

PARKLAND FUN BALL & SOCCER LEAGUE 2024 UNDER 13

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League Contacts:
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PARKLAND FUN BALL & SOCCER LEAGUE

TO ALL COACHES, PLAYERS & SPECTATORS

As our league grows and competition increases it is important that we all remember that this is a FUN Soccer League.

The objective of our league is fun and recreation. There are no million dollar-contracts, people still have to get up and go work the next day, and the rules and regulations of our league have been instituted for everyone's safety and well being.

PLEASE KEEP YOUR COOL!! Accept the probability that players, coaches and referees will make mistakes, and of the two participating teams, odds are one team will lose. If you feel that an injustice has been done, calmly request a time-out and discuss the matter in question with the umpire and the opposing coach. Accept the umpire's decision as final and that sometimes you must agree to disagree. Complaint forms are available in the schedules if teams feel further action is necessary, forms should be filled out completely and sent to the league office. (Address below)

It is each team's coach or contact's responsibility to be sure to inform their players of the league rules and regulations at the start of the season, and to see that their team behaves accordingly.

We must all remember that we are examples to the fans and youngsters in the stands. Bad tempers, foul language, and intoxicated players are not how we want our league perceived. It is our responsibility as the adult league to show, by example, that our league is fun and that good sportsmanship is important at all times, in any division.

Please ensure to clean up after the use of soccer pitch and leave it in the same condition as you found it. This includes cigarette butts, pop cans, bottles, candy wrappers, **any and all debris**.

LEAGUE OBJECTIVE: FUN

1. To provide organized participation.
2. To instill rules and regulations as instituted and voted upon by the communities.
3. To coordinate scheduling of games for all divisions.
4. TO KEEP OUR LEAGUE FUN!

117, 53305 Rge Rd 280
Spruce Grove, Alberta T7X 3V7
parklandfunball@hotmail.com
Phone: 780-963-5907
8:00 am to 10:00 pm only

PARKLAND FUN BALL & SOCCER LEAGUE

Please be sure to read the Rules & Operations manual supplied in your package and inform your teams accordingly.

2024 RULE REMINDERS:

- Every field will have HAND SANITIZER, we ask that you instruct your child to use it
- While arriving and departing from the event we ask that the spectator and participant wear a mask
- All games between Graminia and Wabamun or Onoway will take place at Meridian Sports Park.
- Reckless, dangerous or careless tackles or challenges will not be tolerated and may result in a yellow card or ejection from the game at the discretion of the referee. (League Regulation #1)
- The game shall be divided into two periods with a 5-minute break at half time. The restart of play for the second period shall be by the team that received the starting kick off in the first period.
 - 25-minute periods for u8 and u10
 - 30-minute periods for u13 and u15
 - 35-minute periods for u16 and 16 & Over
- It is not offside until a player touches the ball. (See Appendix for explanation of offside rule.)
- Community Reps should be checking their fields at the beginning of the year and throughout the year to ensure that it is in reasonable shape and safe for all divisions. (Operations Manual 8.A.)
- Coaches are encouraged to rotate lines to even out the playing field if their team is ahead by a substantial amount.
- Parents and fans should be on the opposite side of the field of the players and coaches for u10 and up. (League Regulation #4)
- Games rained or snowed out can be moved to the visiting team's field if their field is available.

No Pet Policy – (all ages)

-Pets ARE NOT ALLOWED at any practices, games or tournaments.

If a team member or associate of the team has a pet at a soccer pitch, the team will receive a \$25.00 penalty for the first offence. **For having a dog at a tournament the fine will be \$100**

Washrooms:

- Graminia School – North doors are unlocked until 8:00 pm
- Blueberry School – porta-potties

Children's Sports Weekend:

Participation in the Children's Sports Weekend is mandatory unless it is called into the league by May 17, 2024

\$100.00 fine to any team that pulls out after the schedule is done or does not show up for their game.

IT IS EVERY TEAM COACH'S OR REPRESENTATIVE'S RESPONSIBILITY TO BE SURE TO INFORM THEIR PLAYERS OF ALL LEAGUE RULES AND PLAY ACCORDINGLY. REMEMBER THE LEAGUE'S INTENT IS FUN!!!

PARKLAND FUN BALL & SOCCER LEAGUE

TEAM FIRST AID KIT

List of Minimum supplies required

Adhesive Tape	1 roll
Alcohol Balm/First Aid Ointment	5
Band-aids - Regular	10
- Fingertip	5
- Knuckle	5
Gauze - Pads	4
- Rolled	1 roll
Germicide/Savlon	1
Hand Sanitizer	1
Ice Packs	2
Insect Sting Relief Pads	2
Latex Gloves	1 pr.
Safety Pins	6
Scissors or Penknife	1
Tensor Bandage - 4"	1
Triangular Bandage/Sling	1

These items must be in every ball or soccer bag and at the diamond or field

This list is only the minimum that each team require



PARKLAND FUN BALL & SOCCER LEAGUE

Rules for Under 8 & Up

LEAGUE REGULATIONS:

1. Reckless, dangerous or careless tackles or challenges will not be tolerated and may result in a yellow card or ejection from the game at the discretion of the referee.
2. Community Reps should be checking their fields at the beginning of the year and throughout the year to ensure that they are in reasonable shape and safe for all divisions. Coaches /assistant coaches should check the field before practices and games to ensure the safety of the field. Look for broken glass, large rocks etc. Report anything unusual or requiring attention to your community rep.
3. Coaches are encouraged to rotate lines to even out the playing field if their team is ahead by a substantial amount.
4. Parents and fans should be on the opposite side of the field from the players and coaches for U10 and up.
5. Check website regularly for any changes.
6. Games rained or snowed out can be moved to the visiting team's field if their field is available.
7. Coaches must call the opposition when cancelling a game.
8. The home team is to line the field according to the field diagram in this manual, supply the game ball, and be responsible for supplying the referee and avoiding conflict with the team colors (see point 14 below.)
9. Field size for under 8's and under 10's should be approximately 40 x 60 yards. For under 12's, under 15's, under 16's and 16 & Over's the game will be played on regulation full size field. See FIFA laws and the diagram at the end of this manual for regulation field size.
10. Leagues should strive to train people from their community as officials. Anyone who is a coach may train to be a referee, but should not referee games involving their own team unless it is absolutely necessary due to unavailability of another official.
11. Regulation soccer shoes are optional. No metal or pointed cleats allowed. No baseball cleated shoes allowed.
12. Due to the potential for minor injury, shin guards are MANDATORY. Soccer socks are optional but shin guards must be covered at all times. Shin guards are required at all levels.
13. Starting times will be as follows:
 - TUESDAYS 6:30 pm under 8's
 - TUESDAYS 7:30 pm under 15's
 - WEDNESDAYS 6:30 pm under 13's
 - THURSDAYS 6:30 pm under 10's
 - THURSDAYS 7:30 pm under 16's
 - FRIDAYS 7:00 pm 16 & Over's – may be changed on a game-by-game basis upon mutual agreement of teams.

14. Team colors will be as follows:

BLUEBERRY	Light Blue / Royal Blue / Dark Blue
GRAMINIA	Red / Gray / Lime Green / Silver
MUIR LAKE	Orange / Teal / Jade / Burgundy / Purple / Yellow

The above colours are for guidance only and may vary from year to year to suit those available, opposing teams have contrasting colors. Goalkeepers should wear a bib or jersey of contrasting colour to distinguish him/her from the other players of BOTH teams. It is recommended that the goalkeepers be rotated on a regular basis. The home team is to wear pinnies or an alternative jersey if the jersey colors of opposing teams are too close.

