

CITY OF PARMA
2023 YOUTH SOCCER RULE BOOK

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*****PHILOSOPHY*****

The philosophy we have established in the City of Parma is one of safety, participation and sportsmanship. Guidelines that we will adhere to will center on these basic ideas.

We encourage active participation and family enjoyment of the City of Parma's facilities and recreation programs to service all our residents, from youngsters to seniors.

We promote your involvement and participation, which will add to your physical and mental fitness as well as promote the spirit of the family.

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HEADER BAN

Headers are banned in Division 3 and below. Limited heading allowed in Division 4 practices (30 minutes per week 15 to 20 headers). No limitations in Divisions 5. When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

GENERAL RULES

- A. Substitutions will be made by either team at these times with permission of the referee: after a goal is scored, at half-time, on an injury time-out (unlimited substitutions), on a goal kick, and on a throw-in. Division 2 Substitutions preferred at the end of each quarter and for individual players as needed. Tikes-N-Spikes and Division 1 as needed.
- B. Legible lineup cards will be presented to the Referee with names of all competing players and their jersey numbers (Divisions 3 – 5 only).
- C. Only eligible players may take part in a game. Players not signed up through the Parma Recreation Department will not be allowed to participate. The use of an ineligible player without properly validated registration will result in a forfeited game. Coaches are responsible for eligibility of each player.
- D. The Soccer Director/Supervisor will reschedule postponed games as possible.
- E. Players may be added to a roster during the season only with the approval of the Soccer Supervisors.
- F. Each player must play at least one-half of the duration of every game unless an illness or injury occurs during the course of the game. Teams failing to abide by this rule are subject to forfeit.
- G. Be advised that any player that is injured in any game or practice session, that neither the City of Parma, the Parma Recreation Department, their employees nor offices will in anyway be held responsible for any injury sustained.

GAMES PLAYED AT:
JAMES DAY PARK
 11828 WEST PLEASANT VALLEY ROAD
 PARMA, OHIO

Divisions:

Tikes N Spikes I and II	Age 3 (I) Age 4 (II)
Division 1 Academy	Age 5 or Kindergarten
Division 2 Academy	1st or 2nd Grade
Division 3	3rd or 4th
Division 4	5th or 6th
Division 5	7th or 8th

***All divisions may be coed**

REGISTRATION IS BASED ON THE DIVISION BY AGE OR GRADE AS INDICATED ABOVE

PLEASE FOLLOW US ON:

- Website: www.parmarecsoccer.com
- Twitter: @parmarec
- Facebook: @CityofParma
- Instagram: @cityofparma
- Rainout number: 440-882-5471

LAWS OF THE GAME

All City of Parma Youth Soccer League games will be played under the rules of FIFA/USSF LAWS OF THE GAME, latest edition, except as noted in this Rule Book. Divisions 5 will be played under the rules according to the Ohio High School Athletic Association.

THE FIELD OF PLAY

All games will be played at James Day Park soccer fields as shown on schedules. The Soccer Director/Supervisor has the authority to postpone any or all scheduled games due to unusual conditions (extreme weather conditions, poor field conditions, etc.) In all other cases, the Soccer Director or the Soccer Supervisor will be responsible for determining the suitability of playing conditions (weather and the conditions of the field) and his/her decision is final. He/She may terminate the game at his/her discretion due to deteriorating weather and/or field conditions, prior to game time or any time during the game. Under no circumstances will a game take place during the presence of lightning storms. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Should a game be delayed or interrupted because of hazardous conditions, the Referee will determine at which time the game will be started or restarted.

THE BALL

All games will be played with a ball as furnished by the Recreation Department.

