

CITY OF LAS VEGAS



YOUTH SOCCER RULES & REGULATIONS SPRING 2019



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SECTION 1: GENERAL LEAGUE INFORMATION

A. Rulebook Overview

The purpose of this document is to provide all participants in the city of Las Vegas Park and Recreation Department youth soccer program with an overview of our rules and regulations. All games are conducted in accordance with the current United States Youth Soccer Association rules of the game and decisions as modified by the City of Las Vegas Parks and Recreation Department. Any issues not specifically addressed in these guidelines will be governed by the Department. The Parks and Recreation Department reserves the right to modify, adjust or omit any rule in this document that is deemed to enhance the quality of the program.

B. Division Setup

Each participant is assigned to a division based on their date of birth.

1. The aging date for the 2019 Youth Spring Soccer season is April 1, 2019.

Division	Age	Birth Date
4U	3-4	No more than 4 by April 1, 2019
6U	5-6	No more than 6 by April 1, 2019
8U	7-8	No more than 6 by April 1, 2019
10U	9-10	No more than 6 by April 1, 2019

C. Season Timeline

1. All practices begin the week of March 25, 2019. The league will provide one official practice per week for each team. Coaches may hold practice up to twice per week in the preseason, and once or twice per week during the season, depending on field availability.
2. The first game for all divisions is scheduled for April 6, 2019 with the last game of the season on May 25, 2019.

Please note that the timeline may be adjusted due to unforeseen circumstances that alter the availability of allocated field space.

D. Jurisdiction

1. FIELDS

Soccer fields are allocated by the city of Las Vegas Park and Recreation Department for their prospective use; therefore, the city maintains jurisdiction over the fields and surrounding space during events. All participants of the city of Las Vegas Park and Recreation youth soccer program will honor the rules and regulations along with employees and officials who are empowered to enforce them.

2. OFFICIAL'S AUTHORITY

Coaches, spectators and players are reminded that the official is the authority in control of the game including the surrounding field, from the time they arrive until the time they leave the facility. The official is authorized to enforce these rules and regulations in addition to USYSA rules of the game.

E. Non-Player Conduct

1. COACHES' CODE OF CONDUCT

- a. Head coaches are responsible for their own conduct as well as the conduct of their assistant coaches, players, and spectators affiliated with the team.
- b. Coaches must stay off the field and remain on their respective sideline. Coaches must behave responsibly and may not shout at the officials or otherwise interfere with the game.
- c. No voice amplification devices will be allowed.
- d. Alcohol, tobacco and illegal drugs are prohibited.
- e. Each team must have one coach designated as the head coach, and may have up to one assistant coach. In the event that the head coach is ejected from the game, then the assistant coach will be designated as the head coach. A substitute coach may be granted with permission from the facility representative.
- f. Coaches along with officials should make every effort to ensure the games are safe and fair.
- g. Both teams must line up for post-game handshakes prior to having a team meeting.

2. SPECTATORS' CODE OF CONDUCT

All individuals who are not coaches, players, officials, or city of Las Vegas employees are considered to be spectators from the time they enter the field until the time they leave. This league is designed to promote fun and fundamentals. Below are some simple rules that should be observed by spectators:

- a. Shouting at players from the sidelines is not permitted; it is the coach's responsibility to direct the players.
- b. Parents are encouraged to cheer for their child's team. They should refrain from any disparaging or discouraging comments.
- c. Avoid obvious displays of anger.
- d. Display good sportsmanship.
- e. Do not run up and down the sidelines or behind the goals. Spectators should remain stationary in the designated area (behind spectator lines).

- f. Do not shout insults at the official. The official has the authority to stop the game if the crowd becomes discourteous.
- g. Absolutely no alcoholic beverages, smoking and/or tobacco is permitted at any game.
- h. Non-playing children must be supervised at all times.
- i. Posted facility rules for field use apply.

3. FIELD RULES

There are rules and guidelines that all coaches, parents, players, and spectators must follow within the field and surrounding park area:

- a. After each game, coaches are responsible for cleaning their bench area.
- b. Do not leave personal items unattended. The city of Las Vegas is not responsible for lost or stolen items.
- c. Appropriate attire must be worn at all times. This includes appropriate shirts, shorts/pants and shoes.
- d. Inappropriate language or gestures are not tolerated and may result in removal from the park.

