



FUQUAY-VARINA

Soccer Handbook

Fuquay-Varina Parks, Recreation & Cultural
Resources Department

www.fvparks.org

8/10/2021

Inclement Weather Information

www.fvparks.org

Select "Facility Status" under the sports icon

If your facility is CLOSED your activity is CANCELLED

Weather Hotline: 919-552-2698

Sign up to receive text alerts online!

*Both the weather hotline and webpage are updated weekdays by 4pm and weekends
by 8am*

	4U & 5U	6U	7U	8U	10U Boys & Girls	12U Boys & Girls	14U Boys	15U Girls 17U Coed
Time	8 Min. Quarters	8 Min. Quarters	12 Min. Quarters	12 Min. Quarters	25 Min. Halves	30 Min. Halves	35 Min. Halves	35 Min. Halves
Standings	No	No	No	Yes	Yes	Yes	Yes	Yes
Ball Size	3	3	3	3	4	4	5	5
Goal Size	4x6	6x12	6x12	6x12	7x21	7x21	7x21	8x24
# of Players	4v4	4v4	4v4	5v5	7v7	9v9	7v7	9v9
Min. # of Players to Play	3	3	3	4	6	7	6	7
Goalkeepers	No	No	No	Yes	Yes	Yes	Yes	Yes
Throw-ins allowed	3	3	2	2	1	1	1	1
Direct Kicks	No	No	No	No	Yes	Yes	Yes	Yes
Yellow/Red Cards	No	No	No	No	Yes	Yes	Yes	Yes
Coaches on Field	Yes	Yes	No	No	No	No	No	No
Distance From Free Kicks	3 Yards	3 Yards	6 Yards	6 Yards	10 Yards	10 Yards	10 Yards	10 Yards
Offsides	No	No	No	No	No	Yes	Yes	Yes
Slide Tackles Allowed	No	No	No	No	No	No	No	No
Headers Allowed	No	No	No	No	No	No	Yes	Yes

Mission

The Town of Fuquay-Varina Parks, Recreation & Cultural Resources department commits to providing professional leisure services through exceptional programs, facilities, events, parks, and greenways in order to enhance the quality of life for the residents of Fuquay-Varina.

Vision

Participation in youth sports provides children with an opportunity to gain many valuable life skills and develop an appreciation for physical fitness, all of which can lead to a lifetime of healthy activity.

This can only occur, though, when organized sports programs are designed and administered to ensure a safe, positive, fair and fun environment for everyone.

Philosophy

- Provide a safe and positive environment for youth to participate in sports programs.
- Provide each child with the opportunity to play regardless of skill level.
- Teach participants the skills and fundamentals of the sport they are participating in.
- Encourage sportsmanship, team-play and leadership
- Winning is *not* the ultimate goal; giving your best effort and displaying sportsmanship no matter the outcome is! Losing is not failure, it's a chance to learn and develop your skills and character.

I. General Information

- a. The Town of Fuquay-Varina's soccer league administered through the FVPRCRD will focus on providing a recreational, fun, safe option for players to learn and enjoy the sport of soccer. Good sportsmanship and skill development should be the main goal of all coaches. Winning is secondary to having fun and learning the game.
- b. All rule interpretations will be administered by the Fuquay-Varina Parks, Recreation & Cultural Resources Department (FVPRCRD).
- c. All team activities must be supervised by an approved head or assistant coach.
- d. No unsanctioned activities are permitted. Unsanctioned activities include practices held away from town owned/leased property; practices/activities held outside of the team's schedule provided by FVPRCRD.
- e. All who wish to participate in Fuquay-Varina Parks, Recreation and Cultural Resources Athletic Programs must register and pay the registration fee prior to being assigned a team and participating in the program.