15. Each player in each age group must have been born within the agreed date of birth range for that age group, as per league regulation, agreed upon before the start of each season.
16. For under 8's and under 10's: Maximum number of players on the field at any one time is 7, and the maximum number of players suggested per team is 11.
17. For under 13's, under 15's, under 16's and 16 & Over: Maximum number of players on the field at any one time is 11, and the maximum number of players suggested per team are 15.
18. Each coach should strive to have each player participate an equal amount of playing time.
19. The referee shall explain infractions to the offending players and has the right to expel players for unsportsmanlike conduct, at his/her discretion.
20. Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude amongst all players and supporters. ANY CHALLENGES TO OFFICIALS WILL NOT BE TOLERATED AND WILL BE CAUSE FOR EJECTION FROM THE FIELD.
21. A red card ejection for a player is not only for the existing game but will result in a suspension for the following game as well. The referee must report any ejection to their community rep on the night of the game.
22. Foul, offensive, insulting or abusive language or gestures, bad tempers and bad attitudes will not be tolerated whether it is from players, coaches, parents, spectators or referees. The game referee should take appropriate action as he or she sees fit in ALL such circumstances subject to the rules set out in this manual.
23. Coaching from behind either goal line by coaches or parents is not allowed.
24. No Pets Policy: As of February 1, 2001 there are NO PETS ALLOWED AT PRACTICES, GAMES OR TOURNAMENTS. If a team member or associate of the team has a pet at a soccer pitch, the team will receive a \$25.00 penalty for the first offense. This policy is for the safety of all players, coaches and fans.
25. To encourage sportsmanship, both teams, coaches and referees should shake hands at the end of every game.
26. Referees – A certified referee is required for all games in all age divisions. The certified referee must be older than the age group that they are refereeing. **Until further notice, Parkland Fun Ball & Soccer League will offer a mandatory referee clinic for all new & returning referees & linesman. Should they be unable to attend the clinic offered then they must take an approved course that is acceptable to the league at the individuals own expense.**

LOCAL MODIFICATIONS TO THE LAWS OF THE GAME:

The normal rules and laws of the game of soccer will apply for all age groups subject to the following modifications where applicable. When referred to, mini-field includes Under 8 and Under 10 age groups only, full- field refers to Under 12 and above. The laws of the game can be downloaded free of charge from www.fifa.com ,

and it is strongly recommended that all officials, coaches, referees and assistant referees (linesmen) do so.

1. The game shall be divided into two halves with a 5-minute break at half time. The restart of play for the second half shall be by the team that did not kick off the first half.
 - 25-minute halves for u8 and u10
 - 30-minute halves for u13 and u15
 - 35-minute halves for u16 and 16 & Over
 The referee may make an allowance of a few minutes added time at the end of either half to Compensate for any excessive time lost during play. (See guidelines to help explain the rules #13).
2. Field size for under 8’s and under 10’s should be approximately 40 x 60 yards. For under 13’s, under 14’s, under 16’s and 16 & Over’s the game will be played on regulation full size field. See FIFA laws and the diagram at the end of this manual for regulation field size.
3. Goal posts & ball sizes shall be:

GROUP	HEIGHT	WIDTH	BALL
Under 6’s	5’	8’	#3
Under 8’s	5’	8’	#3
Under 10’s	5’	8’	#4
Under 13’s	regulation size		#4
Under 15’s	regulation size		#5
Under 16’s	regulation size		#5
16 & Over	regulation size		#5

4. Unlimited substitution is allowed, but only when the ball is out of play (see guidelines to help explain the laws #2), and upon the approval of the referee.

Modifications for mini-field (U8 and U10) only:

5. The normal throw-in rule is to apply with one re-throw allowed for mini-field only.
6. No offside rule shall apply.
7. The goalkeeper cannot deliberately touch the ball with his/her hands or arms outside the 6-yard goal area.
8. The goalkeeper only has to restart play within the 6-yard goal area.
9. No goal can be scored from within the opposing team’s 6-yard goal area. The last touch by the attacking a player must occur outside the goal area for a goal to be allowed. If, however, the ball is subsequently Touched by a defending player inside his or her own goal area before the ball enters the goal, then the goal will stand. All players are allowed to be within and play the ball within the goal area. Should the ball be put into the goal from within the goal area by an attacking player, then play should restart with a goal kick. (See guidelines to help explain the laws #4)

10. Only one coach or team official from each team is allowed to be on the field of play during the game, and only the referee may carry a whistle. The coach or team official on the field of play may not stand or be within the 6 yard goal area during the course of play, and cannot be behind the goal line
11. Reckless, dangerous or careless tackles or challenges will not be tolerated and may result in a yellow card or ejection from the game at the discretion of the referee. (League Regulation #1)
Modifications for full field soccer (U13 and above) only:
12. All full field teams must have jerseys with visible numbers on them.
13. A team captain must be designated by each team for each game and the league strongly encourages changing the captain for each game.
14. The coach may not approach the referee during the game. The team captain is the only person allowed to address the referee, and in an appropriate manner. The coach must go through the team captain to ask the referee any question; however, the referee may approach the coach.
15. Should circumstances at game time be such that one team has insufficient players to play with 11 a Side, the respective team coaches can decide to play with 9 or 10 players per team, at their discretion And mutual agreement. As we are a fun ball community it is suggested to share players in order to even out the numbers on each team, if coaches are in agreement.
16. Reckless, dangerous or careless tackles or challenges will not be tolerated & may result in a yellow card or ejection from the game at the discretion of the referee. (League Regulation #1)
17. Coaches and players must not go more than 20 feet away from the halfway line and are not allowed to cross the halfway line. Opposing coaches and players should be on the same side of the field.

GUIDELINES TO HELP EXPLAIN THE LAWS OF THE GAME

The following guidelines may help to clarify some of the FIFA laws of the game as they currently stand.

1. The toss of the coin will be used to determine who kicks off and starts the game. The team that wins the coin toss decides which end to attack in the first half. The team that loses the coin toss kicks off the game.
2. The ball is considered to be in play once the kick off has been taken at the start of the game, and does not cease to be in play until either a) it wholly crosses either touch line or either goal line, or b) when the referee blows his / her whistle to stop play for an infraction of the rules. In either case, the ball is considered to be in play again once the game has restarted in the appropriate manner.
3. When the ball is in play, it is in play for all players, including the goalkeeper, within his or her penalty area and/or goal area even when the goalkeeper has the ball in control with his/her hands or has the ball Covered with anything but his/her feet. However, when the goalkeeper has the ball under control or covered, players must not prevent him/her from releasing the ball. Outside of the penalty area in full field or goal area in mini field the goalkeeper cannot deliberately touch the ball with his/her hands or arms, the same as every other player. Should the goalkeeper do this, then it is considered to be a handball offense (see point 8 below).

4. A goal kick is called when a player touches the ball either deliberately or accidentally and it goes out of play, either on the ground or in the air, over his/her **OPPOSING TEAM'S** goal line but not into the goal. The game then restarts by a player of the team defending that end of the field kicking the ball from off the ground from any point within the goal area at that end. At the time that the kick is taken, no players other than the goalkeeper and/or the player taking the kick may be inside the penalty area in full field, or the goal area in mini field. Once the goal kick is taken, the kicker may NOT touch the ball again until it has touched another player on either team, and no other player may touch the ball until it has passed outside of the penalty area in full field or the goal area in mini field. A goal may be scored directly from a goal kick without the ball being touched by another player before it enters the goal, however, should a player take a goal kick and the ball then somehow travel back into his/her own goal without being Touched by another player then a goal is NOT awarded.
5. A penalty kick is awarded when a player is guilty of committing any of the **DIRECT** free kick offenses (see FIFA laws of the game, law 12) inside his/her **OWN** team's penalty area in full field or goal area in mini field, when the ball is in play and irrespective of where the ball is at the time. Penalty kicks to be taken from the marked spot 12 yards directly in front of the midpoint of the goal in full field, or from a point 6 yards directly in front of the mid-point of the goal in mini field. A penalty kick should be direct on goal. All players except the defending goalkeeper are to remain behind the penalty kicker, outside of the penalty area in full field or goal area in mini field and at least ten yards away from the ball until the ball has been kicked. The penalty kick may be taken by any player on the team to whom the penalty kick has been awarded. Once the penalty kick is taken, the kicker may NOT touch the ball again until it has touched another player on either team. Before the kick is taken, the defending goalkeeper must be positioned on his/her goal line, and must not move forward off the goal line until the ball has been kicked. Once the ball is kicked, it is considered to be in play.
6. A corner kick is to be called when a player (including a goalkeeper) touches the ball either deliberately or accidentally and it goes out of play, either on the ground or in the air, over his/her **OWN TEAM'S** goal line but not into the goal. The game then re-starts with the corner kick being taken from off the ground at the corner nearest to the point at which the ball crossed the line, by a player of the team that is attacking that end of the field. At the time that the kick is taken, no player on the team defending the corner kick may be within 10 yards of the ball. Once the corner kick is taken, the kicker may **NOT** touch the ball again until it has touched another player on either team. A goal may be scored directly from a corner kick without the ball being touched by another player before it enters the goal.
7. As per League Regulation #1, reckless, dangerous or careless tackles or challenges will not be tolerated and may result in a yellow card or ejection from the game at the discretion of the referee. A referee may consider a challenge or tackle to fall under this description if, for instance, a player is overly forceful or is not in control of his / her own body, or is acting in a way that has potential to cause injury – either to themselves or another player - as they make a tackle or challenge.
8. As per League Regulation #1, reckless, dangerous or careless tackles or challenges will not be tolerated and may result in a yellow card or ejection from the game at the discretion of the referee. A referee may consider a challenge or tackle to fall under this description if, for instance, a player is overly forceful or is not in control of his / her own body, or is acting in a way that has potential to cause injury – either to themselves or another player - as they make a tackle or challenge.

