

## BVAC Soccer Information

DIVISIONS	AGES	BALL SIZE	GAME TIMES	ON THE FIELD
Wolfpack	3-4 years	4	8 min. quarters	4 (3 to start)
Little Strikers	5 yrs-Kind.	4	8 min quarters	6 (5 to start)
Antkiller	1st-2nd grade	4	10 min. quarters	7 (6 to start)
Flashkicker	3rd-4th grade	4	24 min. halves	11 (9 to start)
Goalmaster	5th-6th grade	5	24 min. halves	11 (9 to start)
Junior Varsity	7th-11th grade	5	24 min. halves	11 (9 to start)

### **TEAM FIELDS:**

Wolfpack # 4 behind the gym - Little Strikers # 5 behind the gym – Antkiller # 9 lower field  
Flashkicker # 8 West side of BVAC- Goalmaster and JV Field # 3 behind the gym

All registrations are online. Players must be registered and be paid in full before the first game. Players will NOT be placed on a team until full payment has been received. No new players will be added after the first game of the season is played.

**Game time and pre-game:** Players and Coaches should be prepared to take the field at start time. All games begin with prayer. Players will be checked by the referees for proper attire and equipment.

**End lines and team sidelines:** No Coaches, Fans, or Parents are allowed on the end lines. Teams are assigned to opposite sides of the field. Team sides are posted on the game schedule. Coaches, parents, and spectators please stay on the same side of field as their team. You will be asked to move to your side of the field. Please sit 6 feet from the sideline. Coaches may not be on the playing field during the game, for LS, AK, FK, GM, JV. Wolfpack teams are allowed one coach on the field during games with restrictions. See the WP Chart for your coaching position. You may not touch the players or interfere with any plays they may be making. Wolfpack Coaches do not have to enter the field if you do not wish.

**Weather cancellations and reschedules:** If a game is cancelled and less than half the game has been played it will be rescheduled. All other results will stand. No other games will be rescheduled unless cancelled by BVAC.

**Lightning:** The referees have access to lightning detectors in the field stand, and they will be making the decision to cancel the game. Leaving the field before the game has been officially cancelled will result in a forfeit.

**Rain outs:** Coaches only are given a rain out number; and are responsible for letting their team know if a game has been rained out. Parents and fans can check the website on the home page NEWS- for rain out information (please check close to your game time as the message may change.)

**Practice cancellations:** Coaches will use the rainout number to check on field conditions for practices. Coaches are responsible for letting their team know if practices are cancelled.

**Player injury:** BVAC always puts the child's safety first. The referees may use their discretion on deciding when to stop play. They are not required to stop play immediately but may wait until the ball goes out of play. Once play is stopped, players on the field are asked to take a knee, while the referee assesses the situation. At this point the referee may allow the player's coach onto the field to assist the player. If there is a serious injury the player's parents may also be allowed to attend their child. The age of the player will be considered in each situation. No one from the opposing team (including coaches) may enter the field during this time.

Due to insurance restrictions- no one will be allowed to play or practice on our fields in any kind of hard cast or brace with metal on it. Wrapping any brace or cast is not acceptable. Even if a doctor approves, our insurance will not.

**Player/Coach conduct:** 1 Yellow card- Player must leave the field but may re-enter the game at the next substitution. 2 yellow cards in one game = a red card (player is suspended for the duration of the game and the next game). 4 yellow cards in one season = a red card (player is suspended for next game). 2 reds cards in one season = player is suspended for the rest of the season.

Coach- 1 yellow= warning. 2 yellow in the same game= Red The Coach must leave the field and cannot coach their next scheduled game. They cannot be on the grounds for the second game. If a coach receives 2nd red card in one season they will not be allowed to finish coaching that season.

**Players must play with their rostered team. No “Guest” players may be added to any game for any reason.**

**Player Uniform:** Only the current official BVAC shirt for this season will be worn during the games. Players may not play in the game unless the correct shirt is worn. Players may report to the referee and join a game in progress, after obtaining the correct apparel. Each team is responsible for providing a goalie shirt. All goalies must be wearing the current BVAC shirt in addition to the goalie shirt. Goalie shirts must be a different color than team shirts. No player may add their name to the back of their shirt for safety/insurance reasons. Players will be required to purchase a new shirt before participating in any games if their shirt needs to be replaced.

**Player equipment-**shin guards are required for EVERYONE. Only cleats or shoes without a toe cleat are allowed.

No Jewelry of any kind and no taping of jewelry is permitted including but not limited to earrings, and necklaces, bracelets..etc. No plastic or metal hair clips or beads (including bobby pins or beads in the hair). If a game must be stopped for equipment infractions a yellow card may be issued for delay of game.

**Games and playing time:** Teams will play 8 games during the season. Rainouts will be made up as quickly as possible. Only a “regular season” schedule will be played. All games will count in the standings. Each player should play half of every game attended.

