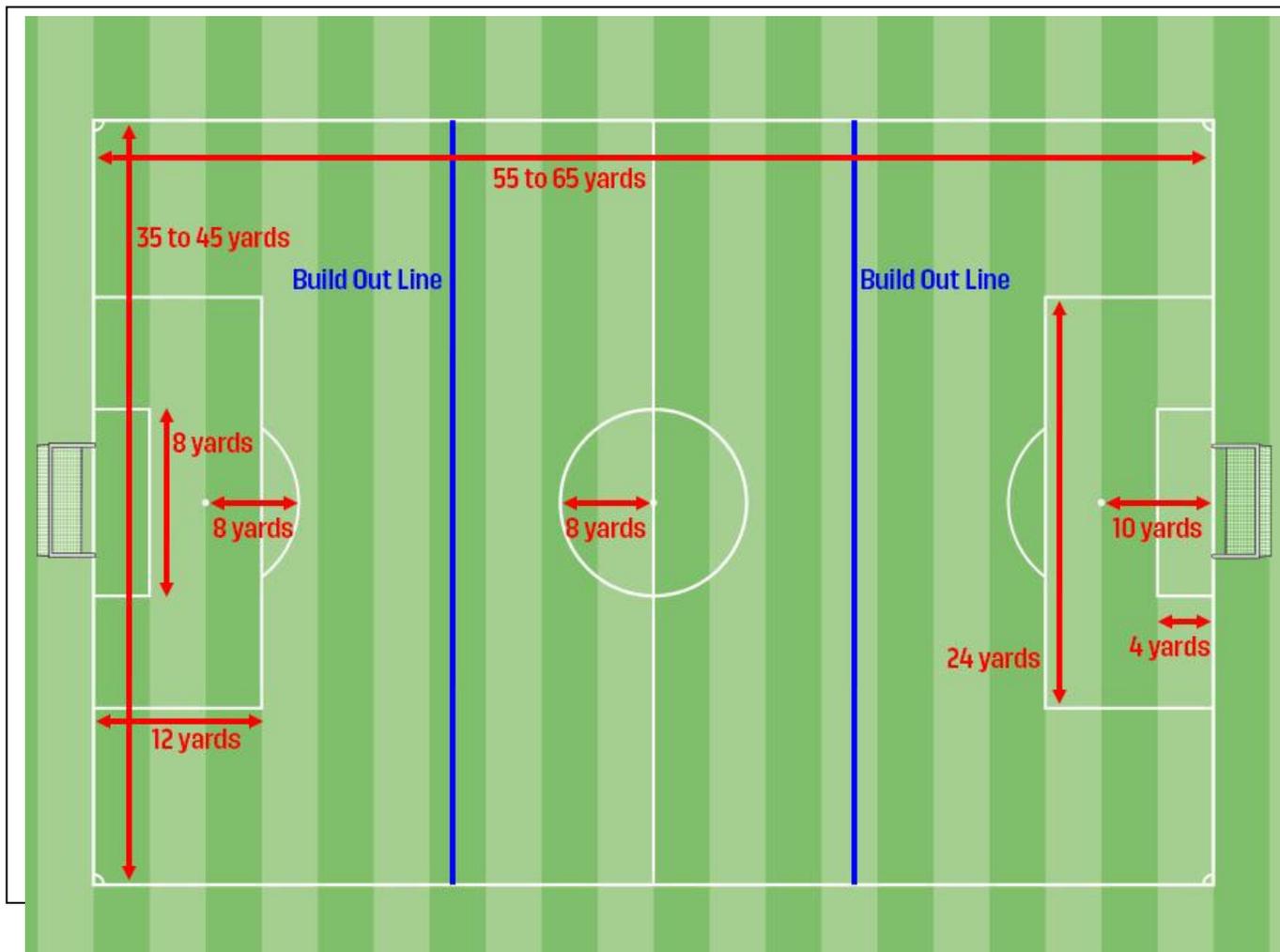
5. If, on the throw-in, the ball fails to enter the field of play before it touches the ground, the ball is awarded to the opponent at the spot of the infraction.

Field Dimensions

(Tiny Kickz/Novice)



PEE WEE FIELD



MIDGET FIELD

