Orange County Department of Environment, Agriculture, Parks and Recreation

Under 10 Soccer Rules

Spring 2015

Orange County Recreation Division Mission Statement

DEAPR-Recreation Division exists to provide Orange County residents of all ages, backgrounds, abilities, and interests with a wide-variety of affordable recreation programming, open access to recreation facilities and opportunities for all people to gather, celebrate, and engage in activities that promote healthy lifestyles, teach important life skills and build a stronger community.

Player Draft

All eligible players will be assigned to teams through a ratings and draft process. The draft process is as follows:

Objective

The objective of Orange County Department of Environment, Agriculture, Parks and Recreation – Recreation Division draft/ratings procedure for athletic leagues is to ensure that each parent, participant, and coach are given the opportunity to participate in a fun, enjoyable, and fair athletic league.

Attendance

All participants must register prior to the assessment to participate in the league. It is mandatory that all coaches and participants attend their designated draft day and time. Players that do not attend a draft will not be assigned onto teams until such time as they complete their assessment commitment. A coach (or team representative) who does not attend the draft/ratings will be assigned a team by Orange County Department of Environment, Agriculture, Parks and Recreation Personnel.

Participant Responsibilities

1. To attend the mandatory scheduled ratings for your league's division or age group.
2. To participate in the ratings skills and/or drills. (Participants should be dressed in the appropriate attire to athletically participate, i.e. sneakers, shorts or sweats and shirt.)
3. Following a participant's assessment he/she is permitted to leave. A call from your selected coach or DEAPR personnel shall be made no later than two days prior to the start of practices. (At the time the coaches contact their players they will be notified of practice times and locations.)

Coach Responsibilities

1. To attend the mandatory schedule rating and draft day/time for the age division/league that you have volunteered to coach.
2. To fairly assess each participant in your coaching age/division attending the ratings/draft using the DEAPR draft/ratings sheet.
3. Select each player to your roster using the DEAPR draft/ratings procedure.
4. Contact each player you have selected onto your team to notify them of your practice schedule and location.

Open draft

The purpose of the open draft is to permit all volunteer coaches to select members of their team using an average ratings scoring system, which has been agreed upon by the DEAPR staff. This system is in place to best fairly distribute each player on a team. However, this does not guarantee each team will complete the season with identical records. Team records are impacted by many factors, including player attendance at practices and games.

Assessment Process

1. All players must attend their scheduled assessment time. A player is allowed a 10-minute grace period for start of assessments. If a participant arrives past that 10-minute period, (s)he is not allowed to participate and must instead reschedule for another assessment.
2. Participants that arrive early must wait until their scheduled assessment time.
3. Operate assessment "drills" as follows:
    a. Have participants form two lines based on assessment number and dribble through cones and take a shot on goal. After taking the shot on goal then players are responsible for retrieving their ball and passing it to the next person in line.
4. Following "drills" players will participate in a scrimmage.
5. Following each player's scrimmage (s)he may leave the assessment. The player will be contacted by his/her coach no later than two days prior to the start of practices.
6. As the players are participating in assessment process, coaches within the division evaluate players as follows:
    a. Coaches are provided with an assessment sheet to assist with evaluating individual player's skills in dribbling, passing, shooting, and running. Coaches are encouraged to evaluate players on sport values such as sportsmanship, temperament, ability to follow directions, and knowledge of rules.
    b. Calculate ratings as an average score on a scale of 1 to 5, with 1's being stronger players and 5's being players who need additional coaching.
    c. Coaches' assessment ratings are combined with a post-season assessment from the child's previous coach (provided that rating occurred within the last 12 months and was for the same division in which the player is re-entering) to determine an average assessment.

Draft Order

Youth Soccer Leagues will employ a snake draft method. Each coach will pick out of a hat a number designated one for each team in the division (for example: a 6 team division will have numbers 1, 2, 3, 4, 5 and 6). The corresponding selected number will be the coach drafting order. The first round (and all odd numbered rounds) will begin with coaches drafting in sequential order, with the coach drawing "1" taking the first pick, coach drawing "2" taking the second pick, and so on. The round continues until all coaches have made a selection. The second round (and all even numbered rounds) will begin with the coaches drafting in reverse sequential order, with the coach drawing the highest number taking the first pick and continuing downward until all coaches have made a selection.