9. Handball is called when a player (other than a goalkeeper **WITHIN** his/her **OWN** penalty area or goal area) **DELIBERATELY** uses his/her hand **OR ARM** to control or propel the ball in some way. Handball should **NOT** be called when the ball strikes the hand or arm of a player in such a way that is unintentional, for example if the ball takes a deflection and flies up quickly hitting a player's hand giving him/her no chance to react. Should a player use his/her hand or arm in a way that is to defend his/her body (for example to stop the ball from hitting him/her hard in the face) then the handball call should be at the discretion of the referee. Factors that the referee should take into account in this kind of circumstance are the time that the player had to react before deflecting the ball with his/her hand (i.e. whether the act was deliberate or just instinctive) and the age group of the players (more leniency in this circumstance should be shown to the younger age groups.) Should the referee call a handball offense then play restarts with a **DIRECT** free kick awarded to the opposing team of the player who committed the handball offense.
10. Two yellow cards in the same game are the equivalent of one red card and will result in a sending off (ejection). As per League Regulation #21, this will also result in a suspension for the next game.
11. A throw-in is called when the ball goes out of play, either on the ground or in the air, over either touch line. The throw-in is awarded to the opposing team of the player who last touched the ball, either deliberately or accidentally, before it went out of play. The correct procedure for taking a throw in is as follows:
- The throw in must be taken from the point on the touch line at which the ball went out of play.
 - The player taking the throw in must be standing with some part of **BOTH** of his / her feet touching the ground either behind or on the touch line as he/she throws the ball.
 - The player taking the throw in must be facing the field of play when throwing in the ball.
 - The ball must be held with both hands when thrown in.
 - The ball must be thrown from behind and over the head.
 - The ball must be cleanly thrown, and not dropped or pushed down onto the ground.
 - Once a throw in is taken, the thrower may **NOT** touch the ball again until it has touched another player.
- A goal may **NOT** be scored against either team directly from a throw in. After it is thrown in, the ball must touch another player before it enters the goal in order for a goal to stand. If the ball is thrown directly into the goal, then play restarts with either a goal kick, or corner kick depending on which end of the field that this occurred. For example, if a player throws the ball directly into his/her opponent's goal then play restarts with a goal kick. If he/she throws it directly into his / her own goal then play restarts with a corner kick, in accordance with points 4 and 6 above.
12. In full-field a goal may be scored from **ANYWHERE** on the field, including within the penalty area or goal area, provided that no infraction of the laws has occurred in the course of scoring the goal.
13. A goalkeeper may **NOT** handle the ball (except to make a save to prevent a goal) if the last touch to him/her was an **INTENTIONAL** kick of the ball by a member of his/her **OWN** team. A player may however play the ball to his/her goalkeeper by means of heading the ball, kneeling the ball or chesting the ball and the goalkeeper may handle the ball in this circumstance. The goalkeeper may also handle the ball if the last touch was via an unintentional deflection off the foot off one of his / her own players, or after any touch from an opposing player. Should an infraction occur under this rule then play is restarted with an **INDIRECT** free kick awarded to the opposing team to that of the goalkeeper who handled the ball
14. The referee may make an allowance of a few minutes added time at the end of either half to compensate for time lost during play. However, certain stoppages in play, such as the ball going out of play, are considered to be part of the game and time should not be added to allow for this unless there

has been an excessive stoppage (e.g. ball being kicked out over a fence or into trees and having to be found and recovered or replaced.) Time taken over substitutions is also considered to be part of the game and should not be included in time to be added on. Examples of where a referee should allow extra stoppage time include, but are not limited to: time lost due to an injured player receiving attention; time lost to a stoppage in the game due to an outside interference; and time lost due to a player deliberately wasting time by not restarting the game promptly after the ball has gone out of play.

APPENDIX TO THE MANUAL:

THE OFFSIDE RULE EXPLAINED

Before reading this appendix, please take the time to download the pdf document of the laws of the game from www.fifa.com.

FIFA law #11 (offside)states that:

A player is **in an offside position** if:

- He is nearer to his opponents' goal line than both the ball and second-last opponent

A player is not in an offside position if:

- He is in his own half of the field of play or
- He is level with the second-last opponent or
- He is level with the last two opponents

Put simply, if a player is in a position that is in his / her opponent's half of the field, **AND** ahead of the second-last defender on the opposing team, **AND** ahead of the ball then he / she is in an offside position. Taking into account that the last defender back on a team is usually the goalkeeper, the second-last defender as referred to here will usually refer to the last outfield player back on the defending team. During the game, the assistant referees (linesmen) will usually take up a position on the touch line that keeps them level with this furthest back outfield defender in the half in which they are officiating, in order that they can accurately see which (if any) attacking players are in offside positions.

However – and this is the important part – **it is not an offense for a player merely to be in an offside position.**

In order for an offside offense to occur, and a team be penalized for having a player who is judged to be offside, then the following conditions must be met:

At the time that another player on the SAME team plays the ball, the player in the offside position must be interfering with active play in some way. For example, by playing or attempting to play the ball, by interfering with or having an influence on the actions of an opposing player, or by gaining a clear advantage from being in the offside position.

Pages 104 to 110 of the FIFA laws of the game document show thirteen different diagrams displaying different examples of how this law should be applied and put into practice in accordance with those conditions as outlined above. Here are some important points to remember when looking at this.

- 1. A player does NOT have to touch the ball to be called offside.** Examples 4, 6 and 9 in the FIFA document demonstrate how this is so. In example 4, player A is gaining an advantage from being in the offside position because he has a “head start” on the defenders and has a clear and unchallenged run at the ball. In example 6, player A has interfered with an opposing player by blocking the goalkeeper’s line of vision, rendering the goalkeeper less able to deal with the shot at his goal. In example 9, player A has had an influence on the actions of opposing player B by running at him and putting him under pressure to play the ball more quickly.
- 2. Remember, an offside offense is judged according to the relative positions of players and the ball AT THE TIME THAT THE BALL IS PLAYED.** Example 13 in the FIFA document demonstrates this. Player B is not offside, because **at the time that the ball was played by player A** he was at point B1, which is not in an offside position. Because of this, it doesn’t matter that he subsequently runs on and touches the ball at point B2, which is in a position in advance of the second-last defender (or last outfield defender as discussed above). Player C is also not offside. At the time that the ball is played by player A, he is in an offside position, but **at that time he is not interfering with active play** because he is neither playing or attempting to play the ball, nor interfering with or influencing an opponent, not gaining any advantage from being in that position. By the time the ball is played for a second time, this time by player B at point B2, player C is still not offside because he is now **behind the ball**, and therefore NOT in an offside position.
- 3. The ball is considered to have been played when a player kicks, heads or otherwise legally propels the ball in such a manner that it is released from his / her control**, for example when attempting to pass the ball to another player, taking a shot at goal, or just kicking the ball to another part of the field or out of play. The ball being dribbled (kept at close control whilst running or walking) by a player does **NOT** constitute the ball being played. Therefore, a team may have one or more players in offside positions while another player is dribbling the ball, and none of these players may be called offside until such time as the player dribbling the ball plays the ball in the manner outlined in this point – if they are still in offside positions at that time.
- 4. An offside player may not “tag up” in hockey style to avoid being offside.** Take example 4 in the FIFA document. At the time that the ball is played in that example, player A is offside, as discussed in point 1. After the ball has been played, player A may **NOT** step back to be level with the last outfield defender and then set off in pursuit of the ball again in the manner of a hockey forward skating back to touch the blue line before going after the puck. The offside offense has already occurred in this example, and cannot be overturned.



