
Soccer Rules & Regulations

Jefferson Parish
Department of Parks and Recreation



Eastbank/Westbank SOCCER 2016



2016 JPRD SOCCER RULE BOOK



These are the official rules and regulations for the 2016 soccer season adopted by the Jefferson Parish Department of Parks and Recreation (JPRD), 6921 Saints Drive, Metairie, LA 70003 and 7437 Lapalco Boulevard, Marrero, LA 70072. The authorized soccer program conducted at our playgrounds will comply with these rules and regulations. They are intended to enhance a competitive balance between playgrounds, minimize risks to participants, and promote enjoyable participation and sportsmanship. Any soccer activity to include practice, clinics and games that are conducted outside the scope of these rules and regulations will not be considered as part of the authorized JPRD sports program which entitles players, coaches, and sponsors to certain rights and privileges.

JPRD has adopted National Federation of High School Association Rules to govern rules not covered by JPRD. The JPRD Rules and Regulations will supersede any rules by any state, regional and national sports coordinating body.

The Center Supervisor is the nearest JPRD official and certainly the most informed on matters dealing with the playground athletic leagues. We strongly suggest that parents, coaches, and players contact their playground center supervisor in attaining help. Naturally, the administrative staff at our Recreation Headquarters stands ready to help if needed. The first step is your Center Supervisor!

2016 RULES COMMITTEE

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Seth Simpson, East Bank Area Coordinator	Gerry Constant, West Bank Athletics Coordinator
Tiffany Curtis, East Bank Special Program Supr.	Sue Amor, West Bank Special Program Supr.
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Section
1

Dates to Remember

- Monday, Jan. 25..... Last date for soccer registration to start

- Monday, Jan. 25..... Practice may begin

- Wednesday, February 10..... Last date for Local Leagues to begin play

- Friday, February 12.....All Intramural League Schedules, Rules
and Pre-Season Coaches Meetings due

- Monday, February 22 Intramural rosters and Coaches Agreements due to Zone Manager

- Monday, March 14 (Eastbank) First day of All Star practice for 9-10, 11-12 & 13-15 Leagues

- Wednesday, March 16(Eastbank).....All Star rosters due to Area Coordinator

- Monday, March 21 (Eastbank)..... First day of Bank-Wide tournaments, 9-10, 11- 12 & 13-15
Leagues

- Monday, March 21 (Westbank)..... First day of All-Star practice, 9-10 & 11-12 Leagues

- Wednesday, March 23(Westbank).....All Star rosters due to Area Coordinator

- Monday, March 28 (Westbank).....Bank-wide Tournaments
begin for 9-10 & 11-12

Rule Changes

RULE CHANGES FOR 2016

- 5:08 Any intramural team that leaves the playground to play in a tournament, jamboree, or exhibition must have the approval of the playground Center Supervisor and the Area Coordinator of Athletics.
- 7:03:02 No 5 year old may be placed in a league with any players with a league age of 8 or older. No 6 year old may be placed in a league with any players with a league age of 9 or older.
- 8:01 Time: All games are to consist of four, 10 minute quarters (Ages 5-8) and 12 minute quarters Ages (9-15)

PROPOSED RULE CHANGES FOR 2017

None

Mandatory Insurance Program

All participants in Jefferson Parish Department of Parks and Recreation programs must enroll in the Participant Insurance program. Coaches are eligible for the same plan and may voluntarily enroll. The Participant Insurance program consists of the following:

Health Insurance Plan

Maximum of \$15,000 coverage for all injuries arising out of participation by registrants in the activity sponsored and directly supervised by JPRD. The plan is a secondary insurance and will pay deductibles and other expenses after the primary insurance has exhausted their benefits. If there is no plan, it will pay the same as a primary.

Liability Plan

Offers \$1,000,000 coverage protecting the enrolled individuals, coaches and team arising out of bodily injury, property damage and litigation costs to defend such claims. There is a \$500 deductible per claim. The period covering this plan is April 1, 2015 through April 1, 2016. It is strongly recommended that all coaches enroll in this insurance policy.

Coverage includes suits arising out of:

- Injury/death of participant
- Incidental medical practice
- Non-owned auto coverage (association liability only)
- Host liquor liability (non-profit)
- Ownership use or maintenance of fields
- Consumption use of food and drink
- Libel, defamation, false arrest, wrongful eviction or invasion of privacy
- Injury/death of adult volunteers
- All activities necessary or incidental to conduct of practices and games
- Spectator injury
- Cost of investigation and defense of claims, even if groundless
- Property damage liability

Eligibility

The competitive balance of our programs is maintained by strict adherence to the following eligibility criteria. Coaches and supervisory personnel must make every effort to assure that players and their parents are aware and are in compliance with these criteria. Failure to do so may result in innocent teammates being exposed to games lost due to forfeiture.

