

BOUNDARY COUNTY PARKS & RECREATION

2026 SOCCER PROGRAM

Equipment:

- Parks and Rec will provide necessary field equipment and soccer balls to coaches.
- A team t-shirt will be provided. Coaches will pass out the shirts once they are ready. Shirts need to be worn on game days.
- Cleats, shin guards, socks, and shorts are NOT provided. All age groups are **required** to wear shin guards. Cleats are highly recommended for PreK/K, 1st/2nd grade but **3rd/4th grade and up are required to wear soccer cleats.**
- If you have the appropriate size soccer ball (see sizes section), your child is welcome to bring to practices, but it is not the responsibility of your child's coach or Parks & Rec to make sure this soccer ball makes it home with your child. We highly suggest writing at least your last name on all gear so we can easily return it to you, if found.
- Please make sure your child has water at every practice and game.

Weather:

- **Lightning:** if there is lightning within 6 miles of Bonners Ferry, practices and games are cancelled. Lightning verified here: <https://www.weatherbug.com/alerts/spark/bonners-ferry-id-83805>
- **Heat:** At 92° practices/games are considered "optional". This means coaches will need to contact parents and see who is willing to have their child practice/play, **if the coach is willing to proceed.** If there are not enough kids to practice/play or the coach does not wish to proceed, then that practice/game is cancelled. PLEASE always send them with plenty of water, cooling towels are nice as well. **There will be no practices/games beyond 95°.** Temperature is verified here: <https://forecast.weather.gov/MapClick.php?textField1=48.7&textField2=-116.31>
- **Air Quality:** All practices/games will be cancelled if Air Quality Index is >150 (anything in the Red zone or higher at <https://www.airnow.gov/?city=Bonners%20Ferry&state=ID&country=USA>).

Participation in Parks & Rec sports is **OPTIONAL**, if you feel the weather conditions are unsafe for your child, it is your responsibility to keep them home from practices or games.

Once the call is made to cancel, there will be no further changes for that day. Coaches can cancel due to last minute weather issues (particularly lightning!)

Team Pictures see next page for schedule.

- Teams need to be at the photo location on time for their pictures. **Teams will line up in the same order as their roster for the individual photos**, and then take a team picture. All kids will get an individual photo taken but only those who have ordered/paid will be processed.
- If you forget to bring money, you can order photos from Line Point Printing after picture day. Orders need to be made directly through Line Point Printing, not Parks & Rec.

Line Point Printing: (208)267-5115; 7219 Main St. Bonners Ferry, ID 83805

- If you forget to bring your form, there are extra forms at the picture location as well as some available in the Parks & Rec office form box.
- **All photo forms and cash/check are given to the photographer on picture day. Please make checks payable to: Line Point Printing. Parks & Rec/coaches do not handle money or orders.**
- Please have your child in their team t-shirt for photo day.
- There are no make-up picture days unless canceled due to weather and teams will not be rescheduled due to other scheduling conflicts.

PICTURE DAY SCHEDULE FOR ALL DIVISIONS:

Team	Time
Monday, August 31 st	
3 rd /4 th Division	
PreK/K- Reger/Kupish	5:20p
Hubbard	5:40p
Callender	6:00p
Wold	6:20p
LoPorto	6:40p
Larssen	7:00p
Tuesday, September 1 st	
1 st /2 nd Division	
Zimmerman	5:20p
Figgins	5:40p
Pluid	6:00p
Marshall	6:20p
Bak	6:40p
Silberstein	7:00p
Wednesday, September 2 nd	
Little Kickers Division + 7 th /8 th Division	
Little Kickers- Lunger	5:20p
Little Kickers- Brown	5:40p
7/8- Glaza	6:00p
7/8- Dye	6:20p
7/8- Lummus	6:40p
7/8- Festini	7:00p

[illegible]