F. Disciplinary Procedures

1. PLAYERS DISCIPLINED BY THE COACH

While the city of Las Vegas recognizes discipline is a key ingredient to the success of a team, no coach can prevent a player from participating in a game without prior approval from the CLV facility representative at the game location. Any coach who feels a player's playing time should be restricted due to tardiness, absenteeism, behavior, or any other reason should discuss matter with the CLV facility representative at the game location.

2. PLAYERS EJECTED BY THE OFFICIAL

Players ejected from the game by the officials cannot participate in the remainder of the game. Any player ejected from the game by the official will be suspended for one or more subsequent games, subject to review by the Soccer League Sub-Committee. In all cases where a player is sent off the field, the official must submit a written report to the Soccer League Sub-Committee within 24 hours.

3. EJECTION OF COACHES

The official or league representative may eject any coach from the vicinity of the field for the remainder of the game if they feel the coach's behavior is inappropriate. The game will not resume until the coach complies with the ejection. If the official or league representative decides to abandon or terminate the game because a coach fails to leave the immediate vicinity after being ejected, the league or facility representative will decide the outcome of the game. The official shall verbally inform the head coach of the ejection and all implications that may apply. Any coach ejected by the official or facility representative will be suspended for one or more subsequent games, subject to review by the Soccer League Sub-Committee. In all cases where a coach is ejected, the official or facility

representative must submit a written report to the Soccer League Sub-Committee within 24 hours.

4. EJECTION OF SPECTATORS

The official or facility representative may eject any spectator from the field or its immediate vicinity for the remainder of the game if they feel the spectator's behavior is inappropriate. The game will not resume until the spectator complies with the ejection. If the official or facility representative decides to abandon or terminate the game because a spectator fails to leave the immediate vicinity after being ejected, the facility representative will decide the outcome of the game. The official shall verbally inform the head coach of the ejection and all implications that may apply.

Any spectator ejected by the official or league representative will be suspended for one or more subsequent games, subject to review by the Soccer League Sub-Committee. In all cases where a spectator is ejected, the official or league representative must submit a written report to the Soccer League Sub-Committee within 24 hours.

G. Suspended or Postponed Games

In the event a game is not completed in regulation time for any reason (including insufficient players or abandonment or termination by the official); all relevant facts must be submitted to the Soccer League Sub-Committee. The facility representative has the option to:

1. Schedule the game to be replayed, thus nullifying the original game.
2. Continue playing the game at a later date with the score and elapsed time starting as it was when the game was terminated or abandoned.
3. Accept the score of the game at the moment it ended as the final score.
4. Award both teams a tie.
5. Award one team a win and the other a loss.

The facility representative's decision is final and under no circumstances can a game be protested by a coach, spectator or player.

H. Quality of Officials

All officials have different styles of officiating and different levels of experience. Coaches, spectators and players must make allowance for these differences and realize that officials are part of the game. The final outcome of a game is rarely determined by an official's actions or inactions. Any concerns regarding officiating should be filtered through the head coach of the team and discussed with either the facility representative or the Soccer League Sub-Committee at an appropriate time. Officials will consist of city of Las Vegas employees and/or contracted officials.

I. Equipment

1. COACHES'S EQUIPMENT RESPONSIBILITIES

Each team will receive a minimum of two soccer balls for practices reserved through the city of Las Vegas respective Community Centers. A form of collateral (ex. Keys) will be

exchanged for use of the practice balls. Coaches may be held financially responsible for any damaged, lost or stolen equipment.

2. PLAYERS’S EQUIPMENT RESPONSIBILITIES

- h. Each player must wear the city-issued jersey/shirt which must be tucked in. Shoelaces must be securely tied. Open-toe shoes or metal-spiked cleats are not allowed. Soccer cleats with rubber soles recommended.
- i. A player may not wear anything that could be dangerous to themselves or to another player, including orthopedic casts (even if cushioned), rings, watches, jewelry, and hair clips. Hair ties must be soft in texture. Exception: Prescription eyeglasses that appear to be reasonably safe.
- j. A player with blood, even if dried, on their uniform will not be allowed to participate until a new uniform is provided or until the blood is removed from the uniform.
- k. Uniforms may not be altered in any way.

