



All rules and interpretations will be covered under the Kansas Youth Soccer with the following emphasis and exceptions listed below. The Bonner Springs Parks and Recreation Department sets the rules and reserves the right to interpret the rules in the best interest of the Bonner Springs Park and Recreation Soccer League.

Purpose of the BSPR youth soccer league: The goal of the BSPR Youth Sports Soccer Program focuses on fundamental skills, fun, participation, and social interaction throughout practice and organized games. The BSPR sports programs are designed to provide opportunities and participation to all, regardless of skill or ability. We wish to provide youth with a FUN learning experience and the opportunity to develop lifetime leisure skills.

1. Roster - each team shall consist of a maximum of 12 players.

- a. 8 Players are in the field of play
 - i. 7 on the field, 1 goalkeeper
 - ii. Must have minimum of 4 to start game
 - iii. Opposing team must play with same amount of players

2. Organization

- a. Leagues will be organized by the Bonner Springs Parks and Recreation Department. Age groups can be combined by Bonner Springs Parks and Recreation Department if number of teams permits. Leagues will be organized as follows:
- b. Grade: Leagues will be split up into 4 divisions. PreK/K, 1st/2nd, 3rd/4th and 5th/8th. All leagues will be co-ed. Kids may have the option of playing up but not play down. Approval must be given for the kid(s) to play up.

3. Game

- a. Each game shall consist of two 22 minute halves, with a 5 minute break for half time.
- b. Game ball is regulation size 4
- c. Goal size is 6.5 x 12
- d. Field size will be 50 x 30 (yards)

4. Kick-Off

- a. A kick-off is the way to start each half of the game and to restart play after a goal is scored. Team that kicks is determined by a coin flip.
- b. Kick-off requirements:
 - i. From the center mark
 - ii. Each team on its half of the field
 - iii. Players from the other team must be outside the center circle
 - iv. Ball is kicked and moves forward (into the "other half" of the field).
 - v. The player who takes the kick-off cannot touch the ball again until the ball has been touched by another player from either team (Indirect free kick restart if this happens).

4. Playing Time

- a. Each team will begin the game with six players.
- b. Players should be given 22 minutes of playing time.

5. Substitutes

- a. Player substitutions can only be made when the ball is not in play, and are unlimited.
 - i. During half time
 - ii. In the event of an injured player, a substitution may occur.
 - iii. Substitution cannot be made “on the fly” while the ball is in play.
 - iv. Goalkeepers may be substituted in the event of injury to the existing goalkeeper, or at half time.
- b. Substituting coach must advise the referee of the pending substitution.
 - i. Referee must acknowledge and approve the substitution before it occurs.

6. Goalkeepers

- a. Goalkeepers are only allowed to handle the ball in their own penalty area.
- b. A goalkeeper may leave his goal area at anytime. However, the goalkeeper is not permitted to handle the ball while outside their team’s penalty area. If a goalkeeper handles the ball outside of his own area, the resulting play is an indirect free kick.
- c. No player may kick at a ball if the goalkeeper has the ball in their possession or is attempting to grab the ball within the goal area.

7. Free Kicks and Penalty Kicks

- a. In the event of a foul, the referee should stop play and award a free kick.
- b. All Free Kicks will be indirect. In the event of a goal being scored, the ball must have touched another player of either team for it to be allowed.
- c. The defending team players must be 5 yards from the ball when the free kick is taken.
- d. For all fouls, the referee will briefly advise the player what they done to concede the foul.

8. Slide Tackling

- a. If a player attempts to slide tackle, even if performed correctly, a foul will be called and the result will be an indirect free kick.

9. Throw-Ins

- a. If the ball goes out of bounds on the sidelines a throw in will be awarded to the opposing team.
- b. The ball must go completely over the line to be ruled out of bounds.

10. Corner Kicks

- a. Corner kicks will be awarded when the ball crosses the goal line of the defending team, and the defending team was the last to touch the ball.
- b. In the event of a goal, the ball must have touched another player of either team for the goal to be awarded.
- c. If the ball enters the goal without touching another player a goal kick will be awarded.

11. Goal Kicks

- a. When the ball crosses the goal line and is last touched by an offensive player, a goal kick will be awarded.
- b. Goal Kicks may be taken by any player
- c. Goal kicks can be taken from anywhere from the goal box.
- d. When a goal kick is taken, all defensive players must be outside the penalty box area
 - The offensive team is allowed to have players inside the penalty box area, but cannot touch the ball until it is outside the penalty box area
- e. Goal kicks must leave the penalty box area before any player can touch the ball

12. Referees

- a. There is one referee for all 1st/2nd Soccer games.

13. Offside

- a. 1st/2nd will not play the offside rule.
 - i. It is recommended that players are encouraged to play and not just hang around the goal waiting for a pass down field.

14. Safety

- a. Players are required to wear shin guards at all games. This is a mandatory requirement. Socks must cover shin guards completely.
- b. No jewelry will be permitted, this includes, necklaces, earrings, bracelets, rings, etc... Tape cannot be used to cover up jewelry.
- c. Casts on limbs are not permitted.
- d. In the event of the coach believing a player maybe seriously injured, he/she will stop the game and call over the appropriate coach, and contact the field supervisor if necessary.
- e. Footwear: No metal spikes!
- f. NO headers or slide tackling allowed.

15. Sportsmanship

- a. After each game both teams must line up and shake hands with the opposing team, coaches and referees.
- b. Any coach ejected from a soccer game may not coach again until they officiate 1 soccer game in the age division they were ejected from.

16. Uniforms

- a. All players are required to wear Soccer uniforms
- b. Soccer socks must cover the entire length of the shin-guard
- c. Soccer shirts must be tucked into the shorts for the duration of the game, and must be the top layer of clothing.
- d. Shorts may be replaced with sweat pants in the event of cold weather
- e. Shin guards must still be worn underneath sweat pants, and the socks are still required to cover the shin guard

17. Forfeit

- a. Teams are encouraged to lend players to team in need.