Example using a 6-team league with 60 players:

Team1	Team 2	Team 3	Team 4	Team 5	Team 6
1	2	3	4	5	6
12	11	10	9	8	7
13	14	15	16	17	18
24	23	22	21	20	19
25	26	27	28	29	30
36	35	34	33	32	31
37	38	39	40	41	42
48	47	46	45	44	43
49	50	51	52	53	54
60	59	58	57	56	55

Draft Rounds

Youth Soccer Leagues will employ a rolling draft process as follows:

a. Using average player ratings, draft-eligible players are sorted by assessment into a ranked order. This ranked order forms the complete draft board.
    i. In the case of a tie, players are arbitrarily ranked by assessment number
b. At any given time, the frame of players eligible to draft is equal to the number of teams in the division (i.e. for a 6-team division, only six players at a time are draft-eligible). To begin the draft, the first 'X' number of players (again, based on the number of teams in the division) from the ranked draft board are draft-eligible.
c. Once a selection is made and that player effectively comes off the draft board, the draft frame rolls down one player to maintain the number of eligible players equal to the number of teams in a division (i.e. for a 6-team division, the first pick is of players ranked 1 through 6. After a player is chosen, player 7 now becomes draft-eligible to the next coach making a selection.)
d. At such a time that a "frozen player" (i.e. player frozen by coach or sibling of player previously chosen – see "freezes" below) rolls into the draft frame:
    i. If that player is frozen by the coach making the selection, that player is automatically drafted to the selecting team and the draft process continues on.
    ii. If that player is frozen by a coach other than the team currently making the selection, the draft frame rolls down two players. Being already locked to a team, the frozen player is technically not draft-eligible. Therefore, the draft frame rolls one additional player to ensure that the selecting coach has the appropriate number of players available for selection based on the number of teams in the division.
    iii. Once the coach with a freeze on that child comes up to draft, that child must automatically be selected by that coach. The draft frame will not roll at that point because a frozen player has come off the frame, and the number of draft-eligible players will remain the same to the next coach.
    iv. Exception-In rounds 1-3 (in a 6-team division), players ranked 1-6 are first round draft picks, players 7-12 are second round draft picks, and 13-18 are third round draft picks. In the first three rounds, if a coach's freeze from a lower round rolls into the draft frame due to other teams' freezes, the coach will have the options to

take a player from a higher round or their freeze. If they did not select their freeze, the freeze must be drafted the following round. This exception expires after the third round.

Freezes
A maximum of 2 freezes are allowed per team. Freezes are limited to:

a. Coach's child(ren)
b. Assistant coach's child(ren)
c. Child with whom coach has familial or mentorship relationship

The penalty for multiple frozen players is as follows:

- Freezes that are both rated as first round draft picks (i.e. in a 6-team division, Players 1-6), a coach will automatically receive the last position in the drafting order (i.e. Pick 6 in 6-team division).
- If multiple teams have 2 freezes that are rated as first round draft picks, those teams will randomly draw a number from the final positions of the drafting order. For example, if 2 teams have 2 players rated as first round draft picks in 6-team division, those two coaches will randomly draw from #'s 5 and 6.

Gender
In co-ed divisions each team shall include on its roster a comparable number of girls and boys with each other team in the division.

Rosters
Rosters are set as of the first team practice.

A player must play on the team that he/she is assigned to through the draft process and may only switch teams at the discretion of the Recreation Division.

Teams that have players drop may request a replacement player, if available.

Knowingly permitting a player to participate in a game without having registered for the program shall result in ejection for the remainder of the league/activity season.

Playing Rules

Law 1 – The Field of Play
Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 45yards maximum 60 yards
Width: minimum 35 yards maximum 45 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, five (5) yards from the inside of each goalpost. These lines extend into the field of play for a distance of five (5) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) yards from the inside of each goalpost. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flag posts: Conform to FIFA.

The Corner Arc: None

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is twenty-one (21) feet and the maximum distance from the lower edge of the crossbar to the ground is seven (7) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2 – The Ball: Conform to FIFA with the following exception: size four (4).

Law 3 – The Number of Players: A match is played by two teams, each consisting of not more than six (6) players, one of whom is the goalkeeper. Failure to be able to field six (6) players at the scheduled start time will result in a forfeit.

Mandatory play: All players must play a minimum of 2 quarters, or 20 minutes of play.

Girls:

- The number of girls on the field is determined by the team with the fewest number of girls in attendance according to the following ratios:
    - If both teams have at least six (6) girls in attendance, each must have at least three (3) girls on the field at all times.
    - If both teams have at most four (4) or five (5) girls in attendance, each must have at least two (2) girls on the field at all times.
    - If both teams have at most two (2) to three (3) girls in attendance, each must have at least one (1) girl on the field at all times.

    - If both teams have at most one (1) girl in attendance, each must have that girl on the field no less than 50% of the total game (in accordance with mandatory play rule).
  - The team with more girls in attendance may by choice play with more girls on the field.
  - All players must still make their minimum playing time, even if the opposing team has fewer girls in attendance.

