

NEU Soccer Club Pony Soccer “Rules”

Coaches:

The Northeast United (NEU) Soccer Club appreciates that you are volunteering your time! We play a simplified, no stress version of soccer for the kindergarten players.

Rules

Number of players on the field: Teams play with 5 field players, NO GOALIE. Ideally, each player should have the opportunity to play all positions throughout the season. It is expected that teams play the field...and not have a player or players “camped out” in front of their goal...There is no goalie, so players need to work on clearing the ball from the goal area. This is for fun...we do not keep track of “wins and losses”...and would prefer that coaches NOT make an issue of who won or lost. Instead, did the players do the things you worked on in practice...dribbling, passing, etc. Were they a good sport? Did they have fun? Hopefully...you’ll get a yes to at least 2 of those questions.

Each player must wear shin guards. All jewelry (earrings, necklaces, watches) must be removed prior to the game. If a player has a cast on an arm or wrist, it must be wrapped in foam to protect the player and other players. (Parent makes the final decision on their child playing with a cast!)

Field Dimensions: Field size is approximately 20 yards by 40 yards and shall be marked by cones. Field is “walked off by coaches...it doesn’t mean using a tape measure...Pop up goals should be in the middle of each end line. Place a cone at each corner, and on each side at the half line.

Game Times: It is very important that all games begin on time as scheduled. In order to accomplish this, you must have your team assembled on the field fifteen (15) minutes prior to the start of the game. This gives you time to meet the other team’s coaches, decide who is refereeing, who is timing the game and walk off the field dimensions (placing cones where necessary). Games are a total of 40 minutes in length, 2- 20 minute halves. Half time is generally 5-7 minutes...in order to keep games beginning on time.

Officiating: Coaches should decide who will referee, and who will keep time. Some teams choose to have the same coach referee the whole game, others have each coach do a half. Someone must keep official time. A whistle is helpful... We do not have “off-sides”...but players cannot “surround” the goal as a defensive strategy. Staying “spread out” is the hardest thing you’ll have to get players to do.

Starting a game: Generally coaches decide which team will kick off, and the other team chooses which goal they want to defend. Teams change ends of the field at half time.

Referee should make the determination of which team gets the ball when it goes out of bounds. Even professional referees are not able to make calls everyone agrees with every time...arguing a call only delays the game...and sets a poor example for players. Try to keep your players within the bounds of the field...not always possible...if the play gets too far off the field...stop the play and move the game back onto the field.

THROW IN: taken when the ball goes out of bounds over the side line. The ball must come over the top of the player’s head, both hands on the ball, both feet on the ground. If a player does not

perform a throw in correctly, they get “do overs”...as many times as it takes. (This is a skill to work on in practice!)

GOAL KICK: When the ball is kicked out of bounds by the attacking team, it is put back into play by a player, who may either throw it back into play (same throw as a “throw in”, or by placing it on the ground 8-10 feet in front of the goal, and kicking it out. Players need to be 10 feet from the ball if it is kicked, and the ball must travel 10 feet before it is played by another player.

CORNER KICK: If the ball is kicked over the end line by the defensive team, a “corner kick” is taken. The ball is placed on the corner of the field nearest to where the ball went out of bounds, and the attacking team kicks the ball back into play.

HAND BALL: when a player plays the ball with their hand. If the ball comes in contact with a player's hand, without them making any effort to pick it up...or to direct the ball, IGNORE it.

If a player picks up the ball, or directs the ball with their hand(s), the whistle is blown, and the opposing team gets possession. Play resumes with a player kicking the ball.

SUBSTITUTION: Teams may substitute players on any dead ball (out of bounds, goal). Coaches should be sure that players know who they will go in for ahead of time...so that this process can be accomplished quickly. **TIME CONTINUES TO RUN....**Time stops at half time, and for injuries only. If there is an injury, the player should be moved off the field, and a substitution made, so that the game can continue. Players should be told to sit down if they are injured so that the referee is aware of the problem.

Each team may have ONE coach on the field...no coaching from behind the goalie box. Parents and fans should sit on the side of the field. Each team should pick one side of the field, for players and their fans. This means there are 3 adults on the field...the referee cannot also coach!