If a player is wearing an ineligible uniform the city of Las Vegas reserves the right to allow that player to participate in the game as a legal player if they feel it is safe and fair to do so. Officials, coaches and game monitors should be notified if a player is out of uniform before the player enters the game. A game cannot be protested due to a player being out of uniform. City of Las Vegas and game officials are the sole determining factor whether a player is deemed eligible or ineligible.

- 3. Game balls are provided by the city of Las Vegas Park and Recreation Department on game days. Teams are responsible for providing their own warmup balls before games.

Division	Size Soccer Ball
4U,6U,8U,10U	4

SECTION II: GAME-PLAY INFORMATION

A. The Field of Play

Field sizes are subject to change at the league’s discretion.

Division	Field Size	Goal Size	Goal Box Size	Goalkeeper
10U	90 Feet x 120 Feet	8 feet x 6 feet	50 feet x 20 feet	Yes
8U	90 Feet x 120 Feet	8 feet x 6 feet	50 feet x 20 feet	Yes
6U	90 Feet x 120 Feet	8 feet x 6 feet	50 feet x 20 feet	Yes
4U	60 Feet x 90	6 feet x 3 feet	6 feet x 5 feet	No

	Feet			
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B. Number of Players and Forfeits

1. The number of players per team is:

4U Division- 4 players per team on the field, no goalkeepers. (4 players per team)

6U Division- 5 players per team on the field, 1 goalkeeper each. (6 players per team)

8U Division- 5 players per team on the field, 1 goalkeeper each. (6 players per team)

10U Division- 5 players per team on the field, 1 goalkeeper each. (6 players per team)

2. Teams must have three players on the field at all times for the 4U division and four players on the field at all times for the 6U, 8U and 10U divisions. Teams must start each half with at least three players for the 4U division and four players for the 6U, 8U and 10U divisions. Games will not start with less than the minimum of required players.

3. If the late team shows up within the first quarter, the game will commence from the time remaining on the clock. If the first quarter has expired, the game will be officially declared a forfeit.

4. Both teams must finish the game with a minimum of three eligible players for the 4U division and a minimum of four eligible players for the 6U, 8U and 10U divisions.

5. After the third forfeit, a team will be removed from the schedule.

C. Player Participation Requirements

1. Minimum Playing Time

- a. Minimum playing time is two quarters per game. No player may play four quarters unless everyone has played three.
- b. Substitutions are allowed on all dead ball situations. Coaches must be granted a substitution by the official (referee) before sending a player on the field.

2. STANDARD SUBSTITUTION PROCEDURES

Player participation is controlled through proper substitution procedures as follows:

- a. All divisions can substitute players on all dead ball situations.
- b. Facility game staff will track all substitutions.
- c. Substituting players must wait for the official to grant the substitution prior to entering the field of play.

3. SUBSTITUTION PROCEDURE MODIFICATIONS DUE TO PLAYER INJURY

- a. If a player is injured and play has been stopped by the official, the injured player may be substituted for another player.
- b. If the injured player is able to return within the same quarter, then they may substitute back into the game for the player that replaced them.
- c. This substitution must occur at a natural stoppage in the game, which temporarily halts the game, and allows for player substitutions to take place.

- d. The player must receive a signal from the official to return to the game.
 - e. The official must recognize the player leaving the field.
 - f. The player who played the majority of minutes in the quarter is credited with playing the entire quarter regardless of who started the quarter.
 - g. The official is the sole authority in awarding the quarter to the appropriate player.
4. SUBSTITUTION PROCEDURE FOR LATE-ARRIVING PLAYERS
- a. If the player arrives during the first quarter, the player must be substituted onto the court at the first substitution break or at halftime, and may be required to play the remainder of the game.
 - b. If the player arrives during the second quarter, the player must be substituted onto the field at the half or at the third substitution break and are not subject to the conditions of the player participation requirements.
5. SUBSTITUTION GUIDELINE EXCEPTIONS
- The only valid exceptions to these defined substitution procedures are:
- a. If, in the opinion of the coach, parent or official, the player is injured or in jeopardy of injury or could further compound an existing injury by continuing to play.
 - b. If the official has sent the player off the field for an ejection.