II. Coaches and Assistant Coaches

- a. No team shall have more than three (3) coaches. They are designated as Head Coach and two (2) Assistant Coaches.
- b. Head coach appointments are to be made by the FVPRCRD for one (1) season. All coaches will be evaluated following each season. This evaluation will be used to determine whether or not he/she will be invited back to represent a team in the future.
- c. All coaches are required to submit a formal application and background check. The background checks are subject to approval of the Parks, Recreation & Cultural Resources Department.
- d. All Assistant Coaches may be selected by the Head Coach after the teams have been determined, pending approval of the Recreation Department. Assistant Coaches must submit a formal application and background check.
- e. All coaches must understand and agree to carry out the duties, responsibilities, policies, and philosophies as established by the Town of Fuquay-Varina Parks, Recreation & Cultural Resources Department. All coaches must be approved by the FVPRCRD. Any coach not carrying out these duties and responsibilities will be subject to dismissal.
- f. Head Coaches are required to hold a preseason parent meeting to discuss rules, conduct, responsibilities, etc.
- g. Coaches should always keep in mind they are setting examples in sportsmanship and fair play and should always conduct themselves accordingly.
- h. Only the Head Coach and their Assistants will be allowed on the bench during the playing of an official game.
- i. Only the head coach may confer with officials during the play of a regulation game. Any assistant coaches who approach an official during play may be removed from the game.
- j. Coaches are responsible for reporting players who have dropped from their team. If a spot opens FVPRCRD will fill the opening with the next player available on the wait list. If no players are on the waitlist the roster spot will remain open.
- k. All coaches must wear their FVPRCRD issued coaches shirts and wristbands to all team activities. No coach will be permitted in the bench area that is not in uniform.
- l. Coaches are responsible for leaving the bench area clean after their game. Please pick up any trash, equipment or items before leaving.
- m. Coaches must remain in their teams designated area during play. Assistant coaches must remain on the bench during play.

III. Communication

- a. **24 HOUR RULE:** Parents sometimes disagree with a coach's decision or coaching style, especially when it involves their child. Parents must understand that the coach does not represent a player, but the entire team and must make decisions from the team perspective first and foremost. For parents, it is important to separate their child's sports development from game emotions. For this reason, we have adopted the "24 HOUR RULE," which simply states that the coach will not discuss game situations until at least 24 hours after the game. This rule helps to move the discussion away from the presence of the players and allows all parties to have time to put things in perspective and cool off if necessary. This rule also applies to coaches and parents contacting the recreation department.

Contact Info: *Primary Contact – 4U – 7U - Sidney Peterson 8U – 17U -Thomas DeGruchy*

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Fuquay-Varina Community Center
Office: 919-552-1430
info@fvparks.org

**Parks, Recreation and Cultural Resources
Administration Offices**
Office: 919-552-9140

IV. Weather Updates

- a. Decisions are made weekdays by 4pm and Weekends by 8am or as status changes. Once the decision is made, FVPRCRD will email coaches so that they can communicate with their parents any changes. You can also check for updates by visiting www.fvparks.org and selecting 'Field Status' icon. If your facility is listed as "CLOSED" then your activity is cancelled. Coaches and families may also check the town's **weather hotline by dialing 919-552-2698**.
- b. An attempt will be made to reschedule all games that are cancelled due to inclement weather. If space/time allows, rained out practices may be rescheduled at the discretion of the FVPRCRD. Coaches may not request to change game times once schedule has been posted.

Text Message Alert Sign-up Instructions

1. Go to FVPARKS.ORG
2. Either:
 - Hover your mouse over the “Sports” tab, which will bring down a list of links. From there, you will find the “Alerts from PRCR” link on the left-hand side; click the link to go to the Alerts page.
 - Or click the “Sports” tab, which will take you to the main sports page. From there, you will find and click the link labeled “Alerts from PRCR”.
3. You will then be directed to the Fuquay-Varina Alert Center. Find the link in the grey box labeled “**Notify Me** ®”
4. Click the “Notify Me” link. (To subscribe to text and/or email alerts.)
5. Type your email address in the box labeled “Email Address” and click the button labeled “Sign In”.
6. For text message alerts, check the 2nd box that reads “***I would like to be able to receive text messages on my mobile phone***” and type your desired phone number in the box provided. Click save before continuing.
7. Underneath the Alert Center there are two icons beside PRCR Alerts:  & 
 - To subscribe or unsubscribe, you must click the Mobile phone icon,  beside PRCR Alerts. Once completed there will be a green check mark on the icon, which will look like: 

You will receive a text message asking to receive text alerts from PRCR. Reply “Y” to opt into the service. Once you reply “Y” you will receive a text confirming that you are signed up to receive text alerts.