4:01 **RESIDENCY**

- 4:01:01 All participants must reside in Jefferson Parish or boundaries deemed legal by JPRD.
- 4:01:02 Participants legal residence must be recorded on the official JPRD registration form and the valid JPRD I.D. card. Proof of residency, such as a valid driver's license or current utility bill required at registration.
- 4:01:03 Some playground districts share geographical area, and in accordance with this, the initial or original selection by the participant of a playground for participation in the youth athletic programs will become their designated or proper playground.
- 4:01:04 **WAIVERS** - Participants are allowed to participate outside of their playground district or change participation eligibility at playgrounds within a neutral zone with an approved JPRD waiver form. A player who moves to another district during regular season will be allowed to finish the season, to include playoffs, at his/her original playground.

4:02 **DUAL PARTICIPATION**

- 4:02:01 Participants may not simultaneously play JPRD and LHSAA Senior High school varsity or junior varsity sports programs. Church leagues and CYO players will be allowed to play if they meet all other requirements.
- 4:02:02 Dual participation is allowed in intramural or local league play (See Section 7 for detailed information)
- 4:02:03 Participants may not simultaneously participate at two playgrounds, (i.e., play 9-10 soccer at both Harvey and PARD or at both Bright and Cleary). Participants who violate this rule will be declared ineligible for post-season All-Star play.

4:03 **ENFORCEMENT OF ELIGIBILITY RULES FOR RESIDENCY AND DUAL PARTICIPATION**

- 4:03:01 Verified violators, identified by protest as outlined in these regulations, or any other means of identification, will result in immediate expulsion from the soccer program.
 - 4:03:02 Additionally, violators are subject to suspension for the remainder of the year plus one sport of the youth athletic program administered by JPRD.
 - 4:03:03 Any challenges of the eligibility credentials of a participant will be fully investigated by JPRD prior to assessment of penalties. Participants will be required to produce certified affidavits with backup documentation to support their eligibility status.
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4:04 **AGE PARTICIPATION**

- 4:04:01 Participants must play in their correct age classification as specified within these rules and regulations. A player may dual participate in two intramural leagues one of which must be in his/her correct age classification and a player is only eligible for all stars in his/her correct age classification.
 - 4:04:02 The age determining date for all age groups (ages 5 through 15) is January 1, 2016.
 - 4:04:03 Participants correct age and birth date must be recorded on the JPRD registration form and the valid JPRD I.D. card.
-

4:05 **ENFORCEMENT OF ELIGIBILITY RULES FOR AGE PARTICIPATION**

- 4:05:01 Verification of a violator(s) (identified by protest or other means) of the age classification requirements of JPRD leagues or tournaments will result in immediate expulsion from the soccer program. The protested game will be a forfeit for the offending team (tournament or inter-playground league play) and other games may be forfeited or further sanctions imposed pending a JPRD review of infractions.
 - 4:05:04 Violators of the age classification requirement are subject to suspension for the remainder of the year plus one sport of the youth athletic program administered by JPRD.
-

4:06 **REGISTRATION FORM and INSURANCE FEE** - It is mandatory that all players, upon registering, submit an official signed registration form and pay the insurance fee.

- 4:06:01 Players cannot choose the class in which they will play.
- 4:06:02 It is the responsibility of the Supervisor to see that these procedures regarding registration are followed.
- 4:06:03 No player is to participate in practice and/or games until the registration form and insurance fee has been received by the Center Supervisor. The Center Supervisor must submit these forms and fees to the respective Main Office, prior to the deadline established for rosters.

4:07 **I.D. CARDS** - All players competing in Parish play and must have a valid JPRD I.D. card (blue and green will be the acceptable I.D. color for the 2016 season).

Organizational Rules

ALL JPRD GAMES WILL BE PLAYED ACCORDING TO OFFICIAL NATIONAL FEDERATION OF HIGH SCHOOL ATHLETIC ASSOCIATION RULES, EXCEPT WHERE SPECIFIED IN THE FOLLOWING RULES:

- 5:01 Registration for soccer programs must begin by January 25th.
- 5:02 Practice may begin on January 25th.
- 5:03 Local league games are to be scheduled as follows:
 - 5:03:01 All leagues should start no later than February 10th.
 - 5:03:02 At least two games per week should be played.
- 5:04 The method(s) for selection of all-stars has been established by JPRD and must follow these procedure. Contact your Center Supervisor for further details.
- 5:05 DUAL PARTICIPATION: Participants are allowed to participate in both the Track and the Soccer programs, and *will be required to pay insurance fee for both track and soccer.* (See also Section 7; Rule # 7:02)
- 5:07 Supervisors are required to schedule their Track and Soccer programs so there are no conflicts in practice or game times.
- 5:08 Any intramural team that leaves the playground to play in a tournament, jamboree, or exhibition must have the approval of the playground Center Supervisor and the Area Coordinator of Athletics.

