

2010 Soccer Guidelines & Game Rules

www.talbotvilleminorsports.com

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The Talbotville Optimist Soccer Club is designed to provide an opportunity for kids to have fun, compete on a friendly level and learn new skills in a safe, happy environment.

- **PICTURE NIGHTS:**

To be arranged. Picture Nights (teams and individuals – cost included in your registration fee)

- **PLAYOFFS:**

July 7th (Primary only) July 14th and 21st. - play off schedules will be posted previous to games

FIELD MANAGERS: Kevin Marshall 519-633-2627 ksmarch@gmail.com

Charles Forth 519-633-2614 charlesforth@gmail.com

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JP Rickwood 519-637-8420 519-280-9066 jprickwood@rogers.com

Josh Silcox 519-673-8448 silc2@rogers.com

- **END OF SEASON SOCCER PARTY:**

Wednesday, July 28th, 6:30pm - At the park.

No soccer games played that evening – return your jerseys and we void the deposit cheque! Winning team medallions and pictures are distributed this evening. If you cannot attend please arrange for a friend to pick up your child's stuff. Everyone is welcome for a night of fun and activities! Details to follow.

END OF SEASON PARTY CO-ORDINATORS: Jay Wray 519-631-6663 jacs.detailing@yahoo.ca

Lorraine Fillmore 519-631-1423 lorrainefillmore@gmail.com

- **MEET THE COACH NIGHT:**

Wednesday, May 5th, 6:30 at the park - All age divisions should be there to meet your coach and pick up your team jersey. Come dressed to practice.

- **PARKING: 10 km/hr in the driveway & parking lot!**

Please keep your kids with you in the driveway and parking areas – we need to be **SO** careful!

PARKING CO-ORDINATOR: volunteers needed

- **PLAYER ATTIRE:**

Shirt Deposit: \$20 postdated cheque on deposit for each jersey

At the end of the season we will void the cheque when we receive the shirt back for the next season.

Team jersey Shorts Socks No jewelry

Shin guards – kids are **required** to wear these for their own protection!

Footwear – running shoes or cleats are required for a player's safety. No baseball cleats!

- **REFRESHMENTS:**

Freezies – parents please sign up on the volunteer form with your coach!

- Coaches can get extra freezies in the pavilion if their team is without or short

No peanuts products out during soccer night please!

Cold water – players should have a water bottle ready to drink at your sideline

- water bottles will be for sale for \$.50 each week in the pavilion.

BAD WEATHER:

If IN DOUBT - CHECK THE WEBSITE! talbotvilleminorsports.com

Communicating with Coaches, Players and Other Parents:

GOLDEN RULE: Treat others like you want to be treated!

- Only friendly cheering during the game – any negative yelling or bullying from parents or kids is not tolerated. Please bring this to the attention of a soccer administrator in the pavilion right away so it can be looked after. For the enjoyment of others Talbotville Minor reserves the right to allow only positive player and parents to participate in soccer.
- Any concerns about game play can be KINDLY directed to your coach or referee at the appropriate time in the game – NOT TO OTHER PARENTS!

Safety:

- watch for kids becoming overheated and take lots of water breaks
- Only players with proper shoes and shin guards may play – no exceptions
- Kids are under the guardianship of a parent or designated adult while at the park – coaches are only there to coach on the field! – children are the responsibility of their parent or guardian.

Rules of Play: (Varies with age group)

- Handballs** - No Hands, please – only goalies can “handle” the ball.

A ball that is kicked and hits a player’s arms or hands is not considered a handball.

Goalkeepers cannot pick up a pass that came directly from one of their teammates. In this case, the goalkeeper must use his feet. Infraction of these rule results in an indirect kick from the point of the infraction.

- Start and Restart** -A kick-off is the way the game is started or restarted:

- At the start of a game & second half
- After a goal has been scored

The ball is placed in the center of the field. All players must be in their own half of

The field and the opponents of the team taking the kick-off must be at least 10 yards from the ball. This distance is indicated by the center circle on the field and will vary some with age. Normally the referee will blow his/her whistle to indicate they are ready for the kickoff. The ball is in play when it is kicked and moves forward. Note that the two-touch rule applies here. After a team scores a goal, the kick-off is taken by the other team

- Throw-ins** - taken when the ball crosses a sideline and leaves the field. The two basic soccer rules for a proper throw-in are to have both feet on the ground and to throw the ball with both hands over the head. Dragging the toes of one foot and putting a spin on the ball is considered legal. For teaching purposes it is common to allow young players more than 1 attempt.

- Corner Kicks & Goal Kicks** - taken when the ball leaves the field across a goal line at either end of the field. If the offensive team kicks it out, play is restarted with a goal kick. If the defensive team kicks it out, play is restarted with a corner kick. The goal kick is taken from anywhere inside the “goalie box”. It can be taken by any player, not just the goalkeeper. The corner kick is taken from the corner nearest to where the ball left the field.

- Direct and Indirect Free Kicks** - two primary ways that play is restarted after the referee stops play for an infraction. For both of these the ball must be stationary before it is kicked and the opposing players should be a minimum of 10 yards away. The 10 yard allowance is often reduced for the smaller age groups and is left up to the discretion of the referee. The simple difference between the two is this: On a direct kick you can score by kicking the ball *directly* into the goal. On an indirect kick you cannot score. An indirect kick must be touched by another player before it can go into the goal – that is the kicker and a second person. A direct kick comes from a contact foul or hand ball. Everything else is indirect.

