The Class I Clinic Soccer League is designed as an instructional program to provide participants with a fun, learning experience.

**RULES**  
All players are required to wear shin guards.  Coaches and referees will prohibit the participation of children without shin guards at practices and games.  Socks that completely cover the shin guards must be worn by all players.  Metal spikes may not be worn at any time.

No jewelry may be worn by any player. Jewelry consists of, but is not limited to necklaces, bracelets, watches, and earrings.  All earrings etc. must be removed and not just covered by a bandage etc.  The referee has the authority to ask the players to remove any item that he/she feels is unsafe. Failure to follow the referee’s direction disqualifies a player from participation in that game.

All those involved should be present on the field 15 minutes prior to kick off.  This will allow later games to start on time and not inconvenience parents, players, coaches, or referees.  
MODIFICATIONS TO GAME RULES

Field Dimensions – Field of play will be rectangular. Length shall be no less than 20 yards while the width shall be no less than 15 yards.

Field Markings - Distinctive markings dividing the field of play into two halves by a halfway line.  A circle with a radius of 4 yards marked around it.  
 -No goal area  
 -No penalty area  
 -No flag posts  
 -No corner arc  
  
Goals - Shall be a minimum of 4 feet in height and 6 feet in length.  
The Ball – Size 3  
  
Number of players – A match is played by two teams, each consisting of not more than three players.  There are NO goalkeepers.  If a split-squad format is used, two simultaneous games will be played on parallel fields.    
  
Substitutions – At any stoppage and unlimited  
  
Playing time – Each player shall play a minimum of 50% of the total playing time.  Teams and games at this age group may be coed.  
  
Duration of the Match – The match shall be divided into 4 equal, 10 minute quarters.  There shall be a 2-minute break between quarters one and two and another 2-minute break between three and four.  There shall be a half-time interval of 5 minutes.  
  
**CLASS I CLINIC SOCCER LEAGUE RULES**  
  
Fouls and Misconduct – Only serious infractions should cause a stoppage of play.  When a foul is called by the referee, it will result in a free kick.  The referee/coach/parent must explain ALL infringements to the offending player.  No cards are shown for misconduct.  
  
Offside – None.  
  
Free Kicks – All free kicks are direct and opponents are at least 4 yards (12 feet) from the ball until it is in play.  The ball must be stationary when the kick is taken.  Also, the kicker should not touch the ball a second time until it has touched another player (As opposed to stopping play for this offense, a referee should advise the player and the coach at the next available stoppage of play).  
  
If a free kick is kicked directly into an opponent's goal a goal is awarded.  If a free kick is directed into the team’s own goal a corner kick is awarded to the opposing team.  
  
Penalty Kick – None.  
  
The Kick In – A kick-in is considered as a direct free kick with the opponents 4 yards (12 feet) from the ball until it is in play.  There are NO throw-ins.  
  
The Goal Kick – The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved.  Opposing players must be 8 yards (24 feet) away from the ball until it is in play.  
  
Corner Kick – A corner kick is a method of restarting play.  A goal may be scored directly from a corner kick, but only against the opposing team.    
  
**Procedure:**  
The ball is placed at a spot nearest to the corner

Opponents remain at least 4 yards (12 feet) from the ball until it is in play

The ball is kicked by a player of the attacking team

The ball is in play when it is kicked and moves

The kicker does not play the ball a second time until it has touched another player (As mentioned previously, the referee should be liberal in his interpretation of this rule)  
  
**PLAYER, COACH, PARENT, AND FAN BEHAVIOR**  
If a player fights, punches, scratches, or otherwise attacks another player, referee, or coach he / she is ejected from the game or practice and sits out the next scheduled game and all intervening practices. A second offense results in a three-game suspension. A third offense will be governed by the WTPR Soccer Advisory Board’s Rules on uncoachable players.

Coaches, assistant coaches, parents, and fans are prohibited from "referee baiting", begging for calls from the referee, praising calls by the referee, or otherwise addressing the referee in a disrespectful, demeaning or intimidating manner.

No person, especially adults, on either sideline is permitted to address player(s) on any team, or the referee in an intimidating manner.

No scores are kept or recorded. No standings are kept or recorded. There are no wins and losses in clinic, all games are considered ties. No scores or records may be reported in any website or newspaper articles. All players and teams mentioned in any articles must be presented in a positive and balanced manner.

