

THE CITY OF
Anna

Youth Soccer
Registration
Packet & Rule
Book



Table of Contents

Contact	<u>2</u>
League Registration	<u>3</u>
Uniforms/Equipment	<u>3</u>
Weather	<u>4</u>
Game Clock	<u>4</u>
Practices	<u>4</u>
Games	<u>4</u>
Game Locations	<u>4</u>
Team Formation	<u>4</u>
League Schedules	<u>4</u>
Sportsmanship	<u>5</u>
Player Substitution	<u>5</u>
Head Contact Injury	<u>6</u>
Coaches	<u>6</u>
Parents	<u>6</u>
Players	<u>6</u>
Division Rules and Field Layout	<u>7-13</u>

STAFF CONTACT INFORMATION

Amy Lacey - Recreation Coordinator alacey@annatexas.gov 214-831-5336

Tristen Pierce - Recreation Program Supervisor tpierce@annatexas.gov 214-831-5378

LEAGUE REGISTRATION INFORMATION

League registration can be completed in one of the following ways:

- A. Online Registration: Follow the registration Link at <https://www.annatexas.gov/1363/Youth-Soccer>
 1. Returning customers: Click “Log In/Create Account” and use your email on file as your log in. Click “Forgot Password” to create a new password if you have forgotten yours.
 2. New Customers: Please click “Login/Create Account”.
 3. Have your child’s birth certificate ready to upload during the registration process.
 4. Payments accepted: Visa, American Express, Discover and Master Card.
 5. Check your receipt to ensure your child is registered in the correct age division.
 6. If you have any questions or to receive more information, contact the Recreation staff at 469-885-9428.
- B. Walk-in Registration
 1. Walk-in Registration will be offered at 120 @ 7th Street Anna, TX 75409
 2. Payments accepted: Visa, American Express, Discover and Master Card.
 3. Bring a copy of your child’s birth certificate to register in person.

REFUNDS

Full Refunds will be issued if:

Participation is not possible due to program cancellation or change in day, time, or location. Refunds will not be subject to any administrative charges.

Partial Refunds will be issued if:

- A. Participation is canceled after the class starts* due to unusual circumstances (e.g. sickness or injury). The refund will be prorated minus charges for furnished supplies. All partial refunds are subject to a \$10 administrative fee.
- B. Participation is canceled regardless of reason with notification of (7) calendar days before the class starts.

No Refunds will be issued if:

Participation is canceled with notification less than seven (7) calendar days before the class starts

****for leagues, "class start" is the first day of league practices regardless of your practice day.***

UNIFORMS AND EQUIPMENT

- A. Teams are expected to wear the provided City of Anna league jerseys in the team color with a number on the back.
- B. Jerseys must be tucked in.
- C. No jewelry, including piercings, may be worn.
- D. No hats with hard brims (like baseball caps or visors) or hard headbands. Beanies, cloth headbands and cloth ear warmers are allowed.
- E. Cleats – Rubber ONLY. No metal cleats allowed. **No football, baseball or softball cleat with a singular toe cleat are allowed.** Tennis shoes or turf shoes with waffle bottoms are acceptable.

- F. Shin guards are REQUIRED for all participants during practices and games. Socks must cover the entire shin guard.

WEATHER

- A. Coaches are expected to check the Field Weather Status prior to practices and games to check the field conditions in the event of unfavorable weather/field conditions that lead to practice or game cancellation.
- B. If weather conditions become unfavorable during a game:
 - 1. The Site Supervisor (4U and 6U) or Referee (8U and 10U) will make the decision to delay or cancel games.
 - 2. A game must reach halftime to be considered complete. If a game does not reach halftime before it is cancelled, it will be rescheduled.

GAME CLOCK

All games are limited by time. Game will be timed by a designated Home Team coach or parent for 4U and 6U. Referees will time the games for 8U and 10U.

PRACTICES

Practice days, times and locations will be coordinated by the head coach and the Athletics Coordinator.

