

Youth Soccer



KEY DATES:

Jordan Rupe

Recreation Supervisor
Durango Parks and Recreation
970-375-7331

Jordan.Rupe@durangogov.org

Andy Grenhart

Recreation Coordinator
Durango Parks and Recreation
970-375-7324

Andy.Grenhart@durangogov.org

Program Info, Schedules,
and Updates @

DurangoRecreation.com

Other General Inquires
and Weather Updates:
970.375.7300

LEAGUE DETAILS:

Practice - Will be held 1 to 2 times per week at a time and location chosen by the coach.

Games -Round Robin Schedule Format with weekly games. Double Headers utilized for divisions with odd numbered teams. Tuesday evening games may be utilized depending on total registration / league needs.

Spring typically consists of 5 games/weekends vs 6 for Fall Season.

Divisions - Will be organized by school grade (Pre-k thru 8th). If a grade lacks participation multiple grades may be combined. Both Pre-K and Middle School Divisions will be organized as co-ed.

Team Assignments - Based on the information gathered at registration (School, Coach Preference, Carpool requirements, Practice day conflicts) teams will be formed. All players and coaches will be notified of team rosters following registration closure via Team Sideline app/email.

Pictures - Every Team will have a scheduled picture day with a contracted photographer. Dates will be indicated on the season calendar and offerings shared approaching those dates.

***Any picture offerings are TBA**

General –

1. Mandatory Equipment
 - A. Your own Ball for practice and game play
 - B. Reversible Jersey. Available for \$5 @ Durango Community Recreation Center
 - C. Preferable molded Soccer Cleats. Tennis shoes work if necessary.
 - D. Shorts or Sweats
 - E. Shin Guards WITH socks that keep them securely in place.
2. No one is allowed to play barefoot, *unpadded cast, hat, or jewelry.
3. Games that begin late must end on time. ie: shortened game
4. **No dogs** at games and practices please!

RULES & REGULATIONS:

Current IFBA Laws of the Game & US Youth Soccer Small Sided Games Rules will be followed where appropriate and/or unless otherwise outlined below.

Pre-K and Kinder. – 6U

- a. #3 Ball Size
- b. Each player SHALL play a minimum of 50% of the total playing time
- c. Two simultaneous games played on adjacent fields (aprox. 100'*70')
- d. **4 v 4 . No goalies**
- e. One parent from each team referees the entire game. Including game clock
- f. Four 8 minute quarters, 2 minutes between quarters
- g. 5 minutes for halftime
- h. No penalty kicks. All fouls will result in an INDIRECT FREE KICK with the opponents 5 yards away
- i. No throw-ins. A free kick will be used to restart when a ball goes out of bounds or New Ball method (coach/ref will introduce a new ball into play)
- j. Unlimited Substitutions on any dead ball
- k. No off sides
- l. *ANY rule may be modified as long as agreed upon between both team's coaches in advance.*
- m. *NO FORFIETS – opposing teams need adjust rosters to meet the needs of the game.*

1st & 2nd – 8U

- a. #3 Ball Size
- b. Each player SHALL play a minimum of 50% of the total playing time
- c. Two simultaneous games played on adjacent fields (approx.. 100'*70')
- d. **4 v 4 - No goalies**
- e. One parent or coach from each team is to referee the entire game. Including game clock.
- f. Four 10 minute quarters, 2 minutes between quarters.
- g. 5 minutes for halftime

- h. **NO HEADERS! An intentional header results in an indirect kick for the opposing team from the spot of the offense.**
- i. No penalty kicks. All fouls will result in an INDIRECT FREE KICK with the opponents 6 yards away
- j. Out of bounds ball results in a throw-in: A second throw-in will be allowed if needed
- k. Unlimited Substitutions on any dead ball
- l. No off sides
- m. *ANY rule may be modified as long as agreed upon between both team's coaches in advance.*
- n. *NO FORFIETS – opposing teams need adjust rosters to meet the needs of the game.*
- o. **Goal Arc**
 - a. **Goal Box:** The goal area is a semi circle extending in an arc ten feet in all directions from the center of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a penalty is awarded to the offensive team. If a defender or the ball is in the box and contact is made, a penalty kick is awarded. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, a goal kick is awarded to the defensive team.
 - b. **Penalty Kick:** The ball is placed at the top of the semi circle. One player from the offensive team is allowed to shoot at the goal. All players must be outside of the semi-circle and 4 yards away from the kicker.
 - c. **NO Goalies:** Teams should not have a player standing in front of the arc acting as a goalie. All kids should be playing man to man defense and not leave their man to be a goalie. Once a shot is taken, players can leave their men to try and deflect or block the ball.

3rd, 4th – 10U

- a. #4 Ball Size
- b. Each player SHALL play a minimum of 50% of the total playing time
- c. Field Size – TBA
- d. **7v7 w/ goalie**
- e. **NO HEADERS! An intentional header results in an indirect kick for the opposing team from the spot of the offense.**
- f. 1-2 Coaches or parents from each team will referee the entire game. Including game clock
- g. One parent from each team is expected to be a Sideline Referee
- h. Two 25 minute halves
- i. 5 minutes for halftime
- j. Penalty kicks: Opponents must be 8 yards away
- k. Out of bounds ball results in a throw-in: A second throw-in will be allowed if needed
- l. Unlimited Substitutions on any dead ball
- m. ****Off sides rule in place. Coaches/Referee's will work to keep games moving and while creating learning experiences . FIFA Laws of the Game 4 & 8-17 apply.***
- n. *NO FORFIETS – opposing teams need adjust rosters to meet the needs of the game.*

5th,6th,7th & 8th – 14U

- a. #4 Ball Size
- b. Each player SHALL play a minimum of 50% of the total playing time
- c. Field Size – Aprox. 270' x 225'
- d. Substitutions:
 - a. Prior to a throw-in in your favor
 - b. After a goal by either team
 - c. Prior to a goal-kick, by either team
 - d. After an injury, by either team, when the referee stops the play
 - e. At halftime

- e. **9 v 9 – Including goalie**
- f. **When possible**, ONE referee will be provided for each game. If a referee cannot be present or has been abused by coaches or parents, a parent referee must be provided.
- g. One parent from each team is expected to be a sideline Referee
- h. Two 25 minute halves
- i. 5 minutes for halftime
- j. Penalty kicks: Opponents must be 8 yards away
- k. Out of bounds ball results in a throw-in.
- l. FIFA Laws of the Game 4 & 8-17 apply.
- m. *NO FORFIETS – opposing teams need adjust rosters to meet the needs of the game*