*****OPERATIONS MANUAL*****

PARKLAND FUN BALL & SOCCER LEAGUE

PLAYER ELIGIBILITY

1. PLAYER AGE OF ELIGIBILITY: Under 6

- A. Any player who will attain the age of four years before January 1 of each year and who will not attain the age of six years before January 1 of each year shall be eligible to compete in Under 6 division.
- B. All players must be registered and play on an Under 6 team in an area in which the player resides.
- C. Should an Under 6 team not be available, the player is then free to migrate to another community to play.
- D. Players younger than the eligible age MAY be considered by a community association to play only in the case of filling a team.
- E. Teams may not have more than TWO players younger than the minimum age of the category per team.
- F. A Letter of Understanding/Waiver outlining the risks involved must be signed by the parents of the child. One copy must be submitted to the league and one copy must be kept by the community association.
- G. Players may play "UP" in age category, but may not play "DOWN". Players may play up only one age group, providing they are in the final year of that category (i.e.: Under 6 category: a five year old may play on an Under 8 team).

2. PLAYER AGE OF ELIGIBILITY: Under 8

- A. Any player who will attain the age of six years before January 1 of each year and who will not attain the age of eight years before January 1 of each year shall be eligible to compete in Under 8 division.
- B. All players must be registered and play on an Under 8 team in an area in which the player resides.
- C. Should an Under 8 team not be available, the player is then free to migrate to another community to play.
- D. Players younger than the eligible age MAY be considered by a community association to play only in the case of filling a team.
- E. Teams may not have more than TWO players younger than the minimum age of the category per team.
- F. A Letter of Understanding/Waiver outlining the risks involved must be signed by the parents of the child. One copy must be submitted to the league and one copy must be kept by the community association.
- G. Players may play "UP" in age category, but may not play "DOWN". Players may play up only one age group, providing they are in the final year of that category (i.e.: Under 8 category: a seven year old may play on an Under 10 team).

3. PLAYER AGE OF ELIGIBILITY: Under 10

- A. Any player who will attain the age of eight years before January 1 of each year and who will not attain the age of ten years before January 1 of each year shall be eligible to compete in the Under 10 division.
- B. All players must be registered and play on an Under 10 team in an area in which the player resides.
- C. Should an Under 10 team not be available, the player is then free to migrate to another community to play.
- D. Players younger than the eligible age MAY be considered by a community association to play only in the case of filling a team.
- E. Teams may not have more than TWO players younger than the minimum age of the category per team.
- F. A Letter of Understanding/Waiver outlining the risks involved must be signed by the parents of the child. One copy must be submitted to the league and one copy must be kept by the community association.
- G. Players may play "UP" in age category, but may not play "DOWN". Players may play up only one age group, providing they are in the final year of that category (i.e.: Under10 category: a nine year old may play on an Under 12 team).

4. PLAYER AGE OF ELIGIBILITY: Under 13

- A. Any player who will attain the age of ten years before January 1 of each year and who will not attain the age of twelve years before January 1 of each year shall be eligible to compete in the Under 13 division.
- B. All players must be registered and play on an Under 13 team in an area in which the player resides.
- C. Should an Under 13 team not be available, the player is then free to migrate to another community to play.
- D. Players who are younger than the eligible age MAY be considered by a community association to play only in the case of filling a team.
- E. Teams may not have more than TWO players younger than the minimum age of the category per team.
- F. A Letter of Understanding/Waiver outlining the risks involved must be signed by the parents of the child. One copy must be submitted to the league and one copy must be kept by the community association.
- G. Players may play "UP" in age category, but may not play "DOWN". Players may play up only one age group, providing they are in the final year of that category (i.e.: Under 13 category: an eleven year old may play on an Under 14 team).

5. PLAYER AGE OF ELIGIBILITY: Under 15

- A. Any player who will attain the age of twelve years before January 1 of each year and who will not attain the age of fifteen years before January 1 of each year shall be eligible to compete in the Under 15 division.
- B. All players must be registered and play on an Under 15 team in an area in which the player resides.
- C. Should an Under 15 team not be available, the player is then free to migrate to another community to play.
- D. Players younger than the eligible age MAY be considered by a community association to play only in the case of filling a team.
- E. Teams may not have more than TWO players younger than the minimum age of the category per team.
- F. A Letter of Understanding/Waiver outlining the risks involved must be signed by the parents of the child. One copy must be submitted to the league and one copy must be kept by the community association.
- G. Players may play "UP" in age category, buy may not play "DOWN". Players may play up only one age group, providing they are in the final year of that category (i.e.: Under 15 category: a thirteen year old may play on an Under 16 team).

6. PLAYER AGE OF ELIGIBILITY: Under 16

- A. Any player who will attain the age of fourteen years before January 1 of each year and who will not attain the age of sixteen years before January 1 of each year shall be eligible to compete in the Under 16 division.
- B. All players must be registered and play on an Under 16 team in an area in which the player resides.
- C. Should an Under 16 team not be available, the player is then free to migrate to another community to play.
- D. Players who are younger than the eligible age MAY be considered by a community association to play only in the case of filling a team.
- E. Teams may not have more than TWO players younger than the minimum age of the category per team.
- F. A Letter of Understanding/Waiver outlining the risks involved must be signed by the parents of the child. One copy must be submitted to the league and one copy must be kept by the community association.
- G. Players may play "UP" in age category, but may not play "DOWN". Players may play up only one age group, providing they are in the final year of that category (i.e.: Under 16 category: a fifteen year old may play on an Under 18 team if available).

7. PLAYER AGE OF ELIGIBILITY: 16 & Over

- A. Any player who will attain the age of sixteen years before January 1 of each year and who will not attain the age of 99 years before January 1 of each year shall be eligible to compete in the 16 & Over division.
- B. All players must be registered and play on an 16 & Over team in an area in which the player resides.
- C. Should a 16 & Over team not be available, the player is then free to migrate to another community to play.
- D. Players who are younger than the eligible age MAY be considered by a community association to play only in the case of filling a team.
- E. Teams may not have more than TWO players younger than the minimum age of the category per team.
- F. A Letter of Understanding/Waiver outlining the risks involved must be signed by the parents of the child. One copy must be submitted to the league and one copy must be kept by the community association.
- G. Players may play "UP" in age category, but may not play "DOWN". Players may play up only one age group, providing they are in the final year of that category (i.e.: 16 & Over category: a fifteen year old may play on a 16 & over team if available).

8. INSURANCE

- A. It is mandatory for teams participating in the Parkland Fun Ball & Soccer League to have total participation in the agreed upon Player Accident Insurance Program.
- B. Each player, coach, manager and substitute MUST be listed on a team roster (first and last names with telephone numbers) to be submitted and paid before being included in the league schedule.
- C. The rate of premiums will be assessed annually. Rates will be available at the annual organizational meeting.
- D. Participating teams will be responsible to provide the insurance premiums in one lump sum payment. Payment is required to be paid in full prior to the annual registration deadline date.
- E. Insurance policy is a standard sports injury policy.

9. CHILDREN'S SPORTS WEEKEND DATE

The Children's Sports Weekend date will not be on the same weekend as the Stony Plain Farmers Day or Father's Day weekend; but must take place prior to the final date of scheduled league games in the children's league.

10. CHILDREN'S SPORTS WEEKEND LOCATION

The Parkland Fun Ball & Soccer League will hold the annual Children's Sports Weekend at Meridian Sports Park, utilizing additional diamonds and soccer pitches at Blueberry and Muir Lake Community Halls as necessary. Other Community diamonds or soccer pitches may be allocated if required.

