

2025 FALL SOCCER



5-6 Coed

BPAR SOCCER RULES & COMMITMENT GUIDELINES

1. The BPAR **FALL** Soccer season runs from September to October. It is imperative that coaches, players and parents commit to their scheduled games.
2. A player or team may participate in other leagues or tournaments but not interfere with BPAR games. Missing BPAR games for outside events may result in forfeits or removal from the program. **Starting 2026**, BPAR players may **NOT** play in more than 1 soccer league **OR** team during the BPAR playing season.
3. **Only registered players may participate.** Players are only allowed to play for the one BPAR team they were officially assigned to at the start of the season. Fill-in players, including those from other teams or age groups, are not permitted. Any violation of this rule will result in an automatic forfeit.
4. Coaches must attend the preseason meeting where additional rules and clarifications will be addressed.
5. Coaches must check emails regularly for league updates, as it will be the main correspondence from BPAR.
6. FIFA rules apply with local exceptions & points of emphasis. BPAR may adjust rules, as needed, to maintain league integrity. The rules listed below are NOT all inclusive.

GAME SCHEDULING

- If a division has an odd number of teams, teams may be required to play more than the standard seven (7) games. BPAR will strive to ensure that all teams have as equal a number of games as possible.

PLAYER AGE & ASSIGNMENT

- Playing Age is as of September 30th, 2025.
- Coaches may turn in a roster for requested players. Furthermore, players will be assigned to teams, first by the players' residential zip code or school attended. Players may be assigned to teams not within their residential zip code or school attended to accommodate the league.

PLAYER SAFETY

1. To protect the safety of all players in the program, any participant wearing a cast will prohibit them from participating in BPAR games or practices. Exceptions can be made with approval from the Youth Sports Supervisor and documented approval from a physician.
2. Soft casts will be permitted if approved by officials.
3. All types of jewelry or headbands (earrings, bracelets, necklaces, metal barrettes, hair beads, hair clasps etc.) or hats must be removed before the game.

Adaptive or medical aids are approved on a case-by-case

PROTESTS

There are no game protests in this league. All game official and/or BPAR staff decisions are final.

WEATHER

- Games will proceed in rain but will be canceled for lightning or any weather creating unsafe conditions.
- **Weather-Interrupted Games:** If a game is stopped due to severe weather after reaching halftime, it will be considered a complete game and will not be rescheduled. **If the game is stopped before halftime**, it will be rescheduled and resume from the point it was stopped, including quarter, possession, and score.
- BPAR officials will assess field conditions and may shorten periods, suspend, or cancel games if fields become unsafe due to heavy rain.
- **Communication** regarding cancellations or weather updates will be sent by email to head coaches and/or parents.
- In the case of multiple cancellations, the schedule may be adjusted (e.g., doubleheaders), but rescheduling is not guaranteed due to external factors.
- BPAR's goal is to do our best to provide every team with the standard 7 games each season. However, **we will not schedule beyond November 1st** as stated in the registration, in order to respect all participants' time and previously planned commitments.
- If a rescheduled game cannot be made up by one or both teams involved, it will result in a forfeit and will not be rescheduled at a later date.

UNIFORM

1. Each player must have on their BPAR issued jersey. Advertisements are not allowed. Individuals or teams are allowed to have players name on the back of the jersey.
2. Age specific shin guards underneath their socks are **required**.
3. **Cleats are recommended** but not required. Players may wear any color cleats, but they **must be soccer-specific—NO football cleats** (cleats with a front toe stud) or **metal/steel cleats** are allowed.
4. **Shorts:** Any Color, No pockets, Entire team must be uniform **Socks:** Black, white, or team color
5. Non-uniform/Under kit clothing is allowed but must match the uniform color or black.

SPORTSMANSHIP – Coaches, Players & Spectators

- **Unsportsmanlike / Unbecoming Behavior**

- Unsportsmanlike behavior toward officials, coaches, players, teams, or spectators is strictly prohibited.
- BPAR staff and officials have the authority to determine inappropriate conduct **by coaches, players, teams or spectators** including but not limited to intoxication, verbal abuse, taunting, profanity, or physical intimidation.
- Offenders will be required to leave the event immediately and may face permanent bans from BPAR events.

- **Game Safety & Enforcement**

- Officials may end a game if the atmosphere is unsafe or violates BPAR values.
- Any conduct, which is deemed unsportsmanlike in the opinion of the referee, will result in a warning. Depending on the severity, the game may be stopped, and the player, coach, or spectator may be ejected from the game without a warning.
 - Ejected individuals must leave immediately.
 - The game will not continue until the ejected party has left the premises.
 - If they do not leave, the referee will forfeit the game immediately and award the win to the opposing team.

- **Suspensions & Dismissals**

- If ejected, that individual would fall under suspension from BPAR and would not be allowed on any BPAR premises until reinstated by BPAR.
- Ejected individuals may face suspensions ranging from one (1) game to the entire season.
- If a 2nd ejection occurs, they will subject to dismissal from the BPAR league.
- BPAR reserves the right to remove any coach, player, or spectator at any time for unsportsmanlike or unbecoming misconduct for a BPAR event.

COACHES

- Must show respect toward **spectators, opponents, referees** and BPAR staff.
- A maximum of three (3) coaches are allowed on the sideline during the game.
- One (1) coach per team may be on the field to provide instruction, but must remain along the sidelines - not in the middle of the field or near the goals.
- Inform parents about the consequences of inappropriate behavior towards officials.
- Are responsible for cleaning up their bench area after the game.
- **BPAR-Specific Rule:** Referees are assigned by BPAR. If a referee is unavailable, the game will still proceed. An assistant coach or parent will need to keep track of the game time for substitutions and end-of-quarter timing. All games must end **50 minutes after the scheduled start time** to keep the schedule on track.