V. Uniforms and Equipment

- a. Shirts will be provided by the FVPRCRD. Parents may be required to purchase additional equipment.
- b. Teams shall NOT alter the uniforms that are distributed to players in any manner (including adding names to shirts, cutting sleeves, changing colors). Parents will be responsible for the cost of replacing a modified uniform.
- c. No jewelry, including earrings, shall be worn by any player. Hair clips must be soft, elastic ties and may not be metal/plastic.
- d. All players are required to wear protective shin guards during all practices and games.
- e. Coaches will be issued a shirt and wristband that must be worn to all practices and games. Once a coach has been approved (both assistant and head) they may come by the Community Center and pick up their shirt and wristband.

- f. All coaches will be issued soccer balls, cones and pinnies. All town-owned equipment must be returned at the conclusion of the season. Any equipment that is damaged during the season must be returned to FVPRCRD immediately.
- g. All players are required to wear solid black shorts and closed toe athletic shoes or soccer cleats.
- h. Uniforms must be the outermost garment worn during play. Uniforms must be tucked in.

VI. Player Draft

The vision of the Town of Fuquay-Varina's Sports division is to provide fair programming where fun, safety, sportsmanship and team work are emphasized. In an effort to provide balanced teams, the Recreation Department has established draft rules. All coaches must agree to follow the listed draft format and agree to be honest, fair and act in good faith to provide the best experience for all players and families. Coaches may not collude, conspire or attempt to manipulate the draft in order to benefit themselves or a small group of individuals.

- a. **CONFIDENTIAL:** The Draft, including Skills Evaluation results, player draft order and trades, is kept completely confidential. Each individual attending the draft is responsible for maintaining confidentiality of the draft and draft materials.
- b. **ADMINISTRATION:** The player draft shall take place following player assessments. The Athletic Program Administrator, or designated staff, will supervise the placement. Fall only: The recreation department will have the master list of returning players and players that have opted out of their previous season's team. The selection (opt in or out) that the parent makes at the time of registration is final and cannot be changed in the draft room.
- c. **NON-GRADED PLAYERS:** Players who do not have skills evaluation grades will not be drafted and will be drawn out of a hat at random after all eligible players have been picked. Draft will continue until all rosters are full.
- d. **DRAFT ORDER:** Draft order shall be determined by draw. **Draft format will be a snake draft.** Draft picks will be selected by grade range. Coaches must select a player from the designated grade range if available. Once all players have been selected from that grade range the draft will continue to follow the snake moving on to the next grade range of players. (Example, all A players must be selected before moving on to draft B players, etc...)
- e. **COACH/CHILD SELECTIONS:** Head Coaches with children will select their child(ren) as their first pick of their child's qualifying round. Coaches with multiple children in the same division will select the first child as listed above. The second child and subsequent children will be selected first in their qualifying

round. If the children are listed in the same qualifying round, they will be consecutive picks. See selecting siblings below.

- i. Head Coaches whose child(ren) does not attend evaluations will be required to select his/her child with their first pick in the draft.
- f. **SIBLINGS:** Brothers and sisters in the same age group will be placed on the same team. Coaches who select siblings will select the first sibling in their qualifying round and the second sibling with the first pick of the second child's qualifying round. If both siblings are listed in the same qualifying round, they will be consecutive picks. (Example – sibling 1 is rated an A and sibling 2 is rated a B. The coach will select the first sibling 1 in the A round and sibling 2 will be the coach's first pick in the B round. If siblings 1 and 2 are both A players; when the coach selects sibling 1, sibling 2 will be the coach's automatic next pick.)
- g. **AVAILABILITY:** Coaches shall not pass up a player selection choice as long as selections are available to fill vacant positions.
- h. **PLAYER REQUESTS:** All player requests will not be considered in the draft unless there is a special circumstance that has been submitted to the Athletic Program Administrator prior to the draft. Any children that must be paired together for transportation purposes will be drafted in the same manner as siblings (see selecting siblings in rule F).
- i. **TIME:** Coaches have one (1) minute to make their selection. Once one (1) minute has passed and a selection has not been made, the Athletic Program Administrator or designated staff member will assign a player from the current round to the coach's team.
- j. **TRADES:** At the conclusion of the draft, the draft administrator will open the floor to player trades. All trades must be finalized before coaches leave the draft room. Once the coaches leave the draft room, rosters are final. All trades must be approved by the Athletic Program Administrator or designated staff member. A player must be traded for another player with the same skill level grade (example; an A player cannot be traded for a C player). Coaches may make no more than two (2) trades. Players who do not have a draft grade are not eligible for trade. Any further changes made after the draft must be requested in writing and receive special approval from the draft administrator.

