**Junior Eagle Soccer League Rules**

The objective of this league shall be to provide fun, affordable, and developmental soccer for elementary aged children. Good sportsmanship and basic fundamentals will be stressed by all coaches.

**Registration:**

All registration should be done online at www.eepathletics.com

Registration for participation shall be coordinated and conducted by Maximize All Potential. Under unusual circumstances, individuals may be added or deleted to/from the program at the discretion of Maximize All Potential. This shall be done only after taking into consideration those involved and the impact on the league.

Registration fees are non- refundable

**Scheduling:**

Schedules for all regular practices and games, shall be coordinated through Maximize All Potential in conjunction with the East End Prep Athletic Department.

**Regular-Season:**

The season is 7 weeks long (6 regular season weeks and 1 week tournament play).

Each team will have 1 weekly game which includes 40 minutes of instruction followed by a 20 minute game (2-10 minute halves).

All changes to the established practice schedule must be communicated to and approved by Maximize All Potential in conjunction with the East End Prep Athletic Department.

Coaches are allowed to set their own practice schedule, however, all schedules must be accommodating to all parents/guardians and players.

**Post-Season:**

A single-elimination tournament will be held for all divisions except the Rookies (k-1). The Rookies will play one additional game against a team with similar results to encourage a competitive final match-up.

**Team configurations:**

To be organized and operated by Maximize All Potential and the league coaches under the following guidelines:

1. This league is open to children of all genders.
2. All teams will be constructed based on the grade and gender of participants. Each team will have an equal number of boys and girls on their roster.
3. Each team shall be permitted to keep returning players, sons, and daughters under
4. Fif a player wishes to be placed on a specific team, this shall be done at the discretion of Maximize All Potential.
5. Team rosters will be constructed after registration is closed. Once teams are constructed, the appointed coach will reach out to each parent/guardian.

There will be a total of 4 teams in each division

| **Divisions**  | **Rookies (k-1) 3V3** | **Mites (2-3) 5V5** | **Majors(4-5) 6V6** |
| --- | --- | --- | --- |
| **Ball Size**  | Three (3) | Three (3) | Three (3) |
| **Field Dimensions** | 15yd x 30yd | 20yd x 40yd | 25yd x 50yd |
| **Goal Size** | 5’W x 4’H x 3’D | 10’Wx 5’H x 3’D | 12’W x 6’H x 4’D |
| **Max Amount of players on each team** | 6 | 10 | 12 |
| **Goalkeeper** | No | Yes | Yes |
| **Coaches** | Are allowed on the field to help manage players.  | Are not allowed on the field. Must stay on their sideline. | Are not allowed on the field during live gameplay. Must stay on their sideline.  |

**Length of Games:**

All games will last for 20 minutes. Consisting of two 10 minute halves and a 5 minute halftime.
The official time is being kept on the field by the referees. The stopwatch that is kept by the timer is not the official game time.

**Ties:**

1.Regular Season Games:

* + Any regular season game that ends in a tie will remain a tie.
	+ Any regular season game that ends in a tie shall be counted as one half a
	game win in the league standings.
	+ The regular season will consist of 6 games. All teams will play each other twice.

2. If team records are identical, the first tie breaker will be head-to-head competition. This will be followed by a draw if head-to-head results cannot be used.

3. Tournament Ties:

* Any tournament game that ends in a tie will play one additional quarter with a half way break to change sides. If at the end of this quarter the game is still tied, the teams will go to penalty kicks. Penalty kicks will be handled in the following manner:
	+ Each team will shoot 5 kicks from the penalty mark.
	+ If the game is still tied after each team has taken 5 kicks from the penalty mark, each team will take one additional kick from the penalty mark until the tie is broken.

**Referees:**

* All referees shall be trained and approved by Maximize All Potential or a contracted booking agent. The referee will have authority over the game and his/her decisions over goals scored, rules, etc. shall be final. Please respect their rights and work with them and the field supervisor to ensure a well-played game.
* There will be one center official for all games.

Referee(s) shall

* + make all decisions for infringement of the rules committed within or outside the boundary lines from the beginning of the game to the end. See that all kickoffs, free kicks and penalty kicks are taken properly.
	+ Act as timekeeper and allow the full or agreed time, adding any time lost through injury or other causes at their discretion.
	+ Will caution or issue a yellow card to any player or coach guilty of misconduct or unsportsmanlike conduct. In such a case the referee shall give the name of the offender to the field supervisor who in turn will give a report of the incident to Maximize All Potential.
	+ Will send off the field of play and issue a red card to any player or coach who is guilty of violent conduct, serious foul play, the use abusive language, or is guilty of a second cautionable offense in the same match.

**Scoring:**

A goal shall be scored when the ball has been legally kicked or passed wholly between the goal posts and under the crossbar.

A goal may not be scored directly from a kickoff, or an indirect kick.