Special Safety Rules & Procedures

- 6:01 JPRD employees, league commissioners and volunteer coaches are to be aware and monitor situations during practices and games when there is an injury that results in blood being present. They must be cognizant that anytime there is blood and body fluids present, it must be treated with respect, regarding its ability to transmit infectious disease. Under circumstances in which differentiation between body fluid types is difficult or impossible, all body fluids are considered potentially infectious.
- 6:02 Before being allowed to compete, all athletes must cover wounds on their body. Practice or competitive play must be stopped and any injured player must be immediately attended to.
- 6:03 In case of injury or sickness involving blood or bodily fluids, the following procedures must be followed:
- 6:03:01 If at all possible, injured person must render first aid to themselves and cover their own wound.
 - 6:03:02 When rendering first aid, protective gloves must be worn when it is anticipated blood or bodily fluids are involved. Clean gloves must be worn for each individual treated. Do not wear the same gloves for multiple injured parties.
 - 6:03:03 An individual, who has treated an injury where blood is present or has cleaned a potentially contaminated surface, should wash their hands with soap and hot water, whether or not protective gloves have been worn.
- 6:04 Before being allowed to compete, all athletes must cover wounds on their body. Practice or competitive play must be stopped and any injured player must be immediately attended to.
- 6:05 Good hygiene must be practiced. Towels, uniforms, cups and water bottles must not be shared.

Emergencies

- 6:06 In case of injury, coaches must be prepared to seek immediate medical attention. The location of the telephone, particularly at their playground, must be located in advance.
- 6:07 Reserved
- 6:08 All injuries, regardless of severity and site of injury, must be reported to the Center Supervisor. This information must be accurate and reported in a timely manner.
- 6:09 Coaches must have phone numbers of their players available to contact parents in emergency situations. Copies of the registration forms are provided at the start of the season for this purpose. Registration forms have home phone numbers as well as an alternate emergency number. Parent must be immediately advised of all injuries.
- 6:10 Each JPRD playground has first aid supplies located in a designated area. Coaches must know where these supplies are located at their playground.

General:

- 6:11 Flexibility in your conditioning program should be incorporated through flexibility exercises. This should be done in pre-season workouts and regular season workouts. Remember that the flexible athlete is less injury prone and more likely to perform to the best of his ability.
- 6:11:01 STATIC STRETCHING, in which a position of extreme stretching on a given muscle group is assumed and held for a long period of time, is considered to be the most effective. It is recommended that static stretching be done before the game begins.
- 6:11:02 BALLISTIC STRETCHING IS PROHIBITED. A ballistic stretch is a stretching exercise where some body movement or bouncing is used to force the muscle group into as much extension as possible. An example of this is a hurdler's stretch where the trunk of the body bobs towards the extended leg to stretch the hamstring.
- 6:11:03 Players should not do any drastic stretches or stretch to the point of pain. All stretches should be done slowly.
- 6:12 Getting water to your players is extremely important especially during early season workouts.
- 6:13 EYEWEAR – wearing glass eyewear in competitive athletic practice or games may be hazardous. Coaches are to urge participants to use corrective eyewear that is not made of glass.
- 6:14 There will be:
- ◆ No jewelry (barrettes, rings, watches, chains, earrings, etc.) of any type allowed.
 - ◆ No belt buckles allowed.
 - ◆ No raised eyelets on shoes – must have laced shoes.
 - ◆ No sunglasses allowed.
 - ◆ No baseball caps allowed.
 - ◆ No chewing gum allowed.
 - ◆ Mouth protectors are optional
- 6:14 GOALS – The State recommends goals be white, rectangular and secured to the ground.