Coaches are responsible for tracking player's time.

Substitutions:

- Any injury.
- When in possession: Any kick off, throw-in, goal kick, or corner kick.
- When not in possession: Any kick off; only when opposition is substituting on throw-in, goal kick, or corner kick.
- Please make sure the referee is aware when substituting!

Law 4 – The Players Equipment: Conform to FIFA with the following exceptions:

Non-uniform clothing is allowed based on weather conditions, but shirts must still distinguish teams.

No casts are permitted.

Law 5 – The Referee: Registered USSF referee. All rule infringements shall be briefly explained to the offending player.

Law 6 – The Assistant Referee: None

Law 7 – The Duration of the Match: Conform to FIFA with the following exceptions

Periods of Play: The match lasts four (4) equal periods of ten (10) minutes each.

Quarter and Halftime Intervals: There shall be one (1) minute between the first and second and third and fourth quarters and a half-time interval of three (3) minutes.

Tournament Overtime Rule

If the game remains tied at the conclusion of regulation, there shall be two (2) additional golden-goal (sudden death) periods of five (5) minutes with a one (1) minute break between periods. Just as at the start of the game, a coin toss shall determine kick-off and direction of play.

If the game remains tied at the conclusion of the two (2) overtime periods, the game shall be decided by penalty kicks. A coin toss shall determine kicking order and direction of play. The first round of penalty kicks will be best of five (5).

If the game remains tied, penalty kicks will continue one to one. First team to score unmatched wins. All players in uniform must participate in the penalty kick process before a player may kick a second time.

Law 8 – The Start and Restart of Play: Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play: Conform to FIFA.

Law 10 – The Method of Scoring: Conform to FIFA.

Law 11 – Offside: There will be no offsides.

Law 12 – Fouls and Misconduct: Conform to FIFA.

Direct Free Kick Offenses	Indirect Free Kick Offenses
○ If a player commits any of the following offenses considered by the referee to be careless, reckless, or using excessive force: • Kicks or attempts to kick an opponent • Trips or attempts to trip an opponent • Jumps at an opponent • Charges an opponent • Strikes or attempts to strike an opponent • Pushes an opponent • Tackles an opponent ○ Holds an opponent ○ Spits at an opponent ○ Handles the ball deliberately	○ If a goalkeeper inside his own penalty area commits any of the following four offenses: • Controls the ball for more than six seconds before releasing it from his possession • Touches the ball again with his hands after he has released it from his possession and before it has been touched by another player • Touches the ball with his hands after it has been deliberately kicked to him by a teammate • Touches the ball with his hands after he received it directly from a throw-in taken by a teammate. ○ If, in the opinion of the referee, a player: • Plays in a dangerous manner • Impedes the progress of an opponent • Prevents the goalkeeper from releasing the ball from his hands • Commits any other offense for which play is stopped to caution or send off a player

Law 13 – Free Kicks: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball.

Law 14 – The Penalty Kick: Conform to FIFA with the exception that the penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them.

Law 15 – The Throw-In: Conform to FIFA.

Law 16 – The Goal Kick: Conform to FIFA.

Law 17 – The Corner Kick: Conform to FIFA with the exception that all offensive players must remain outside the goal area and at least eight (8) yards from the ball until it is in play.

Additional Rules:
Punting – Goal keeper punts can not clear the midfield line in the air. If they do it will result in an indirect free kick for the opposing team from the midfield line.

Tournament Play:
The season will conclude with an end-of-season tournament. Seeding for this tournament will be based on results from regular-season play and determined by:

1. Division record
2. Head-to-head match-up
3. Total goals allowed
4. Coin-toss

For the purpose of tournament play, all regular season rules will be in effect. Additional rules will be instituted regarding overtime and penalty kick situations.

Heading:
Heading is strongly discouraged for all levels of youth recreational play.

Remember that this is youth league recreational play, instruction should focus on sport fundamentals – dribbling, passing, shooting, throw-ins, etc. – along with sport values such as teamwork, sportsmanship, and fair play.

Weather Policy and Rescheduling

All coaches/parents should call the weather hotline for cancellation information 919.245.2669.

Cancellations for games or practices that occur on weekdays will be posted at 4:00 p.m.

In the event of cancellation coaches will receive an e-mail notice by 4:00 p.m. After 4:00 p.m. any decision regarding cancellation is made at the field

The Orange County Department of Environment, Agriculture, Parks and Recreation – Recreation Division will reschedule games when there is availability in scheduling. Cancelled practices may not be rescheduled.