GAMES

While the City of Anna plans for and schedules 8 games for each team, we cannot guarantee all 8 games will be played each season. Conditions outside of our control, such as weather, may force us to eliminate games to meet the time requirements provided to us by the City of Anna.

GAME LOCATION

All league games will be at Slayter Creek Park. To assist our department, we ask every team to police their fields for trash after games and practices.

TEAM FORMATION

- A. Only players who are registered with the City of Anna via CivicRec may play in the league.
- B. Teams are formed based on age. Players who want to play up a division must register in the appropriate age division and the parent should email the league director to request the move.
- C. After registration closes, players in 4U and 6U are placed on teams by the league director based on date of registration and coach and player requests. Players in 8U and 10U will be drafted by coaches in an In-Person Draft.
- D. Players may request a teammate or coach at registration, but we cannot guarantee accommodation.

LEAGUE SCHEDULES

- A. All league information including practice and game schedules, standings, and weather updates will be posted on the soccer webpage www.annatexas.gov/1363/Youth-Soccer
- B. League Schedules
 - 1. League administrators will begin formulating league practice and game schedules the day after registration period concludes.
 - 2. Once league schedules have been posted, games will not be rescheduled at the request of any team or coach.

SPORTSMANSHIP

- A. Coaches will be responsible for the conduct of their players, parents, assistant coaches and themselves. Poor sportsmanship or disrespect toward any referee, opposing player, coach, spectator or City of Anna representative will not be tolerated. Coaches, spectators, parents and players are to speak to all participants in a positive and supportive manner. Violations will result in the referee/site manager ejecting the coach, player, parent or spectator from the field. League administrators will investigate all ejections and act accordingly.
- B. Fouls and Misconduct
 - 1. A player who commits any of the following six (6) offenses shall be penalized by the award of an indirect free kick to the opponents.
 - a. Kicks or attempts to kick an opponent.
 - b. Trips an opponent (i.e. throwing or attempting to throw the opponent by using the legs or by deliberately/intentionally stopping in front of or directly behind the opponent).
 - c. Charges an opponent in a violent or dangerous manner.
 - d. Holds an opponent with the hand or any part of the arm.
 - e. Pushes an opponent with the hand or any part of the arm
 - f. Handles the ball (i.e. strikes or propels the ball with the hand or arm). It should not be considered a “hand ball” when any player attempts to protect the vital areas of the body (chest, crotch, face, etc.) by placing hands or arms across them to protect them from being struck by the ball. The official/coach shall be the sole judge of whether the hands or arms were used deliberately to propel the ball.
 - 2. A player or coach shall be sent off the field of play if:
 - a. In the opinion of the official/coach the player is guilty of fighting.
 - b. The player or coach uses foul, abusive or improper language. If play is stopped by reason of a player being ordered from the field for an offense without a separate breach of the rule having been committed, the game shall be resumed by an indirect free kick awarded to the opposing side from the place where the infringement occurred. The player or coach sent off can be replaced with another player or registered coach from the same team. The player or coach being sent off must sit out the rest of the game. The coach may not continue coaching from the sidelines.
 - a. If there is not a registered and cleared coach available to the team, the game will be forfeited by the team with the infraction.

PLAYER SUBSTITUTION

4U and 6U

Substitutions are best made at the beginning of each quarter or half to encourage players to play the entire time. Players may be substituted by coach discretion if a player leaves the playing field upon his or her own will and does not want to play, or is a player is injured or in duress. As determined by the coach.

8U and 10U

Substitutions may be made when the ball is out of play and with the consent of the referee. The Head Coach must get the referee's attention and call "sub" before the ball is put back into play.

HEAD CONTACT / INJURY

If a coach/referee witnesses a head injury, play will stop immediately so that the coach can come onto the field and tend to the player. All other injury stoppages are left to coach/referee discretion.