Age Classifications

- 7:01 Supervisors are to use their own judgement in placing over-age players in lower age classifications because of their playing ability. All players so changed will be ineligible for competition in the Bank-wide tournaments in any division.
- 7:02 **DUAL PARTICIPATION** (within the same playground)
- 7:02:01 Dual participation is allowed in intramural or local league play (i.e., a child may participate in both 9-10 and 11-12 year-old leagues)
- 7:02:02 He/she must play All-Stars in their correct age group provided their playground has an All-Star team in that age group. If not, he/she will be allowed to move up only one age classification.
- 7:02:03 Participants will be allowed to move up only one age classification, however, only the older age participant can move up (i.e., in the 9-10 league, only the 10-year-old can move up to the 11-12 league). This rule applies only to programs that have a full compliment of leagues (i.e., Youth Programs: 5-6, 7-8, 9-10, 11-12; Teen Programs: 13-15) [For example, if a program does not have enough participants, they will be allowed to combine age groups – i.e., Youth Program: 9-12 years; Teens: 13-15 years.]
- 7:02:04 Reserved
- 7:02:05 Participants who dual participate in the same sport or who participate in both the Track and Soccer programs will be required to pay insurance fee for both track and soccer.

Youth/Teen Programs for Boys and Girls

- 7:03 **5 & 6, 7 & 8-YEAR-OLD LEAGUE**
- 7:03:01 Although recommended ages for this league are 5 & 6, 7 & 8, Center Supervisors may break down the ages further if participation is sufficient. It is recommended that they do so in order to keep the younger, more inexperienced players together. [i.e., Novice League A would be composed of 5/6-year-olds and inexperienced 7 year-olds. Novice League B would be composed of experienced 7 year-olds and 8 year-olds.]
- Players with a league age of 4 and under will not be eligible.
- 7:03:02 No 5 year old may be placed in a league with any players with a league age of 8 or older.
- No 6 year old may be placed in a league with any players with a league age of 9 or older.
- 7:03:03 This is strictly an intramural league. There will be no All-Star competition in this division.

7:03:03 There are no formal rules . . . Center Supervisors are to setup rules for this league.

7:03:04 GOALS – Recommended goal size is 6’ high x 16’ long.

7:03:05 FIELD DIMENSIONS: Width of football field x 50 yards long.

7:03:06 INDOOR SOCCER – for information see *Section 11: Indoor Soccer*

7:04 **9 & 10 YEAR-OLD LEAGUE**

7:04:01 This will be an intramural league.

7:04:02 Reserved.

7:04:03 No all-star team or intramural team may travel outside the metropolitan area, to consist of Jefferson, Orleans, Plaquemines, St. Charles, St. Bernard and St. Tammany.

7:04:04 At the conclusion of the playing season, leagues fulfilling all JPRD tournament requirements may enter one (1) all-star team to play for the Westbank/Eastbank Championship.

7:04:05 GOALS – Recommended goal size is 8’ high x 24’ long.

7:04:06 FIELD DIMENSIONS: Width of football field x 100 yards long (Minimum: 80 yards long)

7:05 **11 and 12 YEAR-OLD; 12 & younger Girls (Eastbank)**

7:05:01 This will be an intramural league.

7:05:02 At the conclusion of the playing season, leagues fulfilling all JPRD tournament requirements may enter one (1) All-Star team to play for the Bank-wide Championship.

7:05:03 GOALS – Recommended goal size is 8’ high x 24’ long.

7:05:04 FIELD DIMENSIONS: Width of football field x 100 yards long (Minimum: 80 yards long)

7:05:05 BALL – The official ball: size 4 for the girls division and size 5 for the boys division

7:06 **13, 14 & 15 YEAR-OLD LEAGUE**

7:06:01 (Eastbank only) This will be an intramural league.

(Westbank only) This will be a travel league.

7:06:02 (Westbank only) Playgrounds may enter more than one (1) team if participation allows.

7:06:03 At the conclusion of the playing season, leagues fulfilling all JPRD tournament requirements may enter one (1) All-Star team to play for the Westbank/Eastbank Championship.

7:06:04 GOALS – Recommended goal size is 8’ high x 24’ long.

7:06:05 FIELD DIMENSIONS: Width of football field x 100 yards long (Minimum: 80 yards long)

Basic Intramural Rules (9-10, 11-12 & 13-15)

The following basic intramural rules must be followed:

- 8:01 TIME: All games are to consist of four, 10-minute quarters (Ages 5-8) & 12-minute quarters (Ages 9-15).
- 8:02 All players must play at least one full, unbroken quarter in every game he/she attends by the end of the 2nd quarter.
- 8:03 Goalie's jersey must be a different color than the rest of the team.
- 8:04 SUBSTITUTIONS can be made only at the following times:
 - 8:04:01 If your team is throwing the ball in
 - 8:04:02 When there is an injury (opposing team may substitute an equal number of players)
 - 8:04:03 After goals
 - 8:04:04 On goal kicks
- 8:05 Any player or coach ejected from an intramural, or inter-playground league will have to sit out the team's next played game.
 - 8:05:01 Any coach ejected from a game/event must leave the premises before play can be resumed and that coach is not allowed on the premises for the remainder of that calendar date. That coach will also not be allowed anywhere on the premises while his/her team is playing its next scheduled game. Any player ejected from a game must sit out the remainder of that game and cannot participate in his/her team's next scheduled game.
 - 8:05:02 This rule will be in effect for non-franchised tournament play as well as JPRD franchised tournaments that involve only JPRD teams, Eastbank or Westbank.
 - 8:05:03 Any coach ejected in his/her last played game of the season can be subjected to disciplinary action by the Area Coordinator of Athletics.