A referee is assigned to all clinic games. This referee will usually be 12 or 13 years old and the players 4 years old. All calls made by the referee concerning play on the field will be respected by the coaches and parents. The referee has the authority to issue yellow (cautionary) and red cards (disqualification) to players and coaches. The coach or player ejected will then have to serve an additional one game suspension. This suspension will be served at the next scheduled game. If a player or coach receives a red card, they must immediately leave the field. Failure to leave or harassment from a coach, player or bystander will result in the immediate suspension of the game. Further misconduct will be handled through disciplinary action taken by the Soccer Advisory Board. All decisions regarding the safety of the players rests with the adult coaches and their judgment shall be determinate. Examples of safety issues include, but are not limited to: field conditions, goals and nets, inclement weather, players’ equipment and uniforms, and bystander conduct.

The Class II Clinic Soccer League is designed as an instructional program to provide participants with a fun, learning experience.

**RULES**

* All players are required to wear shin guards. Coaches and referees will prohibit the participation of children without shin guards at practices and games. Socks that completely cover the shin guards must be worn by all players. Metal spikes may not be worn at any time.
* No jewelry may be worn by any player. Jewelry consists of, but is not limited to necklaces, bracelets, watches, and earrings. All earrings etc. must be removed and not just covered by a bandage etc. The referee has the authority to ask the players to remove any item that he/she feels is unsafe. Failure to follow the referee’s direction disqualifies a player from participation in that game.
* All those involved should be present on the field 15 minutes prior to kick off. This will allow later games to start on time and not inconvenience parents, players, coaches, or referees.

**MODIFICATIONS TO GAME RULES**

* Field Dimensions – Field of play will be rectangular. Length shall be no less than 20 yards while the width shall be no less than 15 yards.
* Field Markings - Distinctive markings dividing the field of play into two halves by a halfway line. A circle with a radius of 4 yards marked around it.
  + *-No goal area*
  + *-No penalty area*
  + *-No flagposts*
  + *-No corner arc*

* Goals- Shall be a minimum of 4 feet in height and 6 feet in length.
* The Ball – Size 3
* Number of players – A match is played by two teams, each consisting of not more than three players. There are NO goalkeepers. A split-squad format is used, two simultaneous games will be played on parallel fields.
* Substitutions – At any stoppage and unlimited
* Playing time – Each player shall play a minimum of 50% of the total playing time. Teams and games at this age group may be coed.
* Duration of the Match – The match shall be divided into 4 equal, 10 minute quarters. There shall be a 2-minute break between quarters one and two and another 2-minute break between three and four. There shall be a half-time interval of 5 minutes.
* Fouls and Misconduct – Only serious infractions should cause a stoppage of play. When a foul is called by the referee, it will result in a free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards are shown for misconduct.
* Offside – None.
* Free Kicks – All free kicks are direct, and opponents are at least 4 yards (12 feet) from the ball until it is in play. The ball must be stationary when the kick is taken. Also, the kicker should not touch the ball a second time until it has touched another player (As opposed to stopping play for this offense, a referee should advise the player and the coach at the next available stoppage of play).
* If a free kick is kicked directly into an opponent's goal a goal is awarded. If a free kick is directed into the team’s own goal a corner kick is awarded to the opposing team.
* Penalty Kick – None.
* The Kick In – A kick-in is considered as a direct free kick with the opponents 4 yards (12 feet) from the ball until it is in play. There are NO throw-ins.
* The Goal Kick – The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be 8 yards (24 feet) away from the ball until it is in play.
* Corner Kick – A corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team.

Procedure:

* The ball is placed at a spot nearest to the corner
* Opponents remain at least 4 yards (12 feet) from the ball until it is in play
* The ball is kicked by a player of the attacking team
* The ball is in play when it is kicked and moves
* The kicker does not play the ball a second time until it has touched another player (As mentioned previously, the referee should be liberal in his interpretation of this rule)

**PLAYER, COACH, PARENT, AND FAN BEHAVIOR**

* If a player fights, punches, scratches, or otherwise attacks another player, referee, or coach he / she is ejected from the game or practice and sits out the next scheduled game and all intervening practices. A second offense results in a three game suspension. A third offense will be governed by the WTPR Soccer Advisory Board’s Rules on uncoachable players.
* Coaches, assistant coaches, parents and fans are prohibited from "referee baiting", begging for calls from the referee, praising calls by the referee, or otherwise addressing the referee in a disrespectful, demeaning or intimidating manner.
* No person, especially adults, on either sideline is permitted to address player(s) on any team, or the referee in an intimidating manner.
* **No scores are kept or recorded. No standings are kept or recorded. There are no wins and losses in clinic, all games are considered ties.** No scores or records may be reported in any website or newspaper articles. All players and teams mentioned in any articles must be presented in a positive and balanced manner.
* A referee is assigned to all clinic games. This referee will usually be **12** or **13** **years old** and the players **5 years old**. All calls made by the referee concerning play on the field will be respected by the coaches and parents. The referee has the authority to issue yellow (cautionary) and red cards (disqualification) to players and coaches. The coach or player ejected will then have to serve an additional one game suspension. This suspension will be served at the next scheduled game. If a player or coach receives a red card, they must immediately leave the field. Failure to leave or harassment from a coach, player or bystander will result in the immediate suspension of the game. Further misconduct will be handled through disciplinary action taken by the Soccer Advisory Board. All decisions regarding the safety of the players rests with the adult coaches and their judgment shall be determinate. Examples of safety issues include, but are not limited to field conditions, goals and nets, inclement weather, players’ equipment and uniforms, and bystander conduct.