DIVISION	SIZE OF BALL
TIKES N SPIKES, DIVISION 1 & DIVISION 2	#3
DIVISION 3 & DIVISION 4	#4
DIVISION 5	#5

FREE KICK

There will be two types of free kicks:

- A. Direct: from which a goal can be scored directly
- B. Indirect: where two players have to touch the ball before you can score a goal

The Referee will keep his hand up over his head for all indirect kicks and keep it there until it touches the second player from a restart position. The ball must be stationary when the ball is kicked from a restart position. When a free kick is in a team's own penalty area, all opponents must be outside the penalty area. No ball shall be touched until it leaves the penalty area by either team when it is kicked from within their own penalty area. If this is not complied with, the kick will be retaken. SEE ALSO HEADER BAN

THROW-IN

When the whole of the ball goes over the touchline (sideline) during play the throw-in will be taken by a player of the team opposite to that of the player who last touched it. The throw-in will be taken from the spot where it went out of bounds. A goal cannot be scored directly from a throw-in. No throw-ins during Division 1 games where the ball is put back in play. Division 2 receives one do-over per thrower if the throw-in is incorrect.

GOAL KICK

When the whole of the ball goes completely beyond the goal line and is last touched by the attacking team, the defending team will take a free kick from any point within that half of the goal area nearest to where it crossed the line. All opponents shall be outside the penalty area and either team shall not touch the ball until it leaves the penalty area. The opposing team shall not enter the penalty area until the ball has left the penalty area. If this is not complied with, the kick shall be retaken.

CORNER KICK

When the whole of the ball crosses the goal line and is last touched by the defensive team, the opponent shall take a corner kick. For Division 2 the corner kick may be taken from a point whose intersection is the goal line and penalty area line if needed. Older age divisions will kick from the corner flag. A goal can be scored directly from a corner kick. No corner kicks during Division 1 games where the ball is put back in play.

OFF-SIDE (NO OFF-SIDE IN TIKES-N-SPIKES, DIVISIONS 1 AND 2)

A player will be offside if he/she is nearer to his opponent's goal line than the ball, unless:

- A. He/she is in his own half of the field of play, or
- B. There are at least two (2) of his opponents nearer their goal line than he/she is.

A player shall be declared offside and penalized only at the moment the ball is played by one of his/her teammates and in the opinion of the Referee he is:

- A. interfering with play or interfering opponent, or
- B. seeking to gain advantage by being in that position

A player shall NOT be offside when he/she received the ball DIRECT from a goal kick, a corner kick, or a throw-in.

PLAYER FOULS AND MISCONDUCT

The Referee will blow the whistle and give a signal for all fouls during the game. The types of fouls are as described in the LAWS OF THE GAME. The Referee may also caution a player or coach (yellow card) for:

- A. any dissent from a decision by the Referee, or
- B. he/she is guilty of unsporting behavior
- C. Two (2) yellow cards for unsporting behavior or dissent equal one red card and carry over throughout the season.

The Referee may also eject a player or coach (as applicable below) (red card) if:

- A. he/she is guilty of violent conduct or serious foul play,
- B. uses foul or abusive language, or
- C. persists in misconduct after having received a caution

The first red card will result in ejection from game and a one game suspension. The second red card is a 3 game suspension. The third red card results in suspension for remainder of the year and the next season.

Coaches are responsible for the behaviors of their sideline and may be subject to suspension if a parent is ejected from the match.

NUMBER OF PLAYERS

The game will be played with eleven (11) players on each side one of which must be a goalkeeper for Division 5 (Coed). Division 5 may be 8 v 8 (seven players and a goalie) as needed. Divisions 1 Boys and Girls will 5 v 5 (with goalie). Division 2 (Boys and Girls), and 3 and 4 (Girls) will be 7 v 7 played (6 players and a goalie). Divisions 3 (Boys), 4 (Boys and Girls) will be 9 v 9 played (8 players and a goalie), Tikes-N-Spikes is instructional. Numbers on field may be modified. See General Rules for Substitutions.