Field Information

- **All age groups:** Your child's team will not always get to practice or play games on the same field, but it was attempted to keep them on the same field as often as possible.
- **All age groups:** There are also going to be times where your child's team may be practicing on a field that is not specific to their age group, but it is as little as possible and only done due to fields being occupied by other age groups.
- **Practices will typically be on half fields (full if they are available) but games will always be played on a full field that is the correct size for their age group.**
- **Coaches are welcome to organize a scrimmage during ANY practices at their designated practice time/on their designated field. All organized games are reflected on the schedule. If another team is not occupying the other half of your practice field, you are welcome to use the whole field.**

Example of field (there will not be penalty areas painted on the U6/U8 fields)



Ball Size:

- PreK/K, 1st/2nd: size 3
- 3rd/4th, 5th/6th size 4
- 7th/8th: size 5

Players on the Field (per team):

- PreK/K: 3 players, no goalie
- 1st/2nd: 4 players
- 3rd/4th: 7-9 players
- 5th/6th: 7-9 players
- 7th/8th: 8-11 players

3rd/4th, 5th/6th, 7th/8th *coaches must agree upon number of players at beginning of game based off player attendance

*****Sample formations- You do not have to use these formations, they are just examples that fit the above guidelines for each age group!*****



7v7



8v8



9v9



11v11

Game Length:

- PreK/K: Two 15 minute halves, 7 minute half time
- 1st/2nd: Two 20 minute halves, 7 minute half time
- 3rd/4th: Two 25 minute halves, 7 minute half time
- 5th/6th: Two 25 minute halves, 7 minute half time
- 7th/8th: Two 25 minute halves, 7 minute half time
- **RUNNING CLOCK once the game has started**
- **WARM UPS are 10 minutes and start from the time listed on the schedule**
- Parents and coaches are welcome to help referee games, but please keep things fair and civil. If a parent can volunteer to keep time for the coach, that is VERY helpful!
- **There is no overtime**

*****Teams can warm up on another open field if necessary but please make sure balls do not interrupt the ongoing game.*****

Rules

The following apply to ALL age groups:

- Games will start with: rock, paper, scissors between one kid of each team (1 ROUND, unless they tie) to determine who kicks off. The game will start at center field.
- There are NO REFS--- **be good spectators and role models for the kids.** Do not “backseat coach”, and if you are willing to help referee the game or help, ask your child’s coach before stepping in.
- Coaches have the final say in a “call” made. Please no arguing, this is supposed to be FUN for the kids.
- No hands, except goalie.
- As long as the ball is on the field the game is in play. The only exception is for an infraction or offside.
- The ball must cross the goal line to be considered a goal.

In addition to the rules above, the following rules apply to 1st/2nd, 3rd/4th, 5th/6th & 7th/8th:

- If the ball leaves the field (SIDE LINE): the team that did not touch the ball last gets a throw in.
- If the ball leaves the field (END LINE by the GOAL): if the team that is defending that line touches it, it is a corner kick; if the team attacking that end kicks it out, it is a goal kick.
- When the ball leaves the field from the side or touch line it is a throw in. There are no offsides on throw ins, and you can’t score directly from a throw in. A proper throw in is both feet need to have contact with the ground at the time of throw. Also, arms need to move from back of the head to the front over the head. No side throws allowed.
- A goal kick is given when the attacking team touches the ball last before it leaves the end goal line. The goal keeper (or any player on his/her team) places the ball anywhere in the goal area to restart play. The opposing team is not allowed inside the penalty box when the kick is taken. **U6, U8 fields will not have a penalty box painted, help line the kids up in these instances.**

In addition to the rules above, the following rules apply to 3rd/4th, 5th/6th & 7th/8th:

- Goalie cannot use hands if a teammate intentionally kicks the ball back to them.
- A penalty is awarded when the defending team commits an infraction or foul inside the penalty box. The ball is placed on the penalty spot and the shooter must kick the ball in one forward motion without touching the ball twice. The goalkeeper must remain on the goal line until the shooter strikes the ball.

In addition to the rules above, the following rules apply to 5th/6th & 7th/8th:

- There are two types of free kicks. Indirect kicks are awarded for less violent or interruptions to the game. It is awarded at the spot the ball was last. The direct kick can be directly kicked to goal.

There are many variations of youth soccer rules, please respect those that have been chosen and you may find additional basic soccer rules/guidelines online. Contact the Sports Director if you have something to add to our rules, we are open to suggestions/comments.