**Awards:** All first-place teams will receive gold medals, and all second-place teams will receive silver medals in Antkiller (1<sup>st</sup> grade) and older. Team placement shall be determined by; win-loss record. Both teams will receive medals if the results end in a draw.

Score will be kept in the Little Striker division; however, all players will receive a gold medal. No score is kept in Wolfpack and all players in that division will receive a gold medal.

**BVAC has a ZERO tolerance policy. There will be NO harassing of the officials, coaches, players or fans allowed.** Please allow your children to enjoy the game. No one will be allowed to sell anything on BVAC or FLC grounds. NO SOLICITATIONS, NO SMOKING (vaping), NO PROFANITY, NO PETS, during all practices and games.

#### **IMPORTANT MODIFICATIONS FOR THE WOLFPACK DIVISION:**

- A smaller field on field # 4 will be provided for this division. Only 4 players on the field at a time.
- No penalty kicks will be taken for handballs, only direct kicks.
- No goalies will be used.
- A coach will be allowed to be on their side of the field to help with the players – Coaching zones will be provided.
- No throw-ins will be taken. Only kick-ins. – If a ball goes out the sideline, there will be an indirect kick from the spot at which it crossed the sideline
- No penalty kicks will be taken.
- There will be no off-sides in this division.
- The goal box is the small box in front of the goal. There is no **ball contact allowed within the**

**goal box.** however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches the ball after it has broken the plane of the box, a goal kick will be awarded. The plane of the goal box extends upward.

- Substitutions will be held at restarts.
- Pushing and other physical fouls will be called.
- NO parents or coaches on the end lines.
- No score will be kept. Teams will switch goals at the half.

### **LITTLE STRIKERS DIVISION:**

#### **NO OFFSIDES WILL BE CALLED**

**THROW-INS** will be taken. They will not be penalized for improper throw-in. But verbally corrected.

**ANTKILLER DIVISION:** We will "loosely" be calling offsides. This will be new for this season. We are trying to teach this rule to prepare them for the next division when it is called all the time.

**HEADERS:** Due to MSHSAA and FIFA safety guidelines, NO headers are allowed from 3 years up to 6th graders (all divisions except Junior Varsity). Headers are considered dangerous play and an indirect kick will be awarded to the opposing team. If the ball "hits" the player in his head - it will be the ref's discretion if it was intentional. 7th grade players and up will be allowed to head the ball.

### Important Rules and Definitions for BVAC Soccer

All rules not specified should be taken from FIFA's Laws of the Game.

1. The game is started from the center spot within the center circle by means of a place kick,
  1. Before the ball is put in play all players must be on their half of the field.
  2. Players of the opposing team must be outside the center circle until the ball is touched.
  3. A goal can be scored directly from a kick-off.
  4. The player that kicks off cannot play the ball again until another player has touched the ball.
  5. The ball is put into play by means of a drop ball for any temporary suspension of play, except on kick off or free kick.
  6. ALL Teams will use the same goal until half time- then they will switch goals and go the other direction.

The kickoff is retaken for an infringement of 1, and 2, and an indirect free kick is awarded to the opposing team for an infringement of 4.
2. The markings on the soccer field are considered in play. The ball therefore is in play until it completely crosses the goal or touchlines either in the air or on the ground. The position of the player is not considered here.
3. To score a goal, the ball must completely cross the goal line between the goal posts and under crossbar.
4. The offside rule prevents a player or players from remaining close to the goal area where a goal could be scored from short range. If at the moment the ball is played, a player is nearer his/her opponents goal line than the ball is, he is offside unless:
  1. He/She is in his/her own half of the field.
  2. There are two of his/her opponents nearer to their goal line than he/she.
  3. The ball last touched an opponent or was last played by him/her.
  4. He/She received the ball directly from a goal kick, a corner kick, a throw-in, or by a drop ball by the referee.

**PENALTY:** An indirect free kick is taken by a player of the opposing team, at the spot of the infraction.

5. Free kicks are classified as direct (from which a goal can be scored) and indirect (from which a goal cannot be scored until touched by another player.)

**DIRECT FREE KICKS:** are awarded for major infractions of the rules and for personal misconduct.

Such as:

1. Offenses committed with hands and arm: handling the ball, holding, using hands and arms on an opponent in order to reach the ball, pushing or striking.
2. Offenses committed with the feet and legs, kicking, tripping, use of the knee, and jumping at an opponent.
3. Offenses committed with the body: charging from behind, charging violently, and charging an opponent who has both feet off the ground.
4. Offenses involving the goalkeeper/handling or charging the goalkeeper when he/she is inside the penalty area, handling of the ball by the goalie outside the penalty area, and when the goalie intentionally throws or strikes an opponent with the ball.

