

PALMYRA AREA RECREATION & PARKS COMMISSION (PARPC)

838-9244 (AFTER HOURS CALL 926-9673)

WEED WHACKER RULES

- All players must play at least ½ of the game.
- Games are 36 minutes in length- 18 minute halves (**except 1st & 2nd grade – see below**)
- Games will begin with a pass back and all games that end in a tie will remain in a tie. Team records will not be recorded, there are no playoffs. A coin toss will determine possession at beginning of game and second half possession will be awarded to the team who lost the coin toss.
- Substitutes will be on a rolling basis.
- There will be no timeouts.
- At the half - two minute break & teams will switch direction of play.
- **NOTE - If so many players are missing that a game cannot be played according to the following guidelines, coaches and officials will decide # of players on the field *before* the start of the game.**
- **Grades 1 & 2 will play 5 v 5 *without* a goalie, and player formation is generally 2 forwards, 1 mid-field players and 2 backs.**
(If only 6 players/team, play 15 minute halves with narrowed field or 12 minute halves with field left as is.)
- **Grades 3 & 4 will play 6 v 6 *without* a goalie, and player formation is generally 2 forwards, 3 mid-field players and 1 back to total 6.**
- **Grades 5-8 will play 7 v 7 *with* a goalie, and player formation is generally 2 forwards, 3 mid-field players, 1 back, and a goalie to total 7.**
- **Grades 5-8 - Goalies need to wear all equipment supplied to them. COACHES please encourage goalies to move their feet and use their kickers. If necessary take away their stick to further encourage this.**
- The "Self-Start" Rule will be used at the 3rd & 4th & 5th -8th grade levels. A self-start free hit must be two "distinct" touches. A player may not simply start dribbling. COACHES please encourage your players to appropriately use the self-start rule in order to make a quick pass and not use it just to dribble.

- When a foul occurs in the circle, the offense will put the ball in play just outside the circle as always; however, all defenders must start from behind their defensive end line to defend the play. The offense must still move the ball 5 yards prior to entering the circle. Rationale: Create more advantage for the offense after drawing a foul in the circle.
- When the ball goes out of bounds, long hits will be taken from approximately the 25, in line with where the ball went out over the end line.
- If inclement weather occurs the final decision will be made on the field by the referees and or coaches. Please inform the rec office if there is a weather cancellation. Time and facility space will be the main factors in the decision of make-up games.
- There is to be **no jewelry worn**. No exceptions to this rule! This applies to all piercings, not just ears!
- **NOTE: We ask the first set of games every weekend (5th – 8th grade games) for the coaches to ask a player or two to put cones down which are provided by In The Net. There will be a stack by one of the field's goals or at the lobby desk for the side lines. Also if the last teams who play the last games (1st & 2nd grade teams) will pick the cones back up and put them in one pile for the In The Net staff to put away, we would appreciate it very much.**

***NOTE- the first 3rd & 4th grade game of the day on field #3 will need to set cones for their field that day due to the number of teams.**