D. Length of Playing Quarters: Playing Time

- 1. A coin toss determines which team will kick-off.
- 2. Playing time will consist of (4) four (7) seven-minute quarters for 4U, running clock.
- 3. Playing time will consist of (4) four (8) eight-minute quarters for 6U and 8U, running clock.
- 4. Playing time will consist of (4) four (9) nine-minute quarters for 10U, running clock.
- 5. Halftime will be (3) three minutes.
- 6. The clock will stop for injured players and at the discretion of the official(s).

E. Overtime

- 1. No overtime will be used in games. All game can end in a tie/draw.

F. Game Clock

- 1. The clock is kept by the referee on the field. The referee will stop the clock for injuries and at their discretion.

G. Mercy Rule

- 1. There is no mercy rule in any of the divisions. Coaches are advised to use good sportsmanship.

H. Coaching Box Rule

Coaching boxes are located on the touchline 5-feet from the half-line. Coaching boxes are 10-feet long and 2-feet wide.

All head coaches must comply with the rule by staying in the coaching box. The head coach is responsible for the conduct and behavior of substitutes, disqualified team members and all other bench personnel.

Any violation of the “coaching box” rule by the head coach is a direct form of unsportsmanlike conduct and could result in a loss of the coaching box for the remainder of the game.

I. Coaching Tactics

The overall object is for players to enjoy the game and strive to do their best at every level. Coaches should recognize that the primary goals of the city of Las Vegas Park and Recreation youth sports program are to teach fundamentals and sportsmanship in a safe setting. Coaches should keep practices engaging and play each player at a variety of positions, giving them the best chance to succeed. 4U and 6U practices should focus on fun activities and the basics of soccer. Coaches in the 8U and 10U divisions should introduce tactical thinking and strategy based on their division’s skill level. The key to being a successful coach is not determined by your record, but by creating an environment that allows players to learn and fall in love with the sport.

SECTION III: Other Soccer Information

A. Terminology

Goal: a score that occurs when the ball crosses either goal line from a legal touch of a player. A goal is worth 1 score. After each goal is scored, the ball will be placed at the center spot of the halfway line where the team who conceded the goal will kick-off.

Foul: A foul is an illegal action committed by a player from one team against a player from the other team.

Direct Free Kick: a free kick that can be shot on goal without the ball being touched by another player. Direct free kicks will be awarded after fouls or player misconduct. They can be taken by any player on the field.

Goal Kick: a goal kick is taken by the defending team when the ball travels over the end line and was last touched by an offensive player. The goal kick will be taken 2 or 3 yards into the field of play and the opposing team must stand at least 4 yards away from the spot of the goal kick.

Corner Kick: a direct free kick taken from the corner. A corner kick is awarded to the offensive team when the defensive team touches the ball over their end line. Defenders must stand at least 4 yards away from the spot until the ball is put in play.

Touchline: the boundary lines on the sides of the field. Also referred to as a sideline.

Goal Line/End Line: the boundary line at each end of the field where the goals are located.

Halfway Line- the line drawn across the center of the field. Kick-offs take place from the center spot of the halfway line.

Out of Bounds: The area outside of and including the end lines and touchlines.

Throw-In: when a player throws the ball from behind their head with two hands while standing with both feet on the ground outside of a touchline. This takes place when the ball travels out of bounds and the opposing team throws it back into play. Players may also “pass-in” the ball using their feet.

Hand Ball: the intentional use of hands by a field player. The result is a direct free kick.

Slide Tackle: an attempt by a defender to take the ball away from an opposing player by sliding on the ground feet first into the ball. **SLIDE TACKLING IS NOT ALLOWED IN ANY DIVISION!**

Dribbling: the basic skill of advancing the ball with the feet while controlling it.

Overtime: An extra period played to break a tie score at the end of a regulation game. Overtime will be played in playoff games only. Regular season games can end in a draw.

