

-LAW 1: THE FIELD

* 85’ long x 60’ wide
* No penalty mark
* Lines are part of the playing field

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

* Size #3
* 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 vs 4, no goalie
* can start with 3
* free substitute anytime
* in the event of a serious injury, game will be stopped and player should be replaced.
* in the event of a minor injury, play will be stopped at the next dead ball and 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.
* Goalies need to wear a top distinguishing them from other players and referees.

-LAW 5: REFEREE

* COACHES REF THE GAMES
* 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 quarters, 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)
* Stops game the moment lightening is within 6 miles. Can cancel game due to harsh weather conditions. If game is into 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

* 15 min practice, then 4- 8 mins quarters
* 2 minute interval in between quarters (play restarts with kick off)