FORFIETS

- A. All ages divisions: If your team will be short players and you cannot play the game, please check with the other coaches to see if you can loan a player from their roster. If a player is not available to loan, please call the league administrator at least 45 minutes prior to game start to notify us of the forfeit. **Rec Cell Phone 469-406-7493 Email alacey@annatexas.gov**
- B. **8U and 10U:** A forfeit will be scored 3-0 win in favor of the team not at fault. As a courtesy to the team you are playing, please contact the league administrator 45 minutes prior to your game to notify us of the forfeit. This will give us enough time to contact the referees and opposing team to notify them of the forfeit.
- C. **Any team that plays an illegal player who is not registered with the City of Anna will forfeit their game to the opposing team with a 3-0 score in favor of the team not at fault. (Fall 2025)**
- D. **A forfeit shall be called after 5 minutes of the schedule game start if there are not enough players or a City of Anna registered coach is not present. The forfeit score will be 3-0 in favor of the team not at fault. (Fall 2025)**

COACHES

- A. 4U and 6U: **ONE COACH** per team is allowed on the field to facilitate the game and provide direction for the game on kickoffs, corner kicks and goal kicks. Parents are NOT allowed on the field.
- B. One coach or parent must be on the team sideline with the players waiting to be subbed in.
- C. All coaches are responsible for the actions and behaviors of themselves, their team's parents and their team's players.
- D. All coaches are expected to high-five or shake hands with the opposing team after every game, regardless of the outcome.
- E. All coaches are expected to display good sportsmanship. Failure to do so can lead to an ejection from the premises and a meeting with league officials.

PARENTS/SPECTATORS

- A. Parents/Spectators are NOT allowed on the field of play at any time. If a player is injured, the coach will assess, then call the parent to help if needed.
- B. Parents/Spectators are to remain on the designated sideline behind the spectator line OPPOSITE of the team sideline.
- C. Parents/Spectators are NOT allowed on the team sideline or in the areas behind the goals.
- D. Parents are expected to display good sportsmanship. Failure to do so can lead to an ejection from the premises and a meeting with league officials.

PLAYERS

- A. Players are expected to display good sportsmanship towards teammates, opponents, and all coaches and officials.
- B. Players are expected to high-five or shake hands with the opposing team after every game, regardless of the outcome.

LEAGUE ADMINISTRATORS

City of Anna Parks & Recreation staff (the League Administrators) have the final say in disputes that may arise before, during, or after games. They can make executive decisions about weather, behavior, and rule protests regardless of the game location.

DIVISION GAME PLAY

GENERAL RULES

4U and 6U

4U: 4 or younger by September 7 of current year

6U: 6 or younger by September 7 of current year

- A. Field Size: 20 yards wide and 30 yards long
- B. Goal Size: Goal size is 4ft high and 6 ft wide.
- C. Ball Size: Size 3 Soccer Ball
- D. Number of Players on the Field: Game shall be played 3 vs. 3 (4U no less than 3 on the field), 4 vs. 4 (6U no less than 3 on the field)
- E. Goalie: There are no goalies
- F. Scoring: There is no score kept
- G. Off-sides: There are no off-sides
- H. Game Length: Four 10-minute quarters with 2 minutes between quarters and a 4 minute half-time period.

8U

8U: 8 or younger by September 7 of current year

- A. Field Size: 30 yards wide x 50 yards long
- B. Goal Size: Goal size is 6.5 ft tall and 12 feet wide.
- C. Ball Size: Size 4 Soccer Ball
- D. Number of Players on the Field: **Game shall be played 6 vs. 6 (including goalie no less than**

4 on the field) (Fall 2025)

- E. Goalie: 1 goalie per team wearing a **different color jersey, pinnie, or goalie jersey** (different color than both teams) Goalie jerseys are not required to have a number on the back.
- F. Scoring: 1 point for each goal scored
- G. Off-sides: There are no off-sides
- H. Game Length: Four 10-minute quarters with 2 minutes between quarters and a 5-minute half-time period.

10U

10U: 10 or younger by September 7 of current year

- A. Field Size: 40 yards wide x 55 yards long
- B. Goal Size: 6'5"x18'
- C. Ball Size: Size 4
- D. Number of Players on the Field: Game shall be played 7 vs. 7 (including goalie no less than 6 on the field)
- E. Goalie: 1 goalie per team wearing a **different color jersey, pinnie, or goalie jersey** (different color than both teams.) Goalie jerseys are not required to have a number on the back.
- F. Scoring: 1 point for each goal scored
- G. Off-sides: There are no off-sides
- H. Game Length: Four 10-minute quarters with 2 minutes between quarters and a 5-minute half-time period.