B. Kick-Off Procedure

1. The kick-off procedure is a method of putting the ball in play with one player passing the ball to another player from the center of the field. Kick-off for the first quarter will be determined by a coin toss. Teams will alternate kick-off each quarter regardless of the score. Kick-offs will also take place after each goal is scored.
2. The procedure starts when an official places the ball at the center of the field and whistles for the start of play.

C. Choosing Sides

1. Each team may warm up and shoot during the first half at the goal farthest from its bench.
2. The teams change goals for the second half.
3. The home team is on the left bench of the half-line when facing the field.

D. Boundary Lines

If the ball travels completely beyond the boundary line, they are considered out of bounds.

E. Nevada Revised Statute

NRS 100.300 Intimidating public officer, public employee, juror, referee, arbitrator, appraiser, assessor or similar person.

1. A person shall not, directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce such a person contrary to his or her duty to do, make, omit or delay an act, decision or determination, if the threat or intimidation communicates the intent, either immediately or in the future:
 - a. To cause bodily injury to any person;
 - b. To cause physical damage to the property of any person other than the person addressing the threat or intimidation;
 - c. To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or
 - d. To do any other act which is not otherwise authorized by law and is intended to harm substantially any person other than the person addressing the threat or intimidation with respect to the person's health, safety, business, financial condition or personal relationships.
2. The provisions of this section must not be construed as prohibiting a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.
3. A person who violates subsection 1 is guilty of:
 - a. If physical force or the immediate threat of physical force is used in the course of the intimidation or in the making of the threat:
For a first offense, a category C felony and shall be punished as provided in NRS 193.130

For a second or subsequent offense, a category B felony and shall be punished by imprisonment in the state prison for a minimum term of not less than 2 years and a maximum term of not more than 10 years, and may be further punished by a fine of not more than \$10,000.

- b. If no physical force or immediate threat of physical force is used in the course of the intimidation or in the making of the threat, a gross misdemeanor.
- 4. As used in this section, "public employee" means any person who performs public duties for compensation paid by the state, a county, city, local government or other political subdivision of the state or an agency thereof, including, without limitation, a person who performs a service for compensation pursuant to a contract with the state, county, city, local government or other subdivision of the state or an agency thereof.

SECTION IV: Grievance Procedures

The Regulations in the Grievance Procedures, shall apply to all city of Las Vegas Youth Sports Leagues.

A. Grievance Committee

The grievance committee shall consist of no less than three persons, including a committee chair, in order to adjudicate grievances. The members of the committee may be the same as, or different in whole or part from, the committee first approved.

B. Grievance

- 1. An action taken by a team official indicating disagreement with the interpretation and/or implementation of rules, regulations, or league purpose. Judgment calls by the referee cannot be protested.
- 2. Any grievance against an individual or team may only be filed by (a) the Coach of the team who has competed in a game where the alleged violation occurred, or (b) City youth league representative.
- 3. Any grievance alleging a violation by an individual or team during competition shall be filed in writing with the CLV Youth Sports Grievance Committee Chair. A Grievance Fee of \$50.00 must accompany each grievance. The grievance must be filed prior to the commencement of whichever occurs first: (a) the involved team's next game, whether or not the involved player participates or (b) within 24 hours after the end of the league season.
- 4. In the event of an eligibility disqualification, the team will remain eligible to participate and retain points received up to the disqualification, but the ineligible player will not be allowed to continue.

C. Grievance Committee Action

- 1. Following the receipt of a grievance and as soon as reasonable, the Grievance committee shall investigate the alleged violation as it deems appropriate. If the Committee deems necessary, it shall arrange for a hearing at which the parties involved shall have the opportunity to present evidence.
- 2. The Grievance Committee shall have the power to dismiss or deny the grievance or to direct the correction of any violations by reasonable means, including the suspension of an

- individual or team. This is applicable to any party to the grievance as long as such party has been given the opportunity to review and present evidence.
3. The Grievance Committee shall prepare a written decision setting forth the basis for its decision and the deadline for any written appeal and promptly send copies to the parties involved.
 4. The decision of the Grievance Committee shall be by majority vote.

COACHES' CODE OF ETHICS

I hereby pledge to live up to the Coaches Code of Ethics:

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I promise to review and practice first-aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players
- I will provide a sports environment for my team that is free of drugs, tobacco and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

**National Youth Sports Coaches Association*