This league is designed as an instructional program to provide participants with a fun, learning experience.

**RULES**

* All players are required to wear shin guards. Coaches and referees will prohibit the participation of children without shin guards at practices and games*.* Socks that cover the shin guards completely must be worn by all players*.* Metal spikes may not be worn at any time.
* No jewelry may be worn by any player. Jewelry consists of, but is not limited to necklaces, bracelets, watches, and earrings. All earrings etc. must be removed and not just covered by a bandage etc. The referee has the authority to ask the players to remove any item that he / she feels is unsafe. Failure to follow the referee’s direction disqualifies a player from participation in that game.
* All those involved should be present on the field 15 minutes prior to kick off. This will allow later games to start on time and not inconvenience parents, players, coaches or referee.

**MODIFICATIONS TO GAME RULES**

* Field Dimensions – Field of play will be rectangular. Length shall be no less than 25 yards while the width shall be no less than 20 yards
* Field Markings - Distinctive markings dividing the field of play into two halves by a halfway line. A circle with a radius of 4 yards marked around it.
* The Goal Area*:* A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line 3 yards from the inside of each goal post. These lines extend into the field of play for a distance of 3 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area. *No goals shall be awarded to a team whose player scores while within the opponent’s goal area*
* The Corner Arc*:* A quarter circle with a radius of 1 yard from each corner is drawn inside the field of play.
  + -*No penalty area*
  + *-No flag posts*
* Goals- Shall be a minimum of 4 feet in height and 6 feet in length.
* The Ball – Size 3
* Number of players – A match is played by two teams, each consisting of not more than four players. There are NO goalkeepers. A split-squad format is used, two simultaneous games will be played on parallel fields.
* Substitutions – At any stoppage and unlimited
* Playing time – Each player shall play a minimum of 50% of the total playing time.
* Duration of the Match – The match shall be divided into 4 equal, 12 minute quarters. There shall be a 2-minute break between quarters one and two and another 2-minute break between three and four. There shall be a half-time interval of 5 minutes.
* Fouls and Misconduct – Only serious infractions should cause a stoppage of play. When a foul is called by the referee, it will result in a free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards are shown for misconduct.
* Offside - None
* Free Kicks – All free kicks are direct, and opponents are at least 4 yards (12 feet) from the ball until it is in play. The ball must be stationary when the kick is taken. Also, the kicker should not touch the ball a second time until it has touched another player (As opposed to stopping play for this offense, a referee should advise the player and the coach at the next available stoppage of play)
* If a free kick is kicked directly into an opponent's’ goal a goal is awarded. If a free kick is directed into the team’s own goal a corner kick is awarded to the opposing team.
* Penalty Kick – None
* Throw In – A throw in is encouraged, but a kick in is allowed. A throw in will occur with the opponents 4 yards (12 feet) from the thrower until it is in play. The referee should stop play after the first incorrect throw in and instruct the player as to the proper form for a throw in. The ball will return to the player for a second attempt. If the second attempt is also incorrect the throw will be allowed, but the coach should make the effort to explain the proper form to the player the next time they are off the field.
* The Kick In – A kick-in is considered as a direct free kick with the opponents 4 yards (12 feet) from the ball until it is in play.
* The Goal Kick – The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be 8 yards (24 feet) away from the ball until it is in play.
* Corner Kick – A corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team.
* Procedure:
  + The ball is placed at a spot nearest to the corner
  + Opponents remain at least 4 yards (12 feet) from the ball until it is in play
  + The ball is kicked by a player of the attacking team
  + The ball is in play when it is kicked and moves
  + The kicker does not play the ball a second time until it has touched another player (As mentioned previously, the referee should be liberal in his interpretation of this rule)
* If a player fights, punches, scratches, or otherwise attacks another player, referee, or coach he / she is ejected from the game or practice and sits out the next scheduled game and all intervening practices. A second offense results in a three-game suspension. A third offense will be governed by the WTPR Soccer Advisory Board’s Rules on uncoachable players.

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