9-10, 11-12 & 13-15

All Star Tournament Requirements

9:01 Each playground will be allowed to enter one (1) all-star team in the tournaments conducted by JPRD. The Area Coordinator of Athletics will certify all All-Star teams in accordance with the requirements set forth within this section. The items in this section cannot be protested.

9:02 Playgrounds are strongly urged to conduct leagues in prescribed age groupings. Some playgrounds, due to participation problems, may have to group in various age spans. If a playground must go to these groupings, they may pick all-stars, but only according to the two age groupings. Player must still fulfill all other league requirements in order to be eligible.

- The 5, 6, 7 and 8 year-olds will have no tournament or inter-playground play.

9:03 In order for a playground to qualify an All-Star team for J.P.R.D. sanctioned tournament play; they must conduct a certified league. The league must have at least three (3) teams within the intramural league.

Playgrounds with participation problems may combine with another playground with a similar participation problem to form an inter-playground league. This inter-playground league must consist of a minimum of three (3) teams. If a participating playground has one (1) team, it is not eligible for All-Star competition. Teams must be composed of only those players from the playground they represent.

9:04 A league must play a minimum of 8 scheduled league games to be eligible for all-star play. In order for a participant to be eligible for tournament play, he/she must have played in at least four (4) league matches.

If a player selected for an All Star team is injured/ill during the intramural/regular season he/she may still qualify for post season. For JPRD Playground All Star participation, if he/she receives a letter from a physician stating that the injury/illness prevented the child from playing in two of the four required league games/matches to qualify for post season All Star competition, he/she will be allowed to compete.

Players (with a physician's statement) that are unable to meet the two game requirement due to injury/illness may apply to the JPRD Director of Recreation for All Star eligibility.

In franchised leagues, the franchise's rule for participation will be followed in addition to the JPRD rule.

9:05 All leagues must be scheduled up to one playing date before all-star practice begins. This is to include championship game, playoffs, tournaments, etc.

9:06 Elimination tournaments will be conducted to determine East Bank/ West Bank champions.

9:07 PRACTICE for all-stars must not start before March 14 on the Eastbank and March 21 on the Westbank. Teams starting earlier may be subject to forfeiture.

9:08 All-star rosters must have a minimum of 11 players and may have a maximum of 18 players.

9:09 An all-star team must have 9 players to start a game and at least 7 to continue play.

Tournament Playing Rules

All JPRD games will be played according to the Official National Federation of High School Athletic Association Rules, with the exception of the following rules that will be in effect for all JPRD tournaments and inter-playground leagues.

[NOTE: Copies of the National Federation of High School Athletic Association Rules are available for review from Center Supervisors. Coaches are welcome to visit the playground office to review them.]

- 10:01 FIELD DIMENSIONS will be the same as for local competition.
- 10:02 GOALS – Standard soccer goals must be used at all sites.
- 10:03 ROSTERS - Maximum of 18 players, minimum of 11 players (Eastbank/Westbank).
 - 10:03:01 Nine (9) players must be present to start a game.
 - 10:03:02 TEEN BANK-WIDE Leagues must have at least 9 players to start a game.
- 10:04 LATE ARRIVING PLAYERS – Player who arrive after a team has been checked in, must report to the supervisor with the roster and their JPRD I.D. card. Supervisors will then notify both coaches of the participant’s eligibility to play.
- 10:05 UNIFORMS:
 - 10:05:01 All-Star and Inter-playground teams must be in matching uniforms to be eligible to play in a game.
 - 10:05:02 Uniform jerseys must be of matching color and must have numbers either on the front or back, or the front and back.
 - 10:05:03 Uniform pants must be of matching color and must be athletic type shorts.
 - 10:05:04 Both stockings must be of the same color, with a single dominant color, but not necessarily the color of the jersey. All team members must wear the same color stockings.
 - 10:05:05 GOALIES must wear a different colored shirt than the rest of their team.
 - 10:05:06 Only players in complete uniform will be allowed to play.
- 10:06 Teams must have a non-player coach.
- 10:07 TIME:
 - 10:07:01 9-10 and 11-12 year-old leagues will play two, 25-minute halves.
 - 10:07:02 13-15 year-old leagues will play two, 30-minute halves.
 - 10:07:03 Halftime will be 5 minutes.
- 10:08 SUBSTITUTION rule will be the same as in intramural.