11. CHILDREN'S SPORTS WEEKEND HOST

- A. The League Organizing Committee will solicit the assistance of a rural community association or independent team to assist in the hosting of the annual Children's Sports Weekend.
- B. The selection of the host community or team will be completed prior to March 31 of each year.
- C. Communities or teams wishing to host the following year's Children's Sports Weekend must advise the League Organizing Committee prior to September 30 of each year.
- D. Selection of the host community or team will be the responsibility of the League Organizing Committee.
- E. Where feasible, the host community or team will be established two years in advance to provide ample lead-time for organizing.

12. OFFICIAL LEAGUE & COMMUNITY PLAYING RULES

- A. The games played in regular league and the sports weekend will be played by the official rules as established for league play.
- B. A complete set of rules for each age category is included in each team handout.
- C. Players must be registered in the Parkland Fun Ball & Soccer League to play in league games or the sports weekend.

13. FUN BALL AND SOCCER REGISTRATION DATES

- A. All communities wishing to participate in the Parkland Fun Ball & Soccer League will establish registration dates and advise the league organizing committee of dates, locations, community associations and contact names with phone numbers.
- B. Deadline for advising the committee is the week of the organizational meeting in February.

14. EQUIPMENT

- A. Players shall wear safety equipment as outlined in the rules of the Parkland Fun Ball & Soccer League as listed in the League handout.
- B. Metal cleats are NOT allowed in any category or division of the League.

15. FIRST AID KITS

- A. Basic first aid kits, including ice packs, are mandatory for ALL teams in ALL categories of league play.
- B. A list of minimum supplies is included in the schedule.
- C. First Aid In-service for coaches, players, and team management is the responsibility of the home community or team.
- D. Failure to have a complete first aid kit at the bench at all games can result in a \$25.00 fine and up to \$50.00 for repeat failure to comply with this rule.

16. BALL DIAMOND & SOCCER PITCH MAINTENANCE

- A. It is the responsibility of each home community or independent team to make sure that their diamonds or soccer pitches are maintained and safe to play on.
- B. The league must be notified of any problems.

17. PETS AT LEAGUE GAMES AND TOURNAMENTS

- A. **No Pets Policy:** As of February 1, 2001, there are **NO PETS ALLOWED AT PRACTICES, GAMES, OR TOURNAMENTS.** If a team member or associate of the team has a pet at a soccer pitch, the team will receive a \$25.00 penalty for the first offense. This policy is for the safety of all players, coaches and fans.
- B. Coaches, contacts and players are asked to inform their teams and fans of this policy.
- C. The league or home community must be informed of any problems.

18. NO-SHOWS AND CANCELLATIONS

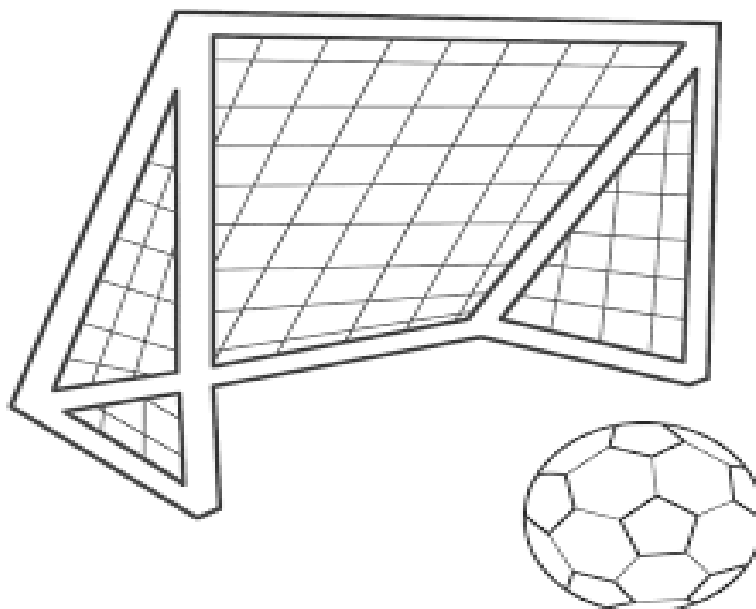
- A. Teams are obligated to attend games as scheduled. Teams having to cancel league games should be courteous and inform the team contact in sufficient time to notify their team of the cancellation, remembering the travel time involved.
- B. Teams that miss two games without just cause will be placed on probation for the remainder of the season and could include probation for the next season as well.
- C. Further no-shows can result in disqualification from the League.
- D. No-shows and game cancellations (any reason) are to be called in to the League contact for the record.

19. ALCOHOLIC BEVERAGES, CANNABIS & GENERAL MISCONDUCT

- A. The Parkland Fun Ball & Soccer League prohibits teams participating in League and Tournament play from consuming alcohol, **cannabis** before or during games, while on ball diamonds or soccer pitches. Drinking, **smoking cannabis** or playing while intoxicated is a violation of the Parkland Fun Ball & Soccer League rules. Intoxicated players will be ejected on the umpire's/referee's discretion. Coaches should take responsibility and bench intoxicated players or inform the umpire/referee of players which may be playing while intoxicated. **(In Accordance with Municipal & Provincial Laws)**
- B. General Misconduct includes incidents such as fighting, arguing with the umpires/referees, poor attitudes, temper tantrums, etc.
- C. TEAMS WILL BE HELD RESPONSIBLE FOR THEIR ACTIONS.
- D. Complaints received in writing to the League will be reviewed and appropriate actions will take effect. Complaints may also be presented, in person, to the committee with prior arrangements. **ALL COMPLAINTS MUST BE RECEIVED BY THE LEAGUE WITHIN TWO WEEKS OF AN INCIDENT OCCURRING.**
- E. Upon first occurrence in one season, a letter will be sent and season probations will occur. Depending upon the seriousness of an offense, IMMEDIATE probation or suspension can occur.
- F. Upon a second occurrence in one season, immediate disqualification for the remainder of the season, including suspension from the next season of play can occur. (i.e.: Teams who are already on probation face immediate disqualification for a second offense.)

20. COMPLAINTS

- A. Complaints must be submitted in writing and received by the League within two weeks of the occurrence. Complaints may also be presented, in person, to the committee with prior arrangements.
- B. Complaints may be about games, players, coaches, umpires, referees, conditions, etc.
- C. Complaint Forms are available in every schedule, from community and team representatives, or may be obtained from the League contact. Please be sure to fill the form in completely.



21. LEAGUE PROBATION & SUSPENSION

- A. Probation or suspensions can be instituted against a single player or against a whole team for non-compliance with the rules and regulations established by the Parkland Fun Ball & Soccer League.
- B. All complaints received by the Parkland Fun Ball & Soccer League will be reviewed by the Organizational Committee and probation or suspension will be implemented as decided upon by the League. Depending on the seriousness of an offense IMMEDIATE suspension or probation will be in effect. Written confirmation would then be sent to the person(s) / teams(s) involved.
- C. Teams or individuals placed on probation or suspension may approach the League for a Grievance hearing and plead their case if they feel it necessary.
- D. The FINAL decision rests with the League Executive.

22. MOTION FOR RULE CHANGES WITHIN THE PARKLAND FUN BALL & SOCCER LEAGUE

- A. A person or team must have the backing, IN WRITING, of at least 20% (twenty percent) of the League's registered teams before a major rule change can be brought forward at a General or Committee meeting.
- B. The proposed change must be handed in or mailed to the League Executive.
- C. A vote will be taken on a motion to change a rule only after written notification to all league teams regarding the proposed change has been sent.
- D. In the event of a vote occurring, each team will designate ONE registered member of their team as representative, that person ONLY will be eligible to cast a vote on their team's behalf. (Representatives MUST be present in order to cast a vote.)
- E. **PROXY VOTES ARE NOT ALLOWED.**
- F. If a motion for a rule change is DEFEATED, it cannot be brought forward again for a minimum of 2 years.

