CTAA Pre-K/K (U6) Rules

Mission Statement

Our League will make every effort to make sure that every child with the desire to participate gets the opportunity, without regard to prior experience, athletic ability, or size. We are committed to instilling Honesty, Loyalty, Integrity, Teamwork, Discipline, Sportsmanship, Respect, Leadership, Trust, and Commitment in our young participants. We believe these values and virtues are important to their growth and becoming active members of our community and society.

GRADES, LENGTH OF GAMES, OVERTIME PERIODS, AND BALL SPECIFICATIONS:

Saturday games 9:00AM, 10:00AM, or 11:00AM.

Pre k/k: Players: 5v5, no goalies. Clock: 3 –10-minute periods, with 5 minute breaks in between. No OT, ends in a tie.

FIELD LOCATIONS: Fenton Lane Park. Drive all the way to the furthest back parking lot. The fields are located on the back softball field outfield. 3 fields – Facing the fields from the parking lot, looking from left to right Fields A, B, and C.

COACHES:

Before games please grab 2 Blue PUGG nets and 4 corner flags from the shed near your game fields and set up.

After the last game, Coaches kindly return the equipment to the shed.

Combination for the lock on the shed is shared by Commissioner

It is easy to have the players grab the corner flags after the game but we ask that coaches do this. Kids tend to rip the flags out of the ground and the pole gets separated from the spring in the ground, essentially ruining the corner flag. Once it is ruined, they will not be able to be used again so please help us out with this. If you have any questions about this, let me know.

WEATHER:

Upon hearing thunder or seeing lightning, suspend play for a minimum of 30 minutes. Each new incidence of thunder or lightning restarts the 30-minute period. If thunder or lightning happens before the game is supposed to start, the starting time is delayed. A game should not be delayed by more than 45 minutes. Once a game is either delayed by 45 minutes or is forced to (such as for a lightning sighting 20 minutes after the first), the game is abandoned.

RULES:

1. Use ball size #4.
2. Teams can pass the ball in from the sidelines if a ball goes out of bounds. You can also have your teams take corner kicks and goal kicks as well. On goal kicks we suggest that the opposing team stand behind the midfield line to allow the other team to get the ball moving forward.
3. No heading or slide tackling - during games or in practice. Safety should always be paramount
4. All players will play at least half of each game unless ill or injured or the opposing coach and referee must be notified prior to the game of the player's nonparticipation for disciplinary reasons.
5. All players must have the following protective equipment in order to play; soccer cleats/sneakers, shin guards, and safety glasses (for those who need to wear glasses to see).
6. All players will remove all jewelry before practice and games.
7. Games should start at scheduled times. Warm-up and intermission times can be cut short to make sure that the games start on time. Warm-up time is not guaranteed to teams.
8. Mercy rules: Recreational soccer is designed for kids to build confidence, skills, team building, and having fun. The scoring difference in a game shall not exceed more than six (6) goals. Some Guidelines to follow in the event the score can potentially exceed more than 6 goals. (Instead of taking action at 4-0 or 5-0, make an adjustment early) Examples: Have the players only shoot with their weak foot or from outside the penalty area. Tell them to connect X number of passes before shooting. Remove a player(s) Ask the team that is losing to add a player(s) The scoring difference in a game shall not exceed more than five (6) goals. (Enforcement must be adhered to by the coaches.)
9. Parents & Spectators Sportsmanship: Zero tolerance for verbal or physical abuse of its volunteer coaches, referees, or players from any parent, player, or spectator. Parents and spectators, just as players and coaches, are expected to abide by all local township codes of conduct.