10:09 PENALTIES;

10:09:01 Any coach ejected from a game/event must leave the premises before play can be resumed and that coach is not allowed on the premises for the remainder of that calendar date. That coach will also not be allowed anywhere on the premises while his/her team is playing its next scheduled game. Any player ejected from a game must sit out the remainder of that game and cannot participate in his/her team's next scheduled game.

10:09:02 Any person being ejected a second time will be dropped from the team roster.

10:10 TIE BREAKER – In any elimination tournament or any game in which a winner must be determined, the following steps will be used in the event of a tie game:

10:10:01 There will be no overtime period.

10:10:02 A “shoot out” using 5 players from each team will be used.

- a. The head referee shall choose the goal at which all of the kicks from the penalty line shall be taken.
- b. Each coach will select any five (5) players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
- c. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
- d. Teams will alternate kickers. There is no follow-up on the kick.
- e. The defending team may change the goalkeeper prior to each penalty kick.
- f. Following five (5) kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
- g. Add one goal to the winning team score and credit the team with a victory. An asterisk (*) may be placed by the team advancing to indicate the advancement was the result of a tie breaker system.

10:10:03 If the score still remains tied after each team has had five (5) kicks:

- a. Each coach will select five (5) players, different from the first five who have already kicked, to take the kicks in a sudden-victory situation, wherein, if one team scores and the other team does not score, the game is ended without more kicks being taken.
- b. If the score remains tied, continue the sudden-victory kicks with the coach selecting any five (5) players to take the next set of alternating kicks. If a tie still remains, repeat 10:10:03 A

Section

11

Basic Indoor Soccer Rules

The following rules are recommended for Indoor Soccer. These are merely recommended rules to assist Center Supervisors. It is the responsibility of each Center Supervisor to form rules for their program.

11:01 ROSTERS should consist of a maximum of 12 players. Everyone present must play one complete half.

11:02 Six players are allowed on the court at one time.

- 11:03 GOALIE AREA – The basketball lane to the regular foul line is the goalie area.
- 11:04 PENALTY SHOT will be from the top of the circle of key area.
- 11:05 A corner shot will be take from marked corner areas.
- 11:06 The ball will be in play off all walls, ceilings, etc. Only out-of-bounds will be the black basketball court line by the stands. Opposing team will get sideline kick.

Section 12

Equipment

- 12:01 Protective shin guards are mandatory at practice and during games.
- 12:02 Tennis or basketball shoes, rubber-cleated baseball shoes, screw-in cleats or youth single-piece molded rubber cleats must be worn at practice and during games. Positively no bare feet allowed.
 - 12:02:01 Metal cleats are not allowed at practice or during games. Any shoe that the referee considers dangerous or altered in any way to create sharp edges thus making them unsafe, will not be allowed.
- 12:02 GOALS:
 - 12:02:01 For 5, 6, 7 & 8 year-old leagues the recommended size is 6' high x 16' long
 - 12:02:02 For all other leagues the recommended size is 8' high x 24 ' long
- 12:04 FIELD DIMENSIONS:
 - 12:04:01 For 5, 6, 7 & 8 year-old leagues – the width of a football field x 50 yards long
 - 12:04:02 For all other leagues – the width of a football field x 100 yards long (minimum: 80 yards long).
- 12:05 BALL SIZES:
 - 12:05:01 For 5, 6, 7 & 8 year-old leagues – Size 3
 - 12:05:02 For 9-10 year-old leagues and the 12u Girls league – Size 4
 - 12:05:03 For 11-12 and 13-15 year-old leagues – Size 5

Soccer Terminology & Rules

13:01 TERMINOLOGY:

