



# City of Bonner Springs

## PARKS AND RECREATION

### Soccer Rules – PreK/K

Revised: March 2021

All rules and interpretations will be covered under 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 8 – 11 players per roster.

**a.** 5 players are on the field of play

i. 4 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 are organized by the Bonner Springs Parks and Recreation Department. Grade groups can be combined by the Bonner Springs Parks and Recreation Department if number of teams permits. Leagues will be organized by:

**b.** Grade: Leagues will be split up into 4 divisions: PreK/K, 1<sup>st</sup>/2<sup>nd</sup>, 3<sup>rd</sup>/4<sup>th</sup>, 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup>. All leagues will be co-rec. Kids may have the option of playing up but may not play down. Approval must be given for the kid(s) to play up.

**3. Game**

**a.** Each game shall consist of two 16 minute halves, with a 5 minute break for half time.

**b.** Game ball is regulation size 3.

**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 in 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).



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### 4. Playing Time

- a. Each team should begin the game with 5 players.
- b. Players will be given 16 minutes of playing time.

### 5. Substitutes

- a. Substitutions may be made any time. Play must be stopped (ball is dead) to substitute.
- b. Referees must acknowledge and approve all substitutions before it occurs.
- c. Goalie substitute must be wearing goalie attire (gloves, pinny).

### 6. Goalkeepers

- a. Goalkeepers are only allowed to handle the ball in their own penalty area.
- b. A goalkeeper may leave his or her goal area at any time. 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 or her own area a warning (teaching moment) will be issued.
- 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 Spot Kicks

- a. No free kicks or penalty spot kicks.
- b. For all fouls, the coach will briefly advise the player what they did to concede the foul.

### 8. 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.

### 9. Corner Kicks

- a. Corner kicks will not be awarded.
- b. Should the ball cross the goal line and is last touched by a defender, a corner throw in will be awarded for the offensive team.

### 10. 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 **penalty** box.
- d. When a goal kick is taken, all opposing team 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.



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**11. Referees**

- a. There is up to one referee for all PreK/K soccer games.

**12. Offside**

- a. PreK/K 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.

**13. 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, earrings, etc... Tape cannot be used to cover up jewelry.
- c. Casts on limbs are not permitted unless covered by protective material.
- d. In the event of the coach believing a player maybe seriously injured, he/she will stop the game and call over the lead official and contact the field supervisor if necessary.
- e. Footwear: No metal spikes!

**14. 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 meet with the sports coordinator to determine coaching future coaching status.

**15. 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.

**16. Forfeit**

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