REFEREES

- A. There are no referees for 4U and 6U. Coaches will act as "referee" during the game.
- B. There will be 1 referee for 8U and 10U games.
- C. The referee/coaches can stop the game for infringement of the rules and can suspend or terminate the game whenever the referee deems such stoppage necessary, for example, severe weather, interference by spectators and/or coaches.

COACHES

- A. One coach per team is allowed on the field in the 4U and 6U divisions.
- B. No coaches are allowed on the field for 8U and 10U divisions.
- C. 8U and 10U Coaches must stay in the designated team area on **their half of the sideline (Fall 2025)** and may not coach from the spectator side or from behind the goal.

KICKOFF

Kick off will be decided at the beginning of the game by a coin toss with the team winning the toss choosing the side of the field. The team losing the coin toss will kick off. Teams will switch kick off and sides of the field for the second half. Opponents must be at least 10 (ten) feet from the ball.

INDIRECT KICKS (FREE KICKS)

- A. An Indirect Kick is described as an act that is the start of play when the ball goes out of bounds, there is a foul, or it is the start of a quarter or half. (Fall 2025)
- B. Kick-offs, goal kicks and fouls are indirect kicks (i.e., a goal cannot be scored by kicking the ball directly into the goal: the ball must first be touched by another player). Defending players must be at least 12 (twelve) feet / 4 (four) yards away from the ball at the time of the free kick.
- C. Each half starts with a kick-off. Second and fourth quarters are restarted on the field where play in the previous quarter ended with a stoppage of play.

FOULS and MISCONDUCT

- A. A player who commits any of the following offenses shall be penalized by the award of an indirect free kick to the opponents:
 - a. Kicks or attempts to kick an opponent.
 - b. Trips an opponent.
 - c. Charges opponents in violent or dangerous manner.
 - d. Holds an opponent with the hand or any part of the arm.
 - e. Pushes an opponent with the hand or any part of the arm.
 - f. Handles the ball, "handball": a "handball" shall not be called when the player is attempting to protect themselves from being struck by the ball. The referee (8U, 10U) has full discretion.
- B. A player or coach shall be ejected from the game/field immediately if in the opinion of the referee/coach, the player is guilty of fighting or using foul, abusive, or improper language.

BALL OUT OF PLAY

- A. The ball is out of bounds when the whole ball passes over the whole sideline or goal line. The ball will be put back in play by the opposing team as follows:
 - a. Played over the sideline:
 - i. 4U: A kick-in is taken at the point where the whole ball crossed the line.
 - ii. 6U: A kick-in **OR** a throw-in is taken at the point where the whole ball crossed the line. (Throw-in option must be decided between coaches at the start of the game) (Fall 2025)
 - iii. 8U and 10U: A throw-in is taken at the point where the whole ball crossed the line. A throw-in will be thrown with both hands at the same time from overhead while a part of both feet are kept on the ground.
 - iv. A player may not kick-in or throw-in to themselves. Another player must touch the ball before the kicking/throwing player can touch the ball again.
 - b. Played over the goal line by the **defending** team:
 - i. 4U and 6U: a **kick-in** is taken by the attacking team at the point where the whole ball crossed the line.
 - ii. 8U and 10U: a **corner kick** is taken by the attacking team from the corner arc on the side of the field where the ball crossed the goal line.
 - c. Played over the goal line by the **attacking** team:

- i. 4U and 6U: a **kick-in** is taken by the defending team at the point where the whole ball crossed the line.
- ii. 8U and 10U: a **goal kick** is taken by the defending team from anywhere in the goal area.
 - 1. **Goal Kicks:** The attacking team must stay outside of the penalty box until the ball is in play
- d. A goal is scored when the whole ball passes completely over the goal line between the goal post and under the crossbar.

