



2020

SOCCER

LOCAL LEAGUE RULES & EXPECTATIONS

5766 Rockfish Road, Hope Mills NC 28348

424-4500

The mission of this program is to provide children instruction on the fundamentals of soccer, while promoting good sportsmanship, teamwork, and respect for ourselves and others, within a safe, positive, and fun environment.

The current issue of the National Federation of High Schools Rule Book will prevail other than the exceptions listed in this publication. Town of Hope Mills Parks and Recreation (HMPR) as needed may issue Addendums and Clarifications to these rules. No other local league rule exceptions will be allowed. These rules are available at the recreation center.

1:00 AGE REQUIREMENTS

Termite (6U)	: ages 5 – 6
Junior Pee Wee (8U)	: ages 7 – 8
Pee Wee (10U)	: ages 9 – 10
Midget (12U)	: ages 11 – 12
Junior (14U)	: ages 13 – 14

League age is the age the player will be prior to December 1.

2:00 TEAM BOUNDARIES

2:01 Players that live in The Town of Hope Mills pay a \$30.00 registration fee. Players that live outside of the Town Limits pay additional \$10.00 fee, so will pay a \$40.00 registration fee.

2:02 All returning players will play for the same team they played for the previous year and will remain with that team throughout their age eligibility.

2:03 All new players *will be assigned to teams using the HMPR draft.*

2:04 No player will be allowed to play on more than 1 team or league in any HMPR program.
PENALTY: upon discovery the player will be removed and returned to the proper program

3:00 ROSTERS AND REGISTRATION REQUIREMENTS

- 3:01 All teams in each division will have a **minimum of 11 players** and a **maximum of 15 players**.
EXCEPTION: TERMITE TEAMS WILL HAVE A MAXIMUM OF 14 PLAYERS.
- 3:02 No player will be allowed to participate in a game or practice without a signed registration form and one of the following documents submitted to HMPR:
- 1) birth certificate. 2) military identification card. 3) passport.
- 3:03 No player may be added to a team roster after the deadline.
- 3:04 If, during the season, a team becomes unable to field the required number of properly registered players to legally play a game or continue the season, that team will be allowed to add enough registered players to finish the season. These games will be played as official games, however, all games from that point will be considered forfeits. The opposing team must have enough players present to play the forfeited games or the game will be considered a double forfeit. If a team chooses this option, it will be enforced for the remainder of the season.

4:00 EQUIPMENT

- 4:01 The head coach of each team will be issued equipment, if requested. This equipment will include practice balls, cones and goalie jerseys for each team (if requested).
- 4:02 In order to be considered for future coaching positions, all HMPR issued equipment must be returned within 14 days of the team's last game.
- 4:03 **Shin guards are required.** Players are not allowed to wear padded equipment or special protective devices other than size appropriate shin guards.
- 4:04 **STEEL SPIKES OR CLEATS WITH DETACHABLE FIBERGLASS OR STEEL TIPS WILL NOT BE ALLOWED.** Only rubber molded or plastic cleats will be allowed.
- 4:05 **NO JEWELRY.** Watches, rings, necklaces, earrings, hair beads, headwear of any type, etc cannot be worn during the game.
- 4:06 **Corrective Lenses** – HMPR recognizes the need for corrective lenses. However, the potential hazard they pose during sports participation is also recognized. For that reason, HMPR strongly recommends polycarbonate lenses and eyewear including safety strap designed specifically for use in sporting activities (i.e. – sport goggles, rec specs). HMPR also strongly recommends parents/guardians consult their child's optometrist/optician, prior to participation, as to the appropriateness of their eye wear for the designated activity. Additionally, due to the variance of needs of participants, the use of eyewear will be up to the sole discretion of the parent/guardian.
- 4:07 Mouthpieces are not required, however they are recommended.
- 4:08 HMPR issued equipment cannot be used for any other game, practice or event.

- 4:09 A PLAYER WHO IS BLEEDING, HAS AN OPEN WOUND OR HAS AN EXCESSIVE AMOUNT OF BLOOD ON THEIR UNIFORM, MUST LEAVE THE GAME AND MAY NOT RETURN PRIOR TO A UNIFORM CHANGE. THIS PLAYER MAY RE-ENTER THE GAME AT THE FIRST SUBSTITUTION OPPORTUNITY.