**The Game:**

1. Before the Game:
	* Coaches shall participate in a 35 minute skills practice
	* Coaches shall participate in a coin toss to determine which team shall
	kickoff and selecting which goal to defend.
	* Coaches shall turn a line-up card to the timer before the game starts.
	* At the beginning of the second half, teams shall change ends and attack
	the opposite goal.
	* Goalkeepers must wear the jersey that does not match either team’s
	jerseys.
2. Beginning of Game:
	* Game shall start by an indirect kick from the center of the field in the direction of the opponent’s goal.
	* After a goal is scored, the team scored against shall kickoff.
3. Players / Goalkeepers Privileges:
	* A player may dribble, volley, block, trap, or pass the ball. At no time may a player touch the ball with his/her hands.
	* Player may play the ball while it is trapped by an opponent, provided there is no foul. If the player is on the ground, a dead ball is called and the ball is awarded to the opposing team.
	* Goalkeepers privileges within the penalty area:

Pick the ball up
Punt the ball
Drop kick the ball
Throw the ball
May not delay the game by holding the ball indefinitely

* + Goalkeeper safety: when a goalkeeper comes out to make a play on the ball, the offensive player must be within playing distance of the ball to make an attempt on the ball. Otherwise the offensive player must yield to the goalkeeper regardless of the distance between the ball and the goalkeeper. (Note: this rule applies only if the goalkeeper has already made a move towards the ball, including bending to pick the ball up while standing. It does not apply if the goalkeeper is not attempting to save the ball.) If the player does not yield, he/she can be called for a dangerous play (indirect kick) and issued either a yellow or red card.

Note: This rule is in place for the safety of the players, it is however a rule that will be to the discretion of the referee if the play is fair and safe for all players involved.

4. Offsides

* A player is in an offside position when he/she is ahead of the ball while the ball is being played by a member of his/her team unless the following occurs:
Player is in their own half of the field. There are two opponents nearer their goal line than the player in question.
* Penalty for offsides: an indirect free kick shall be awarded at the spot
where the foul occurred. A player will not be penalized for being offsides unless, in the referee’s judgement, he/she is seeking an advantage or is denying the other team an advantage.
1. Fouls and Penalties
	* A player shall not trip, kick, stroke, hold, push or jump at an opponent or
	use unnecessary roughness, or handle the ball.
	* The referee may suspend any player or players from the game for
	unsportsmanlike conduct or unnecessary roughness. A player or players so disqualified may not reenter the game. The team must play short one player the rest of the game if they have no substitute ready.
	* A penalty kick shall be awarded if the foul is made by the defensive team in the penalty area.
	* Slide Tackle: Slide tackling is not allowed.

7. Headers

* In an effort to protect young players against concussions, the following rule has been implemented, as recommended by the United States Club Soccer Federation:

O Players shall not engage in heading, either in practice or games.

 O If any player intentionally heads the ball during a game, the play shall be considered a dangerous play and an indirect kick shall be awarded to the opposing team. If the deliberate header occurs within the penalty box, the indirect kick shall be taken at the nearest point outside of the penalty box. If a player intentionally heads the ball a second time, the player will be given a yellow card and sent off the field to review the play with his/her coach. A substitute player may be inserted in his/her place.

**Conduct/Sportsmanship**

1. No coach or player shall belittle or berate the players or coaches of another team. This type of action will not be tolerated.
	* First offense: Warning
	* Second offense: Ejection from game of offending person and/or head
	coach.
2. Penalty: Any time a player, coach or spectator is ejected by an official or staff member, they must leave the playing site immediately. That person shall be automatically suspended for a minimum of the next game the team plays in.
3. Harassment of officials and field supervisors will not be tolerated. Questions should be asked by the Head Coach only and done so calmly about rule interpretations only. Judgment calls are not to be argued. Failure to comply with this rule will result in immediate ejection of the guilty party and possible forfeiture of the game. No warnings will be given.
4. Coaches are accountable for the behavior of their assistant coaches, players, parents, and related supporters. Game officials may penalize the coach per above for any unsportsmanlike conduct.
5. Players will be allowed to cheer for their own team and not jeer the other. This includes songs, cheers, etc.
6. Consumption of tobacco products (including e-cigarettes) or alcohol is prohibited in the vicinity of any M.A.P. and EEP athletic event, including on the field, the sidelines, and in the bleachers.

Reminder: The purpose of this program is to teach soccer, have fun, and learn sportsmanship. Players look to their coaches as role models and the things players see you do leave lasting impressions as they continue to play the game in later years. We’re all human, and as such we all make mistakes including referees, coaches and parents. It’s the kids’ games so let them be the ones that benefit most!

**Uniforms**

Maximize All Potential will issue each player of each team a uniform. The uniform will consist of a game t-shirt. Each player must wear this shirt, unaltered, to each game. A player not in uniform or in an altered uniform will be declared ineligible. Each coach will be given extra shirts, for emergency fill-ins. Shirts must be tucked in during play.

Note: altered uniform is when a player defaces the shirt in any way. Examples: cutting sleeves or adding names to game jerseys.

Coaches are responsible to make sure that every player is wearing an official uniform that will satisfy this rule.

Players must wear and provide themselves: shorts, shin guards and shoes. No player will be allowed to participate in a practice or game without shin guards.

No jewelry allowed once play has begun. The referee may ask that a player take off all jewelry. Also by rule they may ask a player with glasses to wear a protective strap while they are playing. Players with earrings will have to either take the earrings out or wear tape over them to be able to play.