SPECTATORS

- Must show respect toward other spectators, players, coaches, referees and BPAR staff.
- Must sit on the opposite side of the field from players and **behind the outermost line**.
- Are not allowed to sit or stand behind the soccer goals.
- Anyone using inappropriate language or yelling at anyone will be required to leave the field.

REFEREES

- The referee is the **final** authority on the field.
- Referees have the authority to step in at any time to deescalate or resolve questions, issues, or disputes.
- Disrespectful words or behavior toward referees will not be tolerated.
- Games may be stopped, suspended, or terminated due to interference from coaches, players, or spectators.
- Referees can remove coaches, players, parents, or spectators if necessary to maintain control and a positive atmosphere.
- **BPAR-Specific Rule:** BPAR assigns officials; if BPAR officials are unavailable, coaches must referee the game. Games will stop 50 minutes after the scheduled start time to maintain scheduling.

5-6 Coed Basic Breakdown – 7 Game Season – No Playoffs

Age Division (as of Sept. 2024)	# Players on Field	Goalie	Game Length* (5 Min. Half-Time)	Offsides	Heading	Yellow/Red Cards	Ball Size	Goal Size	Field Size
5 - 6 yrs	5 v 5	No	4 x 10 min quarters	No	No	No	3	4.5'H x 9'W	25 yds x 40 yds

SOCCER RULES

NOT ALLOWED in 5-6 COED

- Heading – Intentionally, hitting the ball with the forehead to control it
- Slide Tackling – a defensive move, where a player slides on the ground to take the ball from an opposing player.
- **5-6's** Hand Ball – Violations will result in a stoppage of play. Coaches must instruct players "not" to use their hands. **The first violation will result in "No" loss of possession of the ball. If a player repeats the foul, the team will lose possession of the ball.**
- Offsides – when the offense is in the opponent's half of the field and closer to the goal than the ball and the second-to-last defender.
- No Penalty Kicks or Rough Play is allowed.
- Yellow/Red Cards - a yellow card is a warning to a player, while a red card is an immediate ejection from the game.

START OF PLAY/ KICK OFF

To start a game, a quarter and after a goal, the kick-off is performed at the mid-field line by one of the offensive players.

The ball will be considered in play when it has been kicked and is moving in any direction. The defensive team must line up ten (10) yards away from the ball (outside of the circle) and cannot touch the ball until it is in play. Both teams must be in their respective halves of the field at the kick-off. **The player kicking off cannot touch the ball a second time until it has touched another player.**

SUBSTITUTIONS

- **5-6's** Player substitutions occur every five (5) minutes, and the clock will stop during these breaks.
- After a mid-quarter substitution, play resumes with a throw-in by the team that had possession at the time of the substitution/stoppage.
- **Substitution Area:** Players waiting to enter should line up **at the center line (midfield)** on their team's sideline, **next to the field but not on it**, and be ready to enter when the referee signals. We want to encourage players to learn how to substitute properly!
- All players must be substituted out of play if the team has enough available players to rotate the entire lineup.
- No player is allowed to play the entire game.

PLAYER PRIVILEGES

All players may play the ball with their feet, head, knees, chest, body, or shoulders.

NO GOALIE – “Goal Guarding” Rules

- **Purpose:** These rules are designed to teach proper field positioning and team shape. They encourage players to learn team defense, game flow, and sweeper-style positioning rather than relying on a single player to guard the goal.
- **No “Goal Guarding”:** Players are not allowed to stand in or near the goal to act as an informal goalkeeper.
- **No Stationary Defenders:** Defenders cannot remain in front of the goal solely to block shots.
- **Brief Entry Only:** Players may briefly enter the goal area to attempt a block but must immediately exit after the play. Defenders should stay active and engaged in open play, rather than camping in the goal box.
- **No “Wall Defenders”:** Teams cannot group multiple players directly in front of the goal to block shots. This helps prevent games from turning into a defensive stalemate where scoring becomes nearly impossible.
- **Keep Defenders Active:** Players are encouraged to defend by moving, pressuring the ball, and challenging attackers—not standing still in the goal box.
- **Coaches and referees** will need to remind players to move if they linger in the goal area too long.

RESTART

When a ball goes out of play, the game is restarted by one of the following:

- The ball crosses over the sidelines, a throw-in will be taken.
 - **Throw-Ins:** The ball must start behind the players head with 2 hands on the ball & 2 feet on the ground. The player must follow through after the throw.
 - If after the third (3rd) time the same player commits a throw-in violation, it will result in a change in possession. This is an instructional rule; please use it to help the player learn.
- The ball crosses over the end line and was
 - Last touched by the attacking team, a goal kick is awarded. Any player may take the goal kick.
 - Last touched by the defending team, a corner kick is awarded. Any offensive player may take the kick.

SCORING

- A ball that is kicked between, but not over the goalposts at the opponent's goal line, is considered a score equal to one (1) point. The ball must be completely over the entire goal line to be considered a goal. **The ball does not have to touch the net to be considered a goal.**
- Goals can be scored anywhere on the field. Goals may not be scored directly from a goal kick, free kick, or throw in.

KICKS

All opposing players must be at least five (5) yards from the ball on all free kicks, goal kicks, or corner kicks. Player kicking the ball is not allowed to touch the ball again until another player touches it.

FOULS & MISCONDUCT

- All Fouls (tripping, pushing, etc.) result in a free kick taken from the point of the foul.