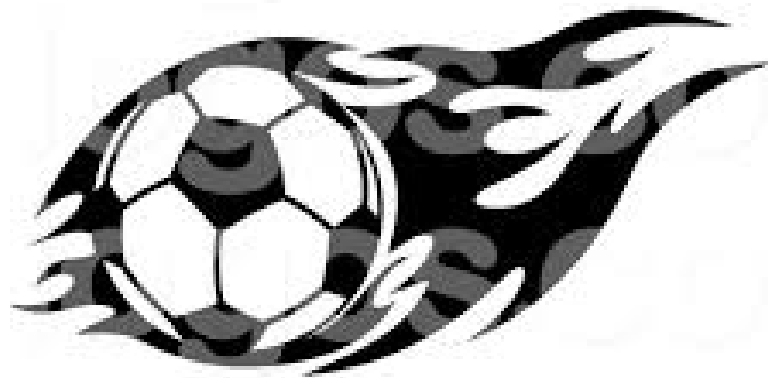
23. LEAGUE ORGANIZING COMMITTEE

- A. The Parkland Fun Ball & Soccer League will be developed under the direction of an Organizing Committee.
- B. The Committee will comprise a minimum of seven and a maximum of 12 members.
- C. Membership of the Committee will be selected on a volunteer basis.
- D. Only one member will be allowed per community. (In the event of independent teams wishing to sit on the committee they may elect ONE representative from amongst the registered independent teams providing they have the backing (in writing) of all independents involved.
- E. A "draw from the hat" will take place, if required, to select members for the Organizing Committee.
- F. Barb and Hermann Gratzfeld will sit on the committee indefinitely until they choose to step down.

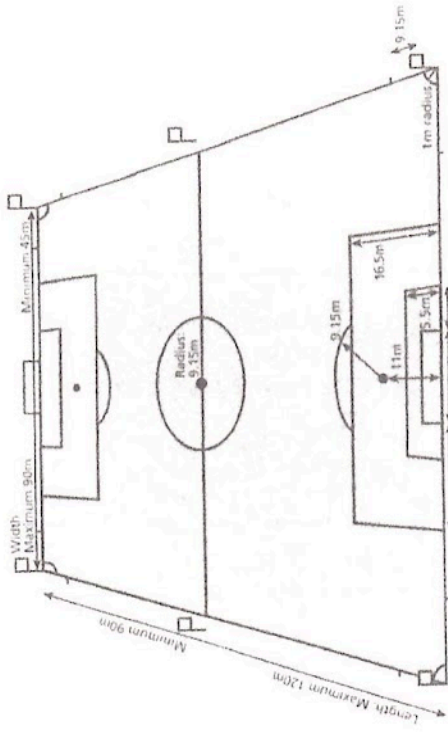
24. LEAGUE ORGANIZING COMMITTEE – COMMITTEE ROLE

The League Organizing Committee role is to:

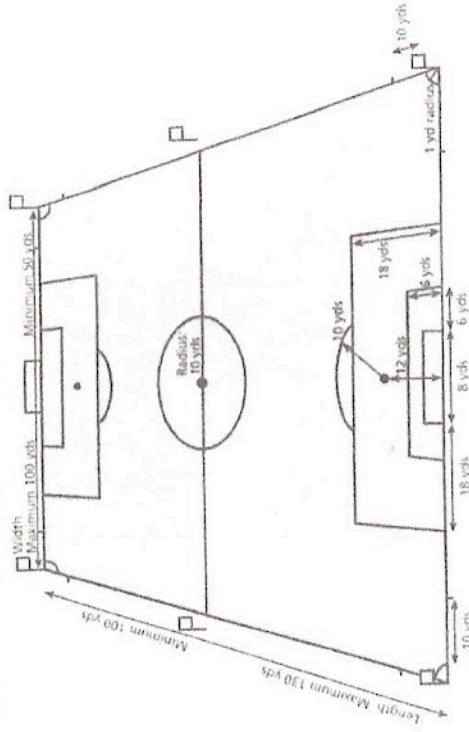
- Provide organizational leadership of the League
- Provide management and operations of the League
- Provide scheduling for the League
- Establish philosophy of the League
- Establish direction for the League
- Establish rule format of the League
- Establish conditions of conduct for the League
- Establish grievance procedures of the League
- Establish age limits of the League
- Establish guidelines of the League
- Regulate enforcement for the League
- Monitor team rosters for the League
- Evaluate the League