Some that can be used for reference are listed below:

<https://www.kids-play-soccer.com/basic-soccer-rules.html>

<https://yoursoccerhome.com/youth-soccer-rules-for-every-age-group/>

Resources for coaches and parents who want to practice at home:

<https://www.soccerdrive.com/soccer-skills-videos>

<https://www.coachingsoccer101.com/> (click on “drills” at the top of the page)

<https://www.mojo.sport/coachs-corner/10-best-soccer-drills-for-kids>

<https://www.soccerxpert.com/drills/fun-soccer-drills>

<https://www.weareteachers.com/soccer-drills/>

1st/2nd Soccer 2026 pg. 1

M	Tues	W	Thurs	Fri	Sat
Aug 24	25 PRACTICES 5:30-6:30p 6A- Zimmerman 6B- Figgins 11A- Pluid 11B- Marshall 14A- Bak 14B- Silberstein	26	27 PRACTICES 5:30-6:30p 6A- Zimmerman 6B- Figgins 11A- Pluid 11B- Marshall 14A- Bak 14B- Silberstein	28	29
31	Sept. 1 PRACTICES 5:30-6:30p + PICTURE DAY (see schedule on pg. 3) 6A- Zimmerman 6B- Figgins 11A- Pluid 11B- Marshall 14A- Bak 14B- Silberstein	2	3 GAMES 5:30p 6- Zimmerman v Figgins 11- Bak v Marshall 14- Pluid v Silberstein	4	5
Sept 7 – Lab or Day	8 GAMES 5:30p 6- Marshall v Zimmerman 11- Pluid v Bak 14- Figgins v Silberstein	9	10 GAMES 5:30p 6- Bak v Silberstein 11- Figgins v Marshall 14- Zimmerman v Pluid	11	12
14	15 PRACTICES 5:30-6:30p 6A- Zimmerman 6B- Figgins 11A- Pluid 11B- Marshall 14A- Bak 14B- Silberstein	16	17 GAMES 5:30p 6- Pluid v Marshall 11- Zimmerman v Silberstein 14- Bak v Figgins	18	19

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M	Tues	W	Thurs	Fri	Sat
Sept 21	22 PRACTICES 5:30-6:30p 6A- Zimmerman 6B- Figgins 11A- Pluid 11B- Marshall 14A- Bak 14B- Silberstein	23	24 GAMES 5:30p 6- Silberstein v Marshall 11- Bak v Zimmerman 14- Pluid v Figgins	25	26
28	29 GAMES 5:30p 6- Figgins v Silberstein 11- Pluid v Bak 14- Marshall v Zimmerman	30	Oct. 1 GAMES 5:30p 6- Zimmerman v Figgins 11- Bak v Marshall 14- Pluid v Silberstein	2	3

- **Teams are listed under the coach's last name, teams are listed below w/coach, sponsor & color**
- The number before your team on the schedule is the field that they are either practicing or playing a game on (ex. 11A- Zimmerman, means the BLUE team (coach Zimmerman) practices on field 11A). Please see separate Field Map.
- Practices and games need to start on time. Game warm up time is 10 minutes PRIOR to the scheduled game time; meaning 5:30pm games, warm up starts at 5:20pm.
- A "v" on the schedule indicates a game between two teams: ex. 11- Figgins v Bak means that Figgins (PURPLE) team plays against the Bak (LIME GREEN) team on field 11.

Coach-Sponsor-Team Color

Coach: Abby Zimmerman – Sponsor: KG&T Septic, Inc. – BLUE

Coach: Liz Figgins – Sponsor: Dani Steinhorst, Coldwell Banker Resort Realty – PURPLE

Coach: Andrakay Pluid – Sponsor: KG&T Septic, Inc. – GREEN

Coaches: Sean & Caroline Marshall – Sponsor: KG&T Septic, Inc. – NAVY

Coach: Sarah Bak – Sponsor: KG&T Septic, Inc. – LIME GREEN

Coach: Daniel Silberstein – Sponsor: KG&T Septic, Inc. – GOLD