5:00 COACHES

ALL PROSPECTIVE COACHES MUST COMPLETE A VOLUNTEER APPLICATION AND A BACKGROUND CHECK FORM. COACHES MUST HAVE AN ACCEPTABLE BACKGROUND CHECK IN ORDER TO COACH. THOSE COACHES WHO DO NOT PASS THE BACKGROUND CHECK WILL NOT BE ALLOWED ON THE FIELD OR THE TEAM'S BENCH AREA DURING PRACTICES AND GAMES.

- 5:01 A maximum of 3 coaches will be allowed per team. Only these 3 coaches will be allowed in the bench area, with the exception of 5-6 developmental leagues.
- 5:02 All coaches must understand and agree to carry out the duties, responsibilities, and policies as established by HMPR.
- 5:03 **Coaches must set good examples of sportsmanship.**
- 5:04 Coaches will not use profane language or use tobacco products on the field during practices or games. **Tobacco products are not allowed on school property, per Cumberland County Schools.**
- 5:05 Coaches are expected to have a team meeting with the parents to discuss team rules and their expectations of the players and parents. Be sure to cover the following items: practice schedule, attendance policy, disciplinary actions, team snacks, inclement weather information, etc.
- 5:06 Coaches are expected to closely observe their players at all times to be certain that the players do not become overly fatigued.
- 5:07 Coaches should make effort to prevent injuries to players, by insisting that everyone stretches and warms-up adequately. Coaches should refrain from using exercises that may be dangerous to a player's well being, such as duck walks, deep knee bends, etc. Refrain from teaching difficult and dangerous maneuvers, such as slide tackling from the rear. **This is a recreational league.**
- 5:08 Coaches and players must stay within the designated bench area. Unauthorized persons will not be allowed in the bench area.

6:00 SPORTSMANSHIP

Please refer to the Town of Hope Mills Code of Conduct at the back of rule packet for additional details.

6:01 Alcoholic beverages are not allowed on school or recreation property. This includes ALL athletic fields. This is a **STATE LAW**. If necessary, proper legal action will be taken to observe this rule. **TOBACCO PRODUCTS ARE NOT ALLOWED ON THE PLAYING FIELD, THE BENCH AREA, OR IN THE PRESENCE OF THE PLAYERS AT ANY TIME.**

6:02 A coach, player, or spectator with the presence of alcohol on their breath will be asked to leave the school or recreation area.

6:03 At the discretion of HMPR, any coach or player ejected from a game will be suspended for at least **10 days**. The suspension could be longer depending upon the severity of the infraction.

A coach who is ejected from a game must leave the recreation property immediately. Failure to comply will result in a longer suspension. Ejected players will be allowed to remain in the bench area, if their parent is not in attendance.

6:04 Fighting and/or unsportsmanlike conduct **WILL NOT** be tolerated before, during, or after the game. If a player or coach pushes, shoves, or strikes a member of the other team or any recreation personnel, *he/she shall be suspended from play immediately and subject to Code of Conduct penalties.*

6:05 Members of one team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. The penalty for violation of this rule shall be the removal of the guilty player, players, and/or coach from the game and from the dugout.

6:06 **Spectators must display good sportsmanship. Unruly spectators will be asked to leave the recreation premises.**

- Please do not argue with the officials.
- Please do not communicate threats to the officials.
- Please do not use profanity towards the officials.
- Please do not display unsportsmanlike conduct.
- Please do not enter the playing area in a hostile manner.
- Please do not consume alcoholic beverages at recreation sites.
- Please do not bring any weapons to recreation sites.
- Please do not create a hostile environment.
- Please do not generate ill will amongst the spectators.
- Please do not forget this is an amateur program.
- Officials will make mistakes as they learn and grow.
- Officials are not expected to and will not make every call correctly.
- Officials are an extension of HMPR staff are the only impartial participant in a game.
- Only head coaches may address the officials.

6:07 It is up to you, the coach, to encourage and display good sportsmanship for both the players and spectators to see. If you see or hear a parent, spectator or player displaying poor sportsmanship, please do your best to remind them that this is a recreational league and poor sportsmanship will not be tolerated.