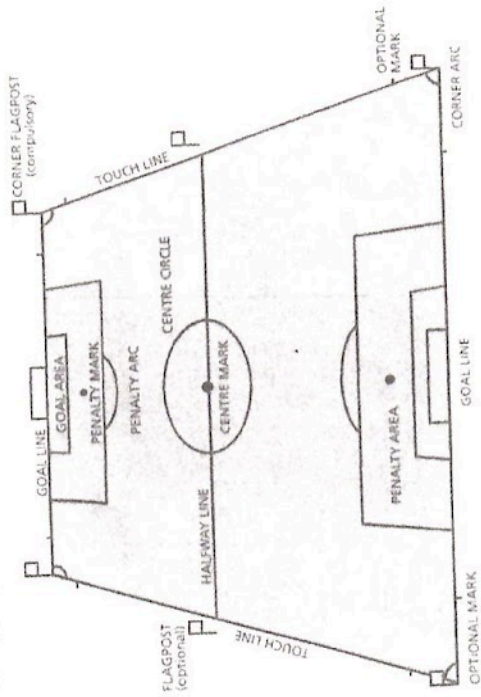
Metric Measurements



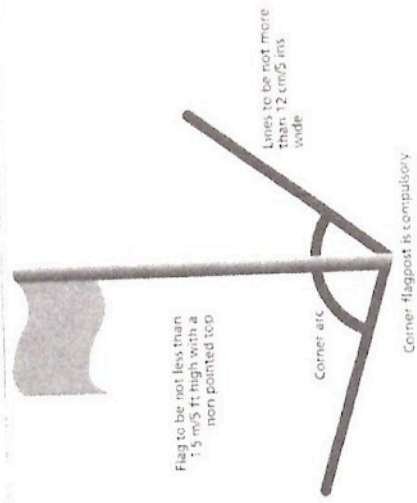
Imperial Measurements



The Field of Play



Corner Flagpost

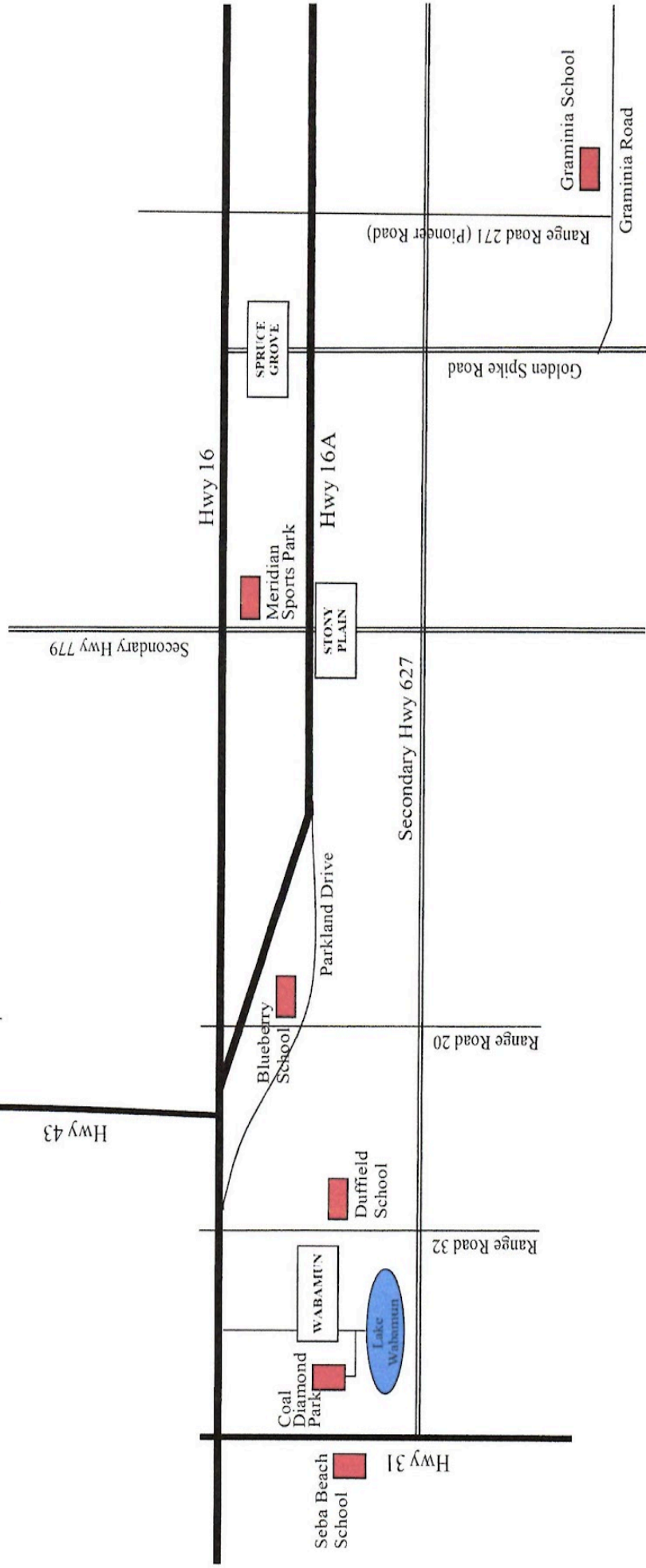
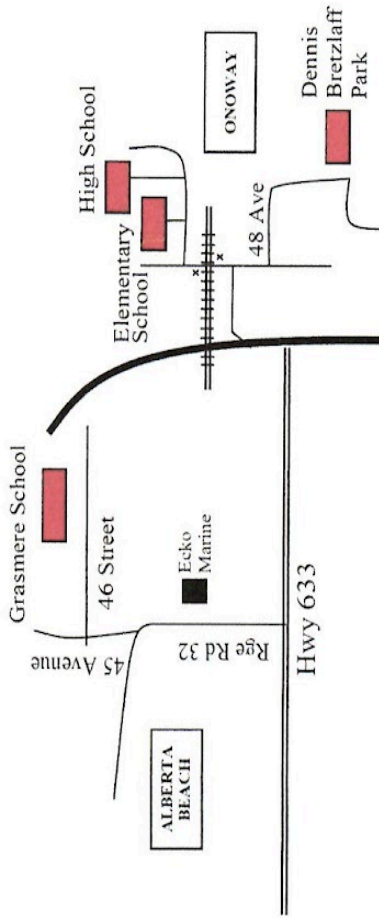


PARKLAND FUN BALL & SOCCER LEAGUE

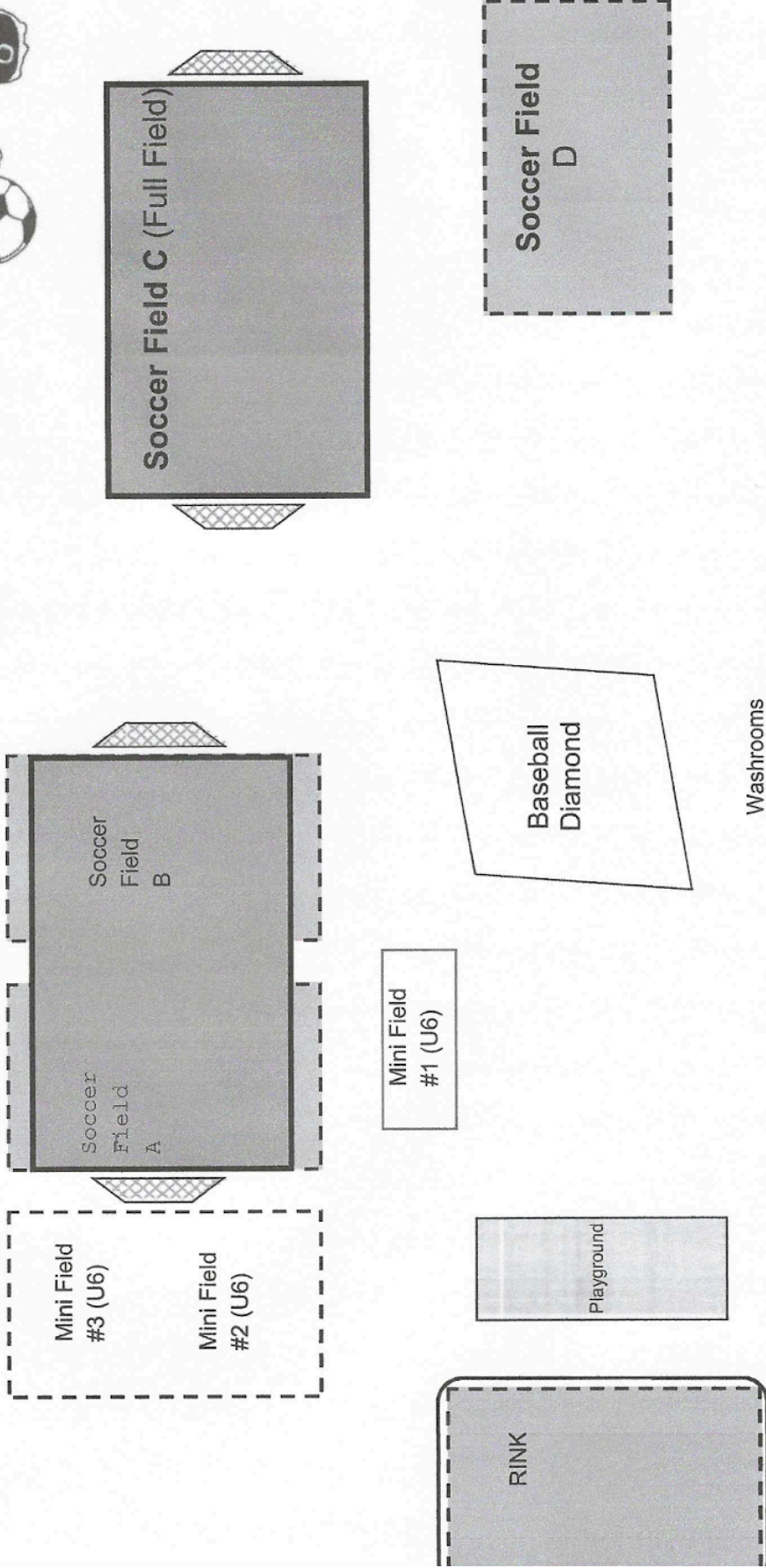
SOCCER PITCH LOCATIONS

BLUEBERRY	Blueberry School Parkland Drive & Range Road 20, 3 km south of Hwy 16 on Lake Eden Road	532 Parkland Drive, Parkland County
GRAMINIA	Graminia School 11 miles south of Hwy 16A on Pioneer Road (Range Road 271) OR 11 miles south of Zender Ford on Hwy 788 (Range Road 273), then 2 miles east on Graminia Road (Twp. Road 511) to Rge Rd 271 OR 11 miles south of Hwy 16A on Hwy 60 and 4 miles west on Graminia Road (Twp. Road 511) to Rge Rd 271	51101 Range Road 271, Parkland County
MERIDIAN SPORTS PARK	53109a Hwy 779, Parkland County 1 km north of Stony Plain overpass on Hwy 779 OR 1 KM SOUTH OF Hwy 16 on Hwy 779	
ONOWAY (Under 8 to Under 15)	Onoway High School, North on Hwy 16 to Hwy 43 to Onoway turnoff, east into Onoway on Lac Ste. Anne Trail, though town and left at stop sign opposite the shell North across tracks, take next right at stop sign and then turn left into the school	4704 Lac Ste Anne Trail, Onoway
ONOWAY (Under 6)	Onoway Elementary School	
WABAMUN	Coal Diamond Park Hwy 16 west to Wabamun overpass, south to flashing lights (53 Avenue), west (right) to T intersection (53 Street), turn north (right), drive straight till you reach ball diamond parking lot.	53 Street & 55 Avenue, Wabamun

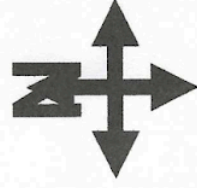
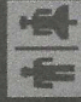
Soccer Field Locations