- Penalty Kick** - results from a contact foul or hand ball by the defending team within the penalty area – the large box on either end of the field. So it’s a type of direct kick also. The ball is placed on the penalty spot or mark, 12 yards in front of the center of the goal. All players must remain outside the penalty area and the penalty arc until the ball is kicked. The goalkeeper must have both feet on the goal line until the ball is kicked. If after the ball is kicked, it rebounds off of the goalkeeper or the post and stays on the field, the ball is “live” and

anyone can play it except the person who kicked it. They must wait until another player touches it – otherwise he/she will be called for two touches

□ **Two-touch Rule -**

A player cannot touch the ball twice in a row when putting the ball in play. You will see it frequently on kick-offs, corner kicks, throw-ins or direct and indirect kicks. If a kid barely hits the ball and decides to take another swipe at it, that is a two-touch violation. The only exception to this rule is on a drop ball restart.

□ **Fouls and Punishment -** players cannot kick, trip, jump at, charge, strike, push, hold, or spit at an opponent. Soccer can be a physical, contact sport when two opposing players both want the soccer ball but bumping or going shoulder-to-shoulder while competing for a ball is not a foul until the hands or elbows come up. This is a bit of a judgment call. The normal consequence of a foul is a direct kick for the opposing team. However, depending on the type of foul and severity, the player “dishing it out” may have to be asked to take a time out or leave the game if they are hurting other kids. Coaches can confer and agree on best to handle individual situations so kids stay safe and parents are not getting frustrated with undue rough play.

□ **Offside** – This is designed to avoid “cherry picking” for all teams but only a rule for the intermediate age group. Players can’t hang out at the other team’s goal waiting for the ball. Players cannot be offside on a corner kick, goal kick, or throw-in - they must be involved in active play as determined by the referee to be called offside.

A player is in an offside position if: *he is nearer to his opponents’ goal line than both the ball and the second last opponent.*

An offensive or attacking player can’t be ahead of the ball and involved in the play unless there is a defender between him and the goalkeeper.

You can’t be offside if you are standing on your half of the field. Also, the offside rule applies *when the ball is kicked*, not when the player receives the ball.

□ **Team Size, Positions & Substitutions** – The number of players can be agreed on according to how many players each team has by the two team coaches at the beginning of the game. Maximum players on the field per team are usually 10+ goalie. Substitutions are up to the coaches and usually dependant on who needs a water break as the summer gets warmer! The basic positions are: offense, defense, and goalie. Kids can be rotated through the various positions at the coach’s discretion. For the younger teams there may be only two positions (fielder or goalkeeper)

Definitions

Caution – a disciplinary action in which the referee shows a player the yellow card (for violating a soccer rule, obviously). A second caution in the same match results in the player being shown the red card (ejected from the game). We will simply tell the player and coach if they have a yellow card.

Corner kick – a direct free kick that is awarded when the defending team puts the ball over the end line. A corner kick is taken by the offensive team from next to the corner flag.

Dangerous Play – an action by a player that the referee considers dangerous to that player or others. Examples are high kicking, playing while lying on the ground, or playing the ball while it is in the possession of the goalkeeper.

Direct Free Kick – a free kick that is awarded at the spot of the infraction for a physical contact foul such as tripping, holding, pushing, tackles from behind, jumping into an opponent, or for hand balls. A direct free kick can score by going directly into the goal. It does not have to be touched by anyone other than the kicker.

Drop Ball – a method of restarting a game where the referee drops the ball between 2 players facing each other. A drop ball restarts the game after play is stopped for no penalty situation (e.g. after an injury) and in other circumstances

(More than one soccer rule about this). The ball is dropped where it was last in play or at the nearest point outside the penalty area.

Foul – when the referee judges a violation against an opposing player. The team that suffers the foul is awarded with a direct free kick unless the foul is committed by a defensive player inside his own penalty area, in which case the foul results in a penalty kick.

Goal Kick – a type of restart that is awarded when the attacking team puts the ball over the end line. The ball is kicked from anywhere inside the goal area away from the goal to restart play. After the kick is taken, the ball cannot be touched again by any player until it is outside of the penalty area.

Indirect Free Kick – a free kick that is awarded at the spot of the infraction for other fouls that are judged not to be serious such as obstruction, dangerous play or charging (non-contact fouls), as well as for offside. Indirect kicks must touch another player (either team) before the ball goes into the net in order to score.

Offside –

A violation that occurs when an offensive player is closer to the opponent's goal than both the ball and the second-to-last opposing player at the time that the ball is passed to the offensive player by his or her teammate. Players cannot be called offside if they are in their own half of the field or if they receive the ball from a throw in, corner kick, or goal kick. When a player is called offside, the opposing team is awarded an indirect free kick.

Obstruction – a foul in which a defensive player, instead of going after the ball, illegally uses their body to prevent an offensive player from playing it.

Penalty kick – A kick taken from 12 yards in front of the goal as a result of a contact foul or hand ball that takes place inside the penalty area.

Throw-in – a way to restart play when the ball goes out over the sidelines. The team that did not touch the ball last is allowed an overhead throw.