Rain: In case of rain or inclement weather, the NEU rainout line (**913-905-6020**) will have a message posted each Saturday and Sunday, indicating if games will be played or not. The line may be updated, if weather changes during the day. Please listen carefully to the entire message. Parents can access the line, as well as coaches. If all games for a day are rained out, then the day will be rescheduled by NEU. If weather changes during your game, then coaches will make the decision on continuing to play, or rescheduling the game. If you have played half the game, it is considered a complete game. If it begins to lightning, then the game must be suspended immediately, and players and fans should seek shelter in their cars. Coaches may decide to end the game at that point, or to wait a short time, to see if the weather will pass. Remember, if your game runs late, then the following games will begin late as well. If the field is very wet/soggy after the delay, games should not be played. Playing on wet grass, poses risk of players falling and getting hurt.

Coaches...use your discretion...opt for safety over playing the rest of a game! If your game is stopped due to weather, and you have not played half the game, contact Pam Drummond (913-236-6515 neuponnyssoccer@yahoo.com) to let her know, and we will reschedule the game.

Rescheduling: Once the game schedule has been posted/sent out, if you find that you cannot play at your scheduled time, you must: 1: call the opposing coach, determine when you would like to make up the game, and 2: BOTH coaches must contact Pam Drummond (913-236-6515 or neuponnyssoccer@yahoo.com) so that she can place the game on the schedule, as well as making sure that it does not conflict with other scheduled games. Teams often choose to make up the game on a practice night. If you choose to do this, please let Pam know. Team schedules will be

posted on the NEU Website. Parents and coaches can access the team's schedule, using their team number. Coaches will receive a listing of the other teams and team numbers, as well as coaches with their schedule. A separate e-mail will be sent which will include phone numbers and e-mail addresses of the teams in your division. **Please do not share opposing coach's phone numbers or e-mails with your players or parents.** The listing is for you to use if you need to contact an opposing coach.

The Pony schedule will be posted on the NEU website (neusoccer.org). All Pony teams with team numbers and coaches will be posted on the website. Phone numbers and e-mail address WILL NOT be posted.

Oranges & Drinks: It is "traditional" that the parents take turns volunteering to bring oranges quartered in the rind for half time (or other suitable fruit) and drinks at the end of the game for each of their team's players. It is easiest to divide up these responsibilities ahead of time in the form of a schedule that you pass out with your game schedule. Oranges are not mandatory...grapes, apples (quartered and cored), fruit snacks...can also be used, rather than candy or other sweets. Be sure to check with parents about allergies! Traditional also at the end of the game...some sort of drink...it can be juice boxes or pop...or even water...keep it simple.....**Remind parents and players that they must pick up all trash following their game...bringing a trash bag if you bring the half time treat or end of the game drink...would also be a good idea.**

Encourage players to bring a water bottle to practices and games.

Good Sportsmanship:

Please remind parents that the games are for FUN...it is not World Cup...parents and fans should keep all comments positive...both for your team and the opponents. Coaches are responsible for the actions, both words and "deeds" of their team's fans. Encourage parents and fans to cheer for their team...but to leave coaching to the coaches...nothing is more frustrating than to try to coach a player to do something...only to have a parent tell them to do something else. Guess who the child will listen to....they have to go home with Mom and Dad...

It is customary/traditional that each team line up at the half line immediately following the game to give the other team a "low/high five handshake" and say "good game".

Please encourage your players and fans to cheer for the entire team, not just their child.

A good play by either team should be recognized by both sides.

All coaches and assistance coaches **MUST** complete the on-line background check required by KSYSA (Kansas State Youth Soccer Association). This insures that those working with players have not been convicted of crimes against children, etc. You must completed before your team registration can be finished. You should receive an email message from Got Soccer, which contains your username and password, as well as the directions to complete. If you have not received an email message, please let Pam Drummond know ASAP. If you have put off completing, please do so TODAY...

It takes only a few minutes to complete, and the site is secure. Your background check is good for 2 years.