2022 Graminia Soccer - Field Locations



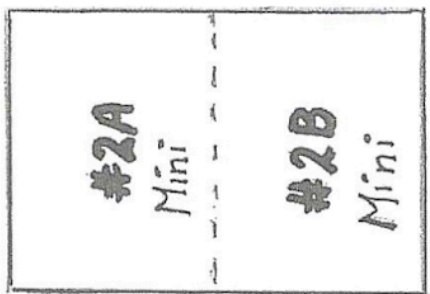
Washrooms available



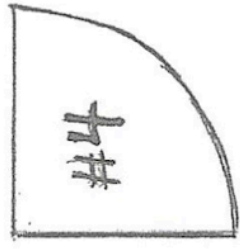
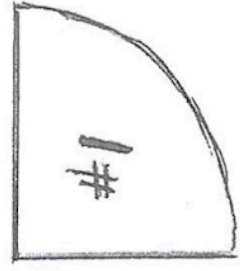
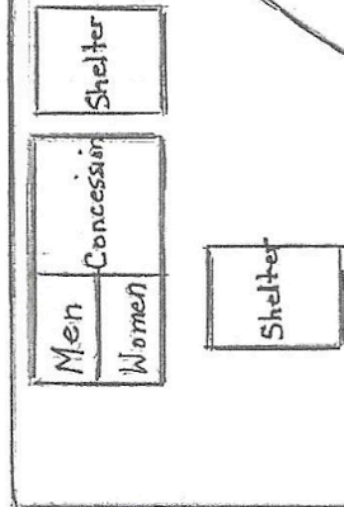
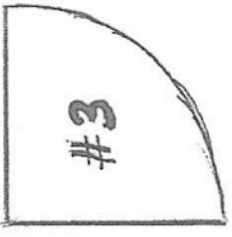
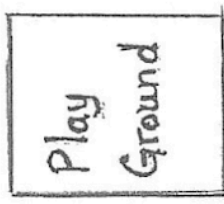
Graminia Community School

East

South

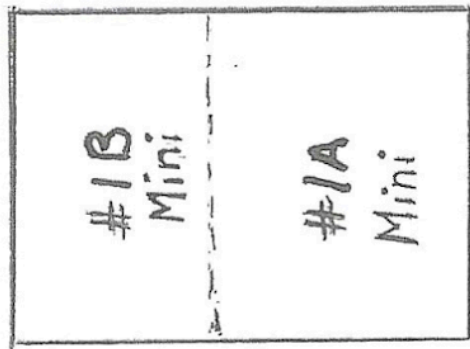
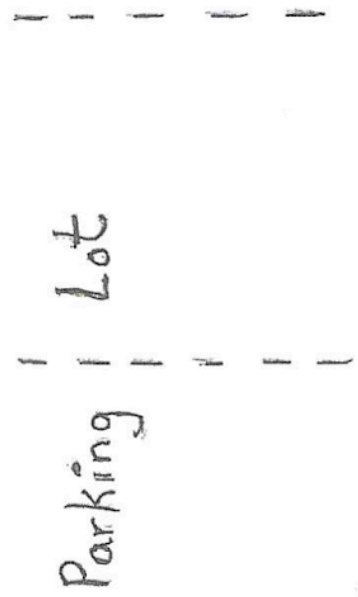


Full Field #2



North

Seed Cleaning Plant



Soccer Pitch #1 Full Field

West

PARKLAND FUN BALL & SOCCER LEAGUE
Under 13
Wednesday @ 6:30

TEAM:	Blueberry 1	Color: Blue
FIELD:	Blueberry School	
CONTACT:	Ben Richens	403-350-7522 (c) overtorn31@hotmail.com
	Kasey Quinn	250-570-8487 (c) kaseylynnquinn8@gmail.com
TEAM:	Blueberry 2	Color: Blue
FIELD:	Blueberry School	
CONTACT:	Cody Berube	780-554-1449 (c) c_berube2@hotmail.com
	Tracy Whatmore	587-568-0164 (c) tracywhatmore@hotmail.com
TEAM:	Graminia 1	Color: Green
FIELD:	Graminia School	
CONTACT:	Micah de Boer	780-962-4754 (c)
TEAM:	Graminia 2	Color: Red
FIELD:	Graminia School	
CONTACT:	Ryan Bagnell	587-545-0522 (c) ryanaverybagnell06@gmail.com
TEAM:	Muir Lake	Color:
FIELD:	Meridian Sports Park	
CONTACT:	Bryan Risselada	780-953-4469 (c) brisselada@hotmail.com

PARKLAND FUN BALL & SOCCER LEAGUE

Under 13

Wednesday @ 6:30 pm

COACH / CONTACT: _____

PHONE NUMBERS: _____

May 1, 2024

Blueberry 1 at Muir Lake
Graminia 1 at Blueberry 2
Bye at Graminia 2

May 15, 2024

Blueberry 1 at Graminia 2
Graminia 1 at Muir Lake
Bye at Blueberry 2

May 29, 2024

Graminia 1 at Graminia 2
Muir Lake at Blueberry 2
Blueberry 1 at Bye

CHILDREN'S SPORTS

WEEKEND

MERIDIAN SPORTS PARK

June 7, 8 & 9, 2024

June 19, 2024

Graminia 2 at Blueberry 1
Muir Lake at Graminia 1
Blueberry 2 at Bye

May 8, 2024

Graminia 1 at Blueberry 1
Muir Lake at Bye
Blueberry 2 at Graminia 2

May 22, 2024

Bye at Graminia 1
Graminia 2 at Muir Lake
Blueberry 2 at Blueberry 1

June 5, 2024

Muir Lake at Blueberry 1
Blueberry 2 at Graminia 1
Graminia 2 at Bye

June 12, 2024

Blueberry 1 at Graminia 1
Bye at Muir Lake
Graminia 2 at Blueberry 2

(SEE SEPARATE PAGE FOR SOCCER PITCH LOCATIONS)

CHILDREN'S SPORTS WEEKEND

JUNE 7, 8 & 9, 2024

MERIDIAN SPORTS PARK

Concession Available

Cash Only

PLEASE HELP SUPPORT OUR CONCESSION

***** ANY TEAM NOT TAKING PART IN THIS YEAR'S
CHILDREN'S
SPORTS WEEKEND MUST INFORM THE LEAGUE CONTACT,
BARB GRATZFELD,
AT 780-963-5907 BEFORE MAY 17, 2024.**

**\$100.00 FINE TO ANY TEAM THAT PULLS OUT AFTER THE
SCHEDULE IS DONE OR DOES NOT SHOW UP FOR THEIR GAME*****



PARKLAND FUN BALL & SOCCER LEAGUE 2024 SOCCER REPRESENTATIVES

COMMUNITY

CONTACT PERSON

Blueberry Kristen Roussel soccer@blueberryhall.com
ktrepanier@hotmail.com

Graminia Amanda Bird 780-708-2259 (c)
Kassandra Boisvert 780-720-5199 (c)
graminiacommunitysoccer@gmail.com

Muir Lake Amy Babichuk 780-913-7451 ©
sports@muirlakehall.ca

League Chairman: Carol Stewart 780-963-2556 (h) 587-643-2556 (c)

League Contact: Barb Gratzfeld 780-963-5907 (h&w)

League Website: parklandfunball.ca

League Email Address: parklandfunball@hotmail.com

League Mailing Address: 117, 53305 Rge. Rd. 280
Spruce Grove, Alberta T7X 3V7

PARKLAND FUN BALL & SOCCER LEAGUE

EMERGENCY NUMBERS

WESTVIEW HEALTH CENTER

4405 South Park Drive
Stony Plain, Alberta

780-968-3600

MISERICORDIA HOSPITAL

16940-87 Avenue
Edmonton, Alberta

780-930-5611

DEVON HOSPITAL

101 Erie Street South
Devon, Alberta

780-987-8200

PARKLAND AMBULANCE AUTHORITY

(Ambulances have keys to the gates at MSP. Do not cut the locks.)

9-1-1

The Parkland Ambulance Authority has jurisdiction in all areas where our league plays. In the event of an accident, please call the [Dispatch Centre](#) at 9-1-1