6:08 **PER OUR MISSION FOR THIS PROGRAM, NO ONE WILL ARGUE OR OBJECT TO THE CALLS OF THE OFFICIALS. WE ARE ALL HERE TO SUPPORT AND ENCOURAGE THE CHILDREN OF OUR COMMUNITY. ANY INFRACTION WILL RESULT IN IMMEDIATE EJECTION FROM GROUNDS.**

7:00 **POSTPONED GAMES/INCLEMENT WEATHER**

7:01 In case of inclement weather, coaches and parents should call the following number for a decision as to whether or not the game will be played:

(910) 308-0275

If no cancellation is listed, teams must report to the field and wait for the officials or field supervisor's decision.

7:02 Prior to the start of the game, the field supervisor or the HMPR staff on duty will have sole authority to postpone or play the game. After the game begins, the official will have the sole authority to postpone or play the game.

7:03 At the discretion of the HMPR, make-up games may be scheduled. Suspended games, *if re-scheduled*, will be resumed from the point of interruption.

8:00 **PRACTICE**

8:01 Practices will be limited to a total of (3) three hours over a week period. *Optional Saturday practices will only be scheduled until the season begins.

8:02 Practices must be over by 9:00 pm.

9:00 **COMPLAINTS/INELIGIBLE PLAYERS/FORFEITS**

9:01 HMPR will not recognize protests of officials' decisions.

9:02 Requests for determining the eligibility of a player (proper age, registered and on the roster) can be made, *in writing*, at any point during the season by head coaches. When requesting the inquiry, coaches must give the player's known name, jersey number, and team for which he/she participated. Teams will forfeit all games in which an ineligible player (improper age / not registered on the roster) participates.

9:03 A team will forfeit their game if not ready to play within 10 minutes after the scheduled starting time for the first game of the day at that field. All other games will begin at scheduled game time or immediately after the 5-minute warm-up period if the preceding game exceeds game time. A team will forfeit if not ready to play at that time.

10:00 PARTICIPATION RULE

PENALTY FOR VIOLATION OF THE PARTICIPATION RULE: HEAD COACH WILL BE SUSPENDED FOR THE NEXT GAME PLAYED BY HIS/HER TEAM

10:01 6U / 8U

Each player will play a minimum of one-half of each game. The game will be divided into four (4) quarters, with each quarter lasting 10 minutes (Eight (8) minutes for 6U.)

- Players will play the entire quarter, with no substitution allowed during the quarter.
- At the end of the quarter, new rotation of players will take the field and play that entire quarter.
- Substitutions are only allowed when there is an injury, sickness or ejection – the opposing coach will select the player to take the place of the exiting player.
- If able, an injured or sick player may return to the game at a later time.

PLEASE NOTE: This rule is intended to ensure all players meet the minimum amount of playing time; however some players will play more than the minimum.

10:02 10U / 12U

Players must play half of each game. Use your substitutions wisely.

11:00 SUBSTITUTION

11:01 6U / 8U

Substitutions are allowed BETWEEN QUARTERS ONLY. There will be no substitutions during the quarters. EXCEPTION: Injury, illness, ejection

11:02 10U

Substitutions are allowed on a dead ball situation only and must be done in a timely manner. Two (2) substitutions will be allowed per team during ALL 4 QUARTERS OF PLAY.

11:03 12U / 14U

Each team will substitute under the following guidelines:

- Either team may substitute an unlimited number of players:
 - throw-ins when team has possession or other team is substituting
 - between periods
 - on a goal kick
 - when a goal is scored
 - when an injured player is attended to on the field
 - when a player is cautioned
 - when a player is disqualified (ejected)
 - when a team is awarded a corner kick

12:00 PLAYING RULES – 6U

- 12:01 Official time will be kept on the field by the referee.
- 12:02 **Length of game:** Four (4) quarters; Eight (8) minutes per quarter.
- 12:03 Each team shall play with seven (7) players on the field. A team must have a minimum of five (5) legal players on the field in order to begin a game. **NOTE: THERE IS NO GOALKEEPER.**
- 12:04 A defensive player may not be in the goal area unless he/she is making a play on the ball or on a player with the ball. The defensive player may not occupy this area prior to making a play on the ball or on a player with the ball. **PENALTY: offensive team will be awarded a penalty kick.**
- 12:05 There will be two (2) minutes between quarters. Half time will be eight (8) minutes. Teams will switch ends only at the start of the second half.
- 12:06 **Official soccer ball:** Size 3
- 12:07 Scores and standing will not be kept.
- 12:08 One (1) coach per team will be allowed on the field for instructional purposes. One (1) coach must remain with the players on the bench for supervision and safety.