VII. Playing Rules

a. All Divisions

- i. All rules are governed by The United States Soccer Federation Rules (USSF) unless otherwise specified in the local league rules listed herein.
- ii. The Fuquay-Varina Parks, Recreation, and Cultural Resources department reserves the right to make changes to any rules based on registration numbers.
- iii. Heading: Is banned for divisions 12 & Under and below. **Penalty:** If, during the course of play, a header is deliberately performed, play will be stopped, and an indirect free kick will be awarded to the opposing team.
 1. The indirect free kick is to be taken from the place where the player touched the ball with his/her head.
 2. An indirect free kick awarded to the attacking team inside the opposing team's goal area, must be taken on the goal area line parallel to the goal line at the point nearest to where the player touched the ball with his/her head.
 3. Neither cautions nor send offs shall be issued for persistent infringement or denying an obvious goal scoring opportunity related to a heading infraction.
- iv. Beginning the Game:
 1. 7U and Up: The game will begin with a mid-field kick off. Opponents must be outside the center circle while kick-off is in progress. A kick-off will also start each quarter or half.
 2. 6U and Below: The game will begin with a mid-field kick off by the home team. Opponents must be 3 yards from the center spot while kick-off is in progress. A kick-off will also start each quarter. The team who kicks off will alternate each quarter (Away team kicks off in 2nd quarter, Etc.).
- v. Scoring is defined as the ball completely going over the goal line into the goal.
- vi. Officials:
 1. 6U & Under: Coaches are referees
 2. 7U – 10U: 1 referee will be provided
 3. 12U: 2 referees will be provided
 4. 14U, 15, & 17U: 3 referees will be provided

- vii. Slide tackles are **NOT** allowed in **ANY** age group.
- viii. There are unlimited substitutions at any stoppage of play.
- ix. Playing Time: Players must play half of the scheduled game time. **For ages 8U and up:** players positioned at goalie need to play at least 10 minutes in the field per game.
 - 1. 6U and Under – 16 Minutes
 - 2. 7U and 8U – 24 Minutes
 - 3. 10U – 25 Minutes
 - 4. 12U – 30 Minutes
 - 5. 14U, 15U, & 17U – 35 Minutes
- x. Offsides will be called in all 12U and older divisions. Offsides will **NOT** be called in 10U and younger divisions.
- xi. Punts and Drop Kicks - allowed in 12U and above. **NOT** allowed in 10U and below. The goalkeeper can pass, throw, or roll the ball into play. If the goalkeeper punts the ball, restart is an indirect free kick on the penalty area line parallel to the goal at the nearest point to where the infringement occurred.
- xii. **8U and Above:**
 - 1. Regular Season only - In the event of a tie, a sudden death, five (5) minute overtime period will be played. If a tie still exists at the end of the five-minute overtime, then the result will be a tie.
 - 2. Tournament games only – Teams will play a 10-minute sudden death overtime period. If a tie still exists at the end of the 10-minute overtime, teams will go to penalty kicks.
 - 3. Penalty Kicks:
 - a. Penalty kicks will begin with coaches for each team selecting 5 of their players to kick.
 - b. Teams take turns to kick from the penalty mark until each has taken five kicks. However, if one side has scored more successful kicks than the other could possibly reach with all its remaining kicks, the shoot-out immediately ends, regardless of the number of kicks remaining.
 - c. If at the end of these five rounds of kicks the teams have scored an equal number of successful kicks, additional rounds of one kick each will be used until the tie is broken; this is known as sudden death.
 - d. Only players who were on the field at the end of the overtime period can participate in the shootout. Once all the active players have been used, players from the bench are now available to kick.
 - e. All Players must kick before the same players can kick a second time.
- xiii. Cautions and Ejections (**10U and Above**)

1. Yellow Card Rule: players that receive a third cumulative yellow card during the season will face a 1-game suspension the following game. On the 5th cumulative Yellow card, the individual will be suspended for the remainder of the season. (Straight red cards count as 2 yellows towards the cumulative yellow card amount.)
 2. Red Card Rule: Players who receive a red card will be ejected from the current game and will serve a 1-game suspension the following game. Players who receive 2 red cards (straight red or double yellows) during the season will be suspended for the remainder of the season following their 2nd red card.
- xiv. Standings will only be kept for divisions 8U and above.