- 13:01:01 CORNER KICK is a kick made by the attacking team from a corner, which is awarded when the defensive team is responsible for the ball crossing the goal line without a score.
- 13:01:02 FIELD GOAL is when a ball that passes between the goal posts and under the crossbar. It counts as 1 point.
- 13:01:03 FOOT DRIBBLE is a method of advancing the ball by a series of kicks with the feet.
- 13:01:04 GOALKEEPER is the player who defends the goal. The goalkeeper is the only player allowed to use the hands.
- 13:01:05 GOAL KICK is a kick made by the defending team from the goal box. It is awarded when the offensive team is responsible for the ball crossing the goal line without a score.
- 13:01:06 HEADING is using the head to strike the ball.
- 13:01:07 INDIRECT FREE KICK is a kick awarded for minor violations, which must be kicked from the spot of the violation. A score may not occur from it until another player has touched the ball.
- 13:01:08 PENALTY KICK is a free kick by the offensive team from the penalty line for fouls committed by the defensive team within its own penalty area.
- 13:01:09 TACKLING is a method used to gain possession of the ball by stealing the ball with the feet from the opponents.
- 13:01:10 THROW IN is a method of putting the ball into play after it has crossed the sidelines; it must be thrown in by a two-handed overhead throw.
- 13:01:11 TRAPPING is a method of stopping a loose ball or pass.

RULES:

- 13:02 PLAYERS – an official soccer team consists of 11 players – 1 goalkeeper, 3 fullbacks, 3 half backs, and 4 forwards.
- 13:03 SCORING – a goal is 1 point. The ball must pass between the goal posts and under the cross bar.
- 13:04 THE GAME . . .
 - 13:04:01 The game is started by a kickoff at the center of the field.
 - A. The kicker must kick the ball into the opponents half of the field.
 - B. The ball must move into the opponents' field at least the distance of the circumference of the ball to be a legal kick.
 - C. The kicker is not permitted to play the ball a 2nd time until it has been touched or played by another player.

- 13:04:02 At the time of the kickoff, all players must be on their half of the playing field and all members of the receiving team must be at least 10 yards away from the ball.
- 13:04:03 From the kickoff, the ball may be dribbled, passed by a single kick, or bunted with the body.
- 13:04:04 The hands and arms may not be used in playing the ball, except for the goalkeeper who may use his/her hands and arms only in the penalty area.
- 13:04:05 After a goal is scored; the team scored against shall kickoff.
- 13:04:06 A penalty kick is awarded to the attacking team when the defense commits a foul in the penalty area.

13:05 PLAYING PRIVILEGES:

- 13:05:01 GOALKEEPER – The goalie within the penalty area will have the following rights:
 - A. The goalie may throw, drop kick, punt, pick up the ball or bounce it once.
 - B. Holding the ball, bouncing the ball, throwing the ball in the air and catching it are allowed, provided that the goalkeeper releases the ball within six (6) seconds while doing so.
 - C. Players may not interfere with the goalkeeper.
 - D. The goalkeeper, when outside the penalty area, is governed by the same rules which govern all other players.
- 13:05:02 ALL OTHER PLAYERS will have the following rights:
 - A. A player may dribble, shoulder or head the ball.
 - B. A player in possession of the ball may place himself/herself between the opponent and the ball.
 - C. A player may stop the ball by trapping it under the feet, between the feet or between the front of the legs on the ground.
 - D. A player may kick the ball while it is trapped by an opponent, provided he/she does not commit a foul.
 - E. A player may stop the ball by blocking it with any part of the body except the hands or arms.

13:06 EXECUTION OF A FREE KICK:

- 14:06:01 When taking a free kick, all members of the opposing team must be at least 10 yards away from the ball until the ball is kicked.
- 13:06:02 The ball must be stationary when it is kicked and must travel the distance of its circumference in order to be a legal kick.
- 13:06:03 The kicker, after attempting the kick, cannot touch the ball again until it has been touched by another player.

13:07 FOULS AND MISCONDUCT:

- 13:07:01 Touching the ball with the hands and arms.
- 13:07:02 Kicking, tripping, striking, charging, holding or pushing an opponent.
- 13:07:03 The goalkeeper handling the ball outside the penalty area.
- 13:07:04 A player touching the ball a 2nd time before it has been touched by another player on the kickoff, corner kick, goal kick, throw-in, free kick or penalty kick.
- 13:07:05 A ball that is not kicked forward on a penalty kick.

13:07:06 The goalkeeper carrying the ball for more than the allowed steps.

13:07:07 Offside

13:07:08 Interfering with the goalkeeper when he/she has possession of the ball.

13:07:09 Unsportsmanlike conduct.

13:08 PENALTIES:

13:08:01 For fouls which may be penalized by a “direct” free kick at the spot of the foul, see Rules # 14:07:01 through 14:07:03, a goal may be scored on this kick; the ball may be kicked in any direction.

13:08:02 For fouls which may be penalized by an “indirect” free kick at the spot of the foul, see Rules #14:07:04 through 14:07:09, a goal may not be scored on this kick; the ball may be kicked in any direction.

