

-LAW 1: THE FIELD

* 105’ long x 75’ wide
* No penalty mark
* Lines are part of the playing field

***-***LAW 2: THE BALL

* Size #5
* Home team (first team on the schedule) supplies the ball for their match only. \*should be inflated from 5-8 lbs.
* If a ball becomes damaged, a drop ball will restart the match.

- LAW 3: PLAYERS ON THE FIELD`

* 4 V 4, no goalie
* Can start with 3
* Must have at least 1 girl on the field at all times.
* Free substitute anytime.
* In the event of a serious injury, the game will be stopped and the player should be replaced.
* In the event of a minor injury, play will be stopped at the next dead ball and the player will be assessed.

-LAW 4: PLAYER’S EQUIPMENT

* Players must not wear anything that is dangerous to herself/himself or other players.
* No jewelry, including earrings. If you can’t remove earrings, you have to tape them.
* Casts can be worn if covered and approved by 1) Referee & 2) Player’s coach. CASTS MUST BE APPROVED PRIOR TO THE GAME.
* Closed toed athletic shoes are required. Soccer cleats can be worn. NO METAL OR TOE CLEATS.
* SHIN GUARDS ARE MANDATORY.
* Jersey must be worn. Cold weather clothes can be worn underneath the jersey.

-LAW 5: REFEREE

* 1 REFEREES
* Ensures correct number of players for the start of the match. Games can be started late but the time will be adjusted to the end of the game at the normal time.
* Makes sure Law 4 is enforced prior to the game.
* Enforces all rules. Does not call incidental contact, focuses on fouls. Does not control the match by continually blowing the whistle.
* Stops play by blowing the whistle and using correct hand gestures.
* Starts halves, restart after goal, and penalty kicks with a whistle. Other restarts do not require a whistle.
* Provides distance, when requested, for free kicks. 6 Big steps (6 yards)
* Stop the game the moment lightning is within 6 miles. Can cancel the game due to harsh weather conditions. If the game is after halftime, no rematch. Recreations supervisors will decide.
* Acts professionally. \*Act as a timekeeper. \*Documents the game score.
* The Advantage Rule: The referee has the responsibility to NOT call a foul if the team that was fouled still has the ball.

-LAW 6: DURATION OF GAME

* Two 25 minute Halves
* 5 minute halftime interval or when kids are ready (play restarts with a kickoff for the home team).

-LAW 7: RESTARTS

* Away team kicks the ball off
* Goals can’t be scored on the kick off.
* Defense on their own half of the field and outside of the center circle.
* Offense on their own half of the field and inside or outside of the circle.
* Ball must roll forward or backward. Distance does not matter.
* If the kicker touches the ball a second time, an indirect kick is awarded to the other team (retry rules are the same as throw-ins).

-LAW 8: BALL IN & OUT OF PLAY

* 100% rule= ENTIRE BALL must have crossed the line to be in/out of play or score a goal.

-LAW 9: METHOD OF SCORING

* Can’t score on kickoff, and any free kick since they are all indirect.
* Can score on corner kicks.

-LAW 10: OFFSIDES

* No Offsides

-LAW 11: FOULS AND MISCONDUCTS

* Heading the ball is allowed
* Kicking, tripping, jumping at, charging, striking, pushing, tackling (before contacting ball), holding, spitting, touching ball with hand or attempting to do any of these will result in an indirect free kick.
* Slide tackling or kicking while on the ground will result in an indirect free kick.
* High kicks (any kick about the waist) will result in an indirect free kick.
* Any play that is considered overly dangerous or aggressive will result in a referee having the player sit out until they have calmed down or for the entire game upon the referee's judgment.

-LAW 12: FREE KICKS

* Indirect only
* Provides distance, when requested, for free kicks. 6 Big steps (6 yards)

***-***LAW 13: PENATLY KICKS

* None

-LAW 14: KICK INS

* Kick Ins instead of throw ins.
* If a Kick In lands out of bounds, it is a turnover and will be the other teams ball
* Kicker can not touch the ball after he/she kicks it in before it has touched another player. Indirect kick is awarded.

-LAW 15: GOAL KICK

* Kick taken by any team member anywhere inside the goal arc.
* Kicking team players can be inside the penalty area. Ball becomes live as soon as the ball is kicked.
* Each field will have 2 break out lines. When there is a goal kick, the defense must be behind the break out line. Once the ball is kicked, the defenders may cross the line.

-LAW 16: CORNER KICK

* Distance will be given if asked
* Can score goal directly

-LAW 17: MISC

* There are no throw-ins. If the ball goes out of bounds on the sideline, the ball will be placed on the spot where it went out and it will be a kick in. Cannot score from a kick in.
* Players cannot touch the ball inside the arcs. If an offensive player touches the ball in the arc or the ball stops in the arc, it will result in a goal kick. If a defensive player touches the ball in the arc, it will result in a goal.
* A goal can only be scored past midfield (attacking half). If you score a goal that is farther than half the field, it will be a goal kick and will not count.
* Tiebreaker in tournament: 4 kicks from midfield. Different player each kick. No goalie.
* If a player commits a foul (handball or slide/physical foul) when there is an obvious goal scoring opportunity, that player and coach will receive a warning. If it happens again during the season, it will result in a red card (thrown out of the game) and that team must play a man down.