b. 4U & 5U

- i. The 4U & 5U divisions are introductory divisions which main purpose is to focus on body control, skill development, fun and learning. As players first learn to develop body control, they can begin to implement the rules of the game. This program is designed to start slowly, introducing players to basic ball handling, striking and scoring. Children at this age must be taught to work cooperatively in a team setting. The first 5 weeks of the season will be pre-set team practices. Each coach will be provided with each week's practice plan. After 5 weeks of training, teams will play 5 weeks of games. The format of each game is loosely bound by rules and regulations and more oriented to be fun and engaging. Players must touch the ball often and never be made to sit out of the game for extended periods of time.
 1. Ball Size: 3
 2. Games will be four 8-minute quarters. There will be a five (5) minute half time. Games are complete when time has expired. No overtime periods.
 3. No cautions or ejections will be issued, all fouls will be explained to the player and play will quickly resume.
 4. No direct kicks are allowed. If a penalty occurs within 3 yards of the goal place the ball on the six (6) yard line for a free kick.
 5. No goal kicks. Use a kick-in for any ball that goes too far out of play for play to resume.
 6. No corner kicks. Use a kick-in for any ball that goes too far out of play for play to resume.
 7. Maximum number of players allowed on the field is 4 per team; there will be no goal keeper.

8. Coaches are allowed on the field during games – 2 coaches max.
9. If a ball goes out of bounds, play will continue. If the ball is deemed too far outside of bounds to continue, a kick-in may be awarded. Games should have few stoppages. Coaches are encouraged to guide players on the field to their correct goal. If an infraction occurs, coaches must stop play, explain the rule and continue. Parents are also encouraged to help keep players inside the field of play.
10. In the event of an injury, all play must stop until the injured player has left the field of play. In the event of an emergency, dial 911.

c. 6U Coed

- i. Ball Size: 3
- ii. Games will be four (4) 8-minute quarters. There is a two (2) minute break between each quarter and a five (5) minute half time. Games are complete when time has expired. No overtime periods.
- iii. Maximum number of players allowed on the field is 4 per team; there will be no goal keeper.
- iv. Coaches are allowed on the field during games. – 1 coach maximum.
- v. No cautions or ejections will be issued, all fouls will be explained to the player and play will quickly resume.
- vi. No direct kicks are allowed. If a penalty occurs within 3 yards of the goal place the ball on the six (6) yard line for a free kick. Defensive players may position themselves between the ball and goal but must be at least three (3) yards from the ball during an indirect kick.
- vii. Goal kicks are allowed but opponents must be behind the mid-field line before the goal kick is made.
- viii. Corner kicks are to be made but opponent must be at least 3 yards from the ball.
- ix. Once a ball goes out of bounds, the team receiving the ball may either kick-in or throw-in. All throw-ins must be in accordance with the USSF rules regarding throw-ins.

d. 7U / 8U Boys and Girls

- i. Ball Size: 3
- ii. Games will be four (4) 12-minute quarters. There is a two (2) minute break between each quarter and a five (5) minute half time.
- iii. Minimum number of players required to play:
 1. 7U: 3 per team
 2. 8U Girls: 4 per team
 3. 8U Boys: 4 per team
- iv. Maximum number of players allowed on the field:
 1. 7U: 4 per team with NO Goalkeeper.
 2. 8U Girls: 5 per team including a goal keeper.
 3. 8U Boys: 5 per team including a goal keeper.
- v. No cautions or ejections will be issued, all fouls will be explained to the player and play will quickly resume. Ejections may only be made if excessive rough play continues without correction.
- vi. No direct kicks are allowed. If a penalty occurs within the goal box, place the ball on the nearest point of the six (6) yard line for a free kick. Defensive players may position themselves between the ball and goal but must be at least six (6) yards from the ball during an indirect kick.
- vii. Goal kicks are allowed anywhere in the goal box, but opponents must be behind the mid-field line before the goal kick is made. The ball is in play once the ball is kicked.
- viii. Corner kicks are to be made but opponent must be at least 6 yards from the ball.
- ix. Once a ball goes out of bounds, the team receiving the ball must throw-in. All throw-ins must be in accordance with the USSF rules regarding throw-ins. If an incorrect throw-in is committed during the first throw-in, a second throw-in may be attempted. A second incorrect throw-in results in loss of possession.
- x. No penalty kicks are allowed.