13:00 PLAYING RULES – 8U

- 13:01 Official time will be kept on the field by the referee.
- 13:02 **Length of game:** Four (4) quarters; Ten (10) minutes per quarter.
- 13:03 Each team shall play with nine (9) players on the field. A team must have a minimum of seven (7) legal players on the field in order to begin or play a game.
- 13:04 A team will forfeit the game if it does not have at least seven (7) players on the field within ten (10) minutes after the scheduled starting time for the first game of the day. All other games will begin (or be forfeited) at the scheduled starting time or immediately after the 10-minute warm-up period, if the preceding game exceeds the starting time of the following game.
- 13:05 There will be two (2) minutes between quarters. Half time will be ten (10) minutes. Teams will switch ends only at the start of the second half.
- 13:06 **Official soccer ball:** Size 4

14:00 PLAYING RULES – 10U

- 14:01 Official time will be kept on the field by the referee.
- 14:02 **Length of game:** Four (4) quarters; Ten (10) minutes per quarter.
- 14:03 Each team shall play with nine (9) players on the field. A team must have a minimum of seven (7) legal players on the field in order to begin or play a game.
- 14:04 A team will forfeit the game if it does not have at least seven (7) players on the field within ten (10) minutes after the scheduled starting time for the first game of the day. All other games will begin (or be forfeited) at the scheduled starting time or immediately after the 10-minute warm-up period, if the preceding game exceeds the starting time of the following game.
- 14:05 There will be two (2) minutes between quarters. Half time will be ten (10) minutes. Teams will switch ends only at the start of the second half.
- 14:06 **Official soccer ball:** Size 4

15:00 PLAYING RULES – 12U

- 15:01 Official time will be kept on the field by the referee.
- 15:02 **Length of game:** Four (4) quarters; Ten (10) minutes per quarter.
- 15:03 Each team shall play with nine (9) players on the field. A team must have a minimum of seven (7) legal players on the field in order to begin or play a game.
- 15:04 A team will forfeit the game if it does not have at least seven (7) players on the field within ten (10) minutes after the scheduled starting time for the first game of the day. All other games will begin (or be forfeited) at the scheduled starting time or immediately after the 10-minute warm-up period, if the preceding game exceeds the starting time of the following game.
- 15:05 There will be two (2) minutes between quarters. Half time will be ten (10) minutes. Teams will switch ends only at the start of the second half.
- 15:06 **Official soccer ball:** Size 5

16:00 DIVISION CHAMPIONS / TOURNAMENT

16:01 **6U / 8U:** the HMPR will neither schedule nor recognize post-season play for the Termite (6U) and Junior Pee Wee (8U) programs.

10U / 12U: post season play will be governed by the following regulations:

16:02 Division champions/seeding for tournaments will be determined by the won/tie/loss record:

Win = 2 points

Tie = 1 point (there is no overtime period)

Loss = 0 points

16:03 Tie Break procedure:

Scenario #1: Head to Head

If teams are tied for first (1st) place at the end of the regular season, the team that won the most regular season games (HEAD TO HEAD) against the other tied team or teams will be the division champion / #1 tournament seed.

Scenario #2: Least goals given up

If head-to-head record doesn't break tie, the next tie-breaker will be least goals given up.

If teams are still tied after scenario #1 and #2, team names will be placed in a hat and drawn for tournament seeding.

At no point will goals scored be used as a tie break.

17:00 TROPHIES AND AWARDS

The division champion and runner-up will receive individual awards.

(6U: Players will receive participation awards)

Fun facts about kids and sports

- ☺ Sports can build character in kids **if** their social environment encourages moral and ethical behavior.
- ☺ The most common reasons kids play sports are to have fun and hang out with friends.
- ☺ NCAA fact: 3-5% of high school athletes will play college sports (3-5 per 100).
- ☺ NCAA fact: .02%-.09% of college athletes will be drafted by a professional team (2-9 per 1000).
- ☺ 70% of kids drop out of sports by the age of 13.
- ☺ 15-20% of youth sporting events involve some kind of behavior that requires a written notice (National Alliance of Youth Sports).
- ☺ The least favorite aspect of the game for kids is the ride home with parents.
- ☺ A child's behavior is a reflection of what they have seen an adult do before. Please be a positive example to your children and players.