PLAYERS EQUIPMENT

T-shirts are supplied by the recreation department. Goalkeepers must wear colors that distinguish him/her from other players and the referees. A uniform consists of jersey, shorts, socks, shin guards and footwear. Casts will be permitted if covered with a yielding material and approved by the Referee or Soccer Director/Supervisor prior to the game. The Referee or Soccer Director/Supervisor will determine whether any uniform is considered dangerous (knee braces, eye guards, nails in shoes, etc.) and his/her/their decision is final. The Home Team is the second team on the schedule. No jewelry, metal devices or hazardous equipment may be worn.

REFEREES

The Soccer Director/Supervisor will appoint the referees. The authority or judgment of the Referee shall not be challenged by any coach, player or spectator. The Referee will be responsible for checking team uniforms, field conditions, game ball, and enforcing the laws of the game. Team coaches will send their captains to the center of the field for any pre-game instructions prior to kickoff. Captains may address the Referee during any stoppage in the game for any rule interpretation. Coaches may address the Referee in a respectful manner prior to game time, or at half-time. The Referee will keep time on the field. The Soccer Director/Supervisor will monitor the time of the game for compliance. Tikes-N-Spikes and Division 1 will allow on the field coaching. No goalie coaches from Divisions 2 through 5.

The City of Parma does not allow players, coaches or spectators to assault, or verbally or physically abuse Referees. Assault is an intentional act of physical violence at or upon a Referee. Abuse includes but is not limited to the following acts: using foul or abusive language, threatening physical harm to a Referee or their property, or verbally threatening a Referee. These types of behaviors will not be tolerated and subject the offender to removal from James Day Park and possible prosecution.

LINESMEN

Each team may be asked by the Referee to furnish a linesman to determine whether the ball went out of bounds or over the end line. The linesman will be under the supervision of the Referee.

DIVISION	DURATION OF GAME	HALF	BREAK
TIKES N SPIKES	Up to 45 minutes age-appropriate instruction	Often—as needed	Often—as needed
1	15 minute instruction followed by 32 minute game	2 minutes between instruction and game and at half time	As needed
2	4 Twelve minute quarters	5 minutes	1 minute between 1st, 2nd, 3rd & 4th quarter
3	Boys: (2) 25 minute halves Girls: (3) 25 minute round robin	5 minutes	NONE
4	(2) 30 minute halves	5 minutes	NONE
5	(3) 35 minute round robin	5 minutes	NONE

Every game must be played to its completion. Any game played short for any reason, without prior agreement, will be judged for cause and/or any action

by the Soccer Director/Supervisor. Games that complete the first half will not be replayed. The Referee will not stop the clock during the game for any unusual stoppages (injury, field adjustments, etc.) Any intentional late game delay substitutions will cause the Referee to possibly warn the coach for this type of action.

PENALTY KICK

Any foul committed by the defensive team in the penalty area while the ball is in play for any on the (10) ten direct free kick fouls as described in the LAWS OF THE GAME will result in a penalty kick. All players other than the kicker and the goalkeeper to be outside the penalty box and restraining arc when the kick is to be taken. The goalkeeper has to remain on the goal line until the kick is taken.

START OF PLAY: AS SPECIFIED IN THE “LAWS OF THE GAME”

BALL IN AND OUT OF PLAY

The ball has to be completely beyond the touchline (sideline) or the goal line to be out of bounds. If there is any part of the ball; directly on the width of the line, the ball is still in play (the ball does not actually have to be touching the line to be in play – as long as it is covering part of the line). The linesman will indicate with his flag and the Referee will blow the whistle and give direction for the free throw, goal kick or corner kick. The Referee and corner flags are part of the field of play.

METHOD OF SCORING

When the ball goes completely over the goal line, between the goal posts and under the cross bar it shall be counted as a goal. The team that was scored on will take the ensuing kickoff.

Running up the score is discouraged. When the score differential exceeds 4 goals by the opposing team, the trailing team may add one player until the score is within 4 goals.