13:08:03 PENALTY KICK is awarded for any “direct” free kick given in the penalty area to the attacking team.

- A. The ball is placed on the penalty mark line and kicked in the direction of the goal.
- B. All players, except the goalkeeper and the kicker shall remain outside the penalty area until the ball is kicked.
- C. The goalkeeper must be standing on his/her own goal line without moving his/her feet until the ball is kicked.

13:09 SKILLS:

13:09:01 FOOT DRIBBLE – the student should use the inside or outside of the foot to kick the ball under control.

13:09:02 TRAPPING . . .

A. FOOT TRAP . . .

- 1. The sole of the foot stopping the ball, when it is rolling along the ground, by bringing the sole of the shoe down over it.
- 2. Heel of the foot – using the same skill as the sole of the foot, except allowing the ball to contact the heel before bringing the foot down.

B. KNEE TRAP – stopping the movement of a rolling ball by bringing the knee down on it.

C. TRAP WITH BOTH LEGS – Allowing a bouncing or rolling ball to come between the legs and then bringing the legs together.

13:09:03 PLACE KICKING – placing the non-kicking foot next to the ball and then bringing the kicking foot forward, striking the ball with the inside instep or top of the foot.

13:09:04 HEADING – Hitting the ball with a portion of the head (crown, hair line, or back of the head), directing the ball to a teammate or trying to score points.

13:09:05 TACKLING – Approaching the opponent from the side, front, or rear, and intercepting the ball with the foot as it leaves the opponent’s foot.

13:10 SKILL DRILLS:

13:10:01 FOOT DRIBBLE – The participant begins dribbling the ball around a number of strategically placed obstacles and returns in the same manner to the starting point.

13:10:02 TWO-MAN PASS DRILL – Two students start at the starting line and pass the ball back and forth until reaching the end line, then return to the starting point

- 13:10:03 TRAPPING DRILL – This drill should be used for all traps. The student traps the kicked ball and then kicks it to the next student in line.
- 13:10:04 PLACE KICKING AND GOALKEEPING – The place kicker tries to kick the ball past the goalkeeper who is placed in the goal area.
- 13:10:05 TACKLING AND DRIBBLING – The student assumes either the dribbler or the tackler position. The dribbler will foot dribble while the tackler attempts to steal the ball. The players then switch lines.

Section

14

Supervisors/Coaches Responsibility

- 14:01 Managers and coaches must agree to allow the Department of Parks and Recreation to conduct a background check. This check may include sex offender registries maintained by the Louisiana State Police and child abuse and criminal history records. The appointment of a volunteer is conditional upon receiving no inappropriate information on the background check.
- 14:02 Coaches must acknowledge receipt of the rules by submitting a signed Coaches Agreement form that can be found at the back of this booklet.
- 14:03 Supervisors and coaches are responsible for knowing the rules and regulations and abiding by them.
- 14:04 NO PROFANITY will be used at any time. All coaches are expected to set an example to their teams in behavior and sportsmanship.
- 14:05 Ridicule or “razz” by coaches or members of his/her team about officials, the other team, or otherwise, will not be tolerated.
- 14:06 [For inter-playground only – not intramural] No coach in JPRD programs will be allowed to officiate in any game that is in the same age group or class as his team.
- 14:07 Any playground intramural team that leaves the playground must have the approval of their Center Supervisor and the Area Coordinator of Athletics.
- 14:08 Any coach ejected from a game/event must leave the premises before play can be resumed and that coach is not allowed on the premises for the remainder of that calendar date. That coach will also not be allowed anywhere on the premises while his/her team is playing its next scheduled game. Any player ejected from a game must sit out the remainder of that game and cannot participate in his/her team’s next scheduled game.



Jefferson Parish Government

Michael S. Yenni..... PARISH PRESEDENT

Christopher L. Roberts.....Councilman-At-Large, Division A

Cynthia Lee-Sheng Councilwoman-At-Large, Division B

Ricky J. Templet Councilman, District 1

Paul D. Johnston Councilman, District 2

Mark D. Spears, Jr. Councilman, District 3

E. “Ben” Zahn, III Councilman, District 4

Jennifer Van Vrancken..... Councilwoman, District 5

The Americans With Disabilities Act (ADA) provides protection for disabled individuals with respect to employment, public accommodations, public services and telecommunication. JPRD advises the public, its employees and job applicants that it does not discriminate on the basis of disability status in admission or access to, treatment or employment in, its programs, services or facilities. All programs and facilities are open to all citizens regardless of race, sex, color, religion, national origin or disability. If you are a person with a disability and would like more information and/or special accommodations for our programs or facilities, please give us a call at 731-4600.