**INDIRECT FREE KICKS** are awarded for technical infractions of the rules and for unsportsmanlike conduct. Such as:

1. When a player kicks the ball a second time before another has played it, as in a kickoff, throw in, free kick, corner kick, and goal kick. When during a penalty kick, the ball is not kicked forward.
  2. When the goalie holds the ball more than 5 seconds before releasing it in the penalty box and thereby delays the game.
  3. Improper substitution and unsportsmanlike conduct from the sidelines after a warning.
  4. Unsportsmanlike conduct such as arguing with the referee. Dangerous play.
  5. Offenses concerned with an offside.
  6. Improper charging obstruction other than holding, interfering with the goalkeeper.
  7. When the ball is intentionally passed back to the goalkeeper from a friendly player and the goalie picks the ball up inside the box.
6. **CHARGING:** a method of unbalancing your opponent when he/she has possession or is trying to gain possession of the ball. You must keep your arms close to your body as only your shoulder and upper arm may be used. Both players must have at least one foot on the ground. The charge cannot be violent, and it cannot be made from behind, unless the obstruction is intentional.
  7. A **PENALTY KICK** is awarded to the offended team for deliberate fouls committed by the defensive team in its own penalty area. The kick is taken from the penalty mark.
    1. Only the player taking the kick and the opposing goalie may play the ball.
    2. All other players must be outside the penalty area, at least 10 yards from the penalty mark but within the field of play.
    3. The goalie must keep both feet on the ground (on the goal line) until the ball is kicked.
    4. The player must kick the ball forward and cannot play it a second time until another player has touched it.

**PENALTY FOR IMPROPER PENALTY KICK:**

5. The kick is retaken for an infringement of the rule by the defending team if a goal has not resulted.
6. The kick is retaken for an infringement of the rule by the attacking team other than player kicking, if the goal is scored.

7. An indirect free kick is taken by the opposing team for an infringement by the player kicking, if the attempt is unsuccessful. (i.e.: the ball hits goal post and the kicker plays the ball before anyone else touches it).
8. If the player kicks the ball and the goalie blocks it the player may score.
8. **GOAL KICK:** Awarded when the ball is last touched by an offensive player and completely passes over the goal line without resulting in a goal. The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and clearly moves. Opponents must be outside the penalty area until the ball is in play.

**FLASHKICKER ONLY:** Goal kicks will be taken from the top of the goal box (smaller box).

### **PENALTY FOR IMPROPER GOAL KICK**

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded. If, when a goal kick is taken, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue. If an opponent who is in the penalty area when the goal kick is taken; or enters the penalty area before the ball is in play; touches or challenges for the ball before it is in play; the goal kick is retaken. If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal kick is retaken and the offender may be cautioned or sent off depending on the offense.

9. A **CORNER KICK** is awarded when the ball is last touched by a defensive player and passes over the goal line without resulting in a goal. The kick is made by an opposing team member from within the quarter circle at the nearest corner.
  1. A goal may be scored directly from such a kick.
  2. Members of the opposing team must remain at least 10 yards away from the ball.
  3. The kicker cannot play the ball a second time until touched by another player.

### **PENALTY FOR IMPROPER CORNER KICK:**

A player of the opposing team takes an indirect free kick.

10. A **THROW IN** is awarded when a ball passes completely over a touchline, either on the ground or in the air. The ball is thrown in from the spot where it crossed the touchline.
  1. A throw in is taken by a player of the team opposite to that of the player who last touched the ball.
  2. The thrower must face the field of play and must have part of each foot either on the touchline or ground outside when delivering the ball.
  3. The thrower must use both hands and must deliver the ball from over their head.
  4. The ball may be thrown in any direction.
  5. The thrower may not play the ball a second time until touched by another player.
  6. A goal cannot be scored directly from a throw in.

### **PENALTY FOR IMPROPER THROW IN:**

The throw in is retaken by a player of the opposite team for violation of rule 10.2. And 10.3, and an indirect free kick are taken by the opposite team for violation of rule 10.5.

### **8. SUBSTITUTIONS:**

\* Only on their **own team's** throw-ins, corner kicks and goal kicks (**If you sub:** then the opposing team may sub too, but only one for one. If you sub one they can sub one, if you sub three the other team may sub three). Everyone may sub after a goal is scored.

\* No substitutions- on any penalties.

\* If a player is hurt and needs to come off the field, the opposing team may sub 1 for 1.

**UNWRITTEN RULES:** Courtesy and sportsmanship are very much a part of soccer. No one enjoys playing a game with a hothead or a complainer. This certainly does not mean that we should not play aggressively, but it does mean that we have an opportunity to develop emotional control. Play your best and play to win but play for fun. Keep the game moving. Be humble in victory and gracious in defeat. Congratulate your opponent and extend thanks to the officials after the game whether you win or lose.