e. 10U

- i. Ball Size: 4
- ii. Games will be two (2) 25 minute halves. Five (5) minute half time. Games are complete when time has expired.
- iii. Minimum number of players required to play is 6 per team.
- iv. Maximum number of players allowed on the field is 7 per team for all 10U divisions.
- v. Cautions or ejections will be issued, all fouls will be explained to the player and play will quickly resume.
- vi. Direct and Indirect kicks are allowed. Defensive players may position themselves between the ball and goal but must be at least ten (10) yards from the ball during an indirect kick.

- vii. Free kicks are allowed. Opponents must be at least ten (10) yards away before the kick is allowed.
- viii. If the goal keeper has taken possession of the ball, he/she has 6 seconds to get rid of the ball. Violation will result in an indirect free kick at the edge of the goal box for the opposing team.
- ix. Corner kicks are to be made but opponent must be at least 10 yards from the ball.
- x. Once a ball goes out of bounds, the team receiving the ball must throw-in. All throw-ins must be in accordance with the USSF rules regarding throw-ins. If an incorrect throw-in is committed during the first throw-in, the incorrect throw-in results in loss of possession.
- xi. Penalty kicks are allowed. All penalty kicks must follow USSF rules.
- xii. Build Out Line
 1. The build out line promotes playing the ball out of the back with control and in a less pressured setting, rather than teaching players to send the ball a long distance down the field and chase after it.
 2. The Build Out Line is marked midway between the penalty area line and the halfway line.
 3. When the goalkeeper has possession of the ball, either during play or for a goal kick, the opposing team (Team A) must move and remain behind the build out line until the ball is put in play.
 - a. The goalkeeper is not required to wait until the opposing team is behind the line to put the ball in play. The goalkeeper can pass, throw, or roll the ball into play. **Punting or drop kicking is not allowed.** If the goalkeeper punts the ball, restart is an indirect free kick on the penalty area line parallel to the goal at the nearest point to where the infringement occurred.
 - b. The ball is considered in play as soon as it leaves the goalkeepers possession, at which time play resumes as normal.

f. 12U

- i. Ball Size: 4
- ii. Games will be two (2) 30 minute halves. Five (5) minute half time. Games are complete when time has expired.
- iii. Minimum number of players required to play is 7 per team.
- iv. Maximum number of players allowed on the field is 9 per team for all 12U divisions.
- v. Cautions or ejections will be issued, all fouls will be explained to the player and play will quickly resume.

- vi. Direct and Indirect kicks are allowed. Defensive players may position themselves between the ball and goal but must be at least ten (10) yards from the ball during an indirect kick.
- vii. Free kicks are allowed. Opponents must be at least ten (10) yards away before the kick is allowed.
- viii. If the goal keeper has taken possession of the ball, he/she has 6 seconds to get rid of the ball. Violation will result in an indirect free kick at the edge of the goal box for the opposing team.
- ix. Corner kicks are to be made but opponent must be at least 10 yards from the ball.
- x. Once a ball goes out of bounds, the team receiving the ball must throw-in. All throw-ins must be in accordance with the USSF regarding throw-ins. If an incorrect throw-in is committed during the first throw-in, the incorrect throw-in results in loss of possession.
- xi. Penalty kicks are allowed. All penalty kicks must follow USSF rules.

g. 14U Boys, 15U Girls, 17U Coed

- i. Ball Size: 5
- ii. Games will be two (2) 35 minute halves. Five (5) minute half time. Games are complete when time has expired.
- iii. Minimum number of players required to play is:
 - 1. 14U Boys: 6
 - 2. 15U Girls & 17U: 7
- iv. Maximum number of players allowed on the field is:
 - 1. 14U Boys: 7
 - 2. 15U Girls & 17U: 9
- v. Cautions or ejections will be issued, all fouls will be explained to the player and play will quickly resume.
- vi. Direct and Indirect kicks are allowed. Defensive players may position themselves between the ball and goal but must be at least ten (10) yards from the ball during an indirect kick.
- vii. Free kicks are allowed. Opponents must be at least ten (10) yards away before the kick is allowed.
- viii. If the goal keeper has taken possession of the ball, he/she has 6 seconds to get rid of the ball. Violation will result in an indirect kick at the edge of the goal box for the opposing team.
- ix. Corner kicks are to be made but opponent must be at least 10 yards from the ball.
- x. Once a ball goes out of bounds, the team receiving the ball must throw-in. All throw-ins must be in accordance with the USSF rules regarding throw-ins. If an incorrect throw-in is committed during the first throw-in, the incorrect throw-in results in loss of possession.
- xi. Penalty kicks are allowed. All penalty kicks must follow USSF rules.