Note: All kicks restarting play are **indirect**; therefore, a goal cannot be scored from a restart unless the ball is touched by two players. If a player kicks-in the ball, dribbles across the field and shoots the ball into the goal without anyone else touching it, the ball will be put back at the start of the kick -in and restarted. Defending players must be 12 (twelve) feet / 4 (four) yards from the ball at kick-in.

GOALIES

- A. **4U/6U:** players are only allowed to stand inside the goal box if they are directly playing the ball. Players may play defensive positions but must move up the field with the play. All children should be involved in the action.
- B. **8U and 10U:**
 - a. Goalies can use hands, feet or any other body part to defend the goal. Heading is prohibited.
 - b. Goalies may kick or throw the ball back into play (one-handed or two-handed throw).
 - c. When a goalie has possession of the ball, the ball is still in play. Therefore, the goalie may drop the ball to themselves and dribble out of the penalty box, down the field, and score without anyone else touching the ball.
 - d. If a goalie punts the ball and it goes into the other goal without another player touching it, the goal stands. (Fall 2025)
 - e. No player shall make physical contact with the goalkeeper, harass the goalkeeper, or attempt to play the ball once the goalkeeper has possession of the ball in any manner and to any degree whatsoever. Note: Generally, one finger on the ball is considered possession.

SLIDE TACKLING

Slide tackling is strictly prohibited and will not be allowed under any circumstances. If a player slide tackles, the referee shall award an indirect free kick to the opposing team at the spot of the infraction.

HEADING

Purposely heading the ball is prohibited. If a player heads the ball, the referee shall award an indirect free kick to the opposing team at the spot of the infraction.

TIE BREAKER

- A. **Applicable for 8U and 10U playoffs only.** Playoff games cannot end in a tie. If a game is tied after regulation time, we will go to a 5-minute Golden Goal Over-Time. The first team to score wins the game. After OT, if there is still a tie, we will go into a 3-person shoot-out.
- B. Golden Goal Overtime:
 - a. A coin toss will determine which team kicks off. The team with the higher seed will call the coin toss
 - b. The timer will be set for 5 minutes.
 - c. The first team to score will be declared the winner.
- C. Shoot-out in case of OT tie
 - a. A coin toss will determine who goes first. The team with the higher seed will call the coin toss.
 - b. Teams will alternate penalty kicks (3 players for each team)
 - i. The players taking the kicks will wait their turn in the circle at midfield. The rest of the team should be on the sideline.
 - ii. Kicks must be taken 8 yards from the goal line.
 - iii. The kicker must wait at the penalty kick mark for the referee to signal with a whistle before taking the shot. Kicks taken prior to the referee's signal will not count.
 - iv. There are no rebounds or second shots. The player taking the shot gets only one attempt to kick the ball. A "swing and a miss" counts as an attempt.
 - v. If a team has an insurmountable advantage during the first 3 kicks, such as a 2-0 lead after 2 kickers per side, there is no need for the remaining kicks to be taken.
 - c. Goalkeeper participation
 - i. A new goalkeeper is allowed to enter after the end of regulation time before shootout.
 - ii. The goalkeeper not defending the goal should wait just outside of the goal area.
 - d. Shootout Tiebreaker
 - i. If, after each team has taken their 3 shots in the first round, the game is still tied, additional rounds of one shot each will commence.
 - ii. Each team will select a new player to have one kick, starting with the team that kicked first, continuing with new players until one team has scored and the other team has failed to score.
 - iii. No player on a team can take a second shot until all players on the roster have taken at least one shot. If still tied after the roster of shooters is depleted, start over in the same order (like a baseball

lineup).

- D. Standings Tiebreakers
 - a. Head-to-head (wins/ties/losses)
 - b. Goal differential
 - c. Goals for
 - d. Goals against

**The contents of this packet are intended to be guidelines for the operation of the City of Anna. League officials reserve the right to adjust this document and other league rules and procedures as necessary to provide the best recreational soccer opportunity for all involved. **

Field of Play