VIII. Protest Procedure

- a. The only legal protest is one involving the use of an ineligible player.
- b. Player eligibility protests must be submitted in writing by the head coach and must be filed within twenty-four (24) hours of the game in question. All decisions about protests will be determined by the FVPRCRD staff.
- c. No head coach or assistant coach may leave the bench during a game to protest a call made by an official.
- d. If a coach wishes to protest a tournament game, the game in questions must be stopped until a ruling can be made by a member of the Fuquay-Varina Parks, Recreation and Cultural Resources Department staff.

IX. Schedules and Tournaments

- a. Practices will be held during the week and on weekends until games begin. After the start of the game season, practices will be scheduled during the week with games being held on Saturdays. In addition to weeknight practice and Saturday games, 14U, 15U, and 17U may play Wednesday night games on a rotating schedule.
- b. At the conclusion of the regular season, each division (8u and above) will play in a single elimination tournament.
- c. Tournament seeding will be based upon the final regular season standings. Ties will be broken by head to head results. If a tie still exists, then the tie will be broken by coin flip.
- d. Tournament games will be played by regular season rules.
- e. Higher seeded team will be the home team.
- f. The Town of Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to make changes to activity schedules when necessary.

X. Awards

- a. FVPRCRD provides individual awards for all players. Coaches are responsible for passing out individual awards to each player. If an award cannot be given to a player, please return it to the Fuquay-Varina Community Center and notify the parent that they may pick up their award there. Divisions 10U and older will receive individual gifts from the town.

XI. Code of Conduct

- a. Any coach, player or spectator that is ejected by an official or town staff member will be suspended for the team's next scheduled game. Suspensions may be

longer depending upon the severity of the offense. All suspensions are at the discretion of the FVPRCRD. Multiple Ejections/suspensions in the same season may lead to removal from the league.

- b. No coach, player or parent shall berate, belittle or taunt opposing team player, parents or coaches. Any unsportsmanlike conduct will not be tolerated. Offenders may be warned or immediately ejected if the behavior is particularly inappropriate. If ejected the offender must leave the premises immediately. All judgement calls are final.
- c. No coach, player or parent may harass or continually argue with umpires, scorekeepers, or FVPRCRD Staff. Offenders may be warned or immediately ejected if the behavior is particularly inappropriate. All judgment calls are final.
- d. Coaches, players or parents that have been ejected from an official game will be required to vacate the premises and escorted out by a staff member immediately. **Failure to abide by this will result in forfeiture of the game.**
- e. Drugs and alcohol are prohibited at all games and practices. Violations will result in a minimum one (1) game suspension.
- f. Spectators that wish to use tobacco products are encouraged to be courteous of others around them and do so away from other spectators & program participants. Use of tobacco products on the field is prohibited. Tobacco products are prohibited on Wake County School property (Banks Rd, Herbert Aikens, Ballentine, & FV Middle).
- g. Pet owners are asked to leave pets at home for town sanctioned athletic events. (practices, games, & special events)
- h. No spectator (non-coach) may enter the field of play to argue or discuss an on-field issue. Violations will result in an immediate ejection.
- i. Coaches may not intentionally run up the score.
- j. No coach or player may deliberately or intentionally try to injure or harm another player or coach. No player, coach or spectator shall be guilty of physical attack as an aggressor upon any players, official or spectator.
- k. Coaches who do not meet their minimum playing time requirements will receive a warning for the 1st offense and will be suspended for three (3) games for any subsequent offense. Protests for not meeting minimum playing time requirements will be considered on a case by case basis. The intent of the protesting coach will be considered when ruling on playing time cases.
- l. The Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to suspend any coach, parent or player found to be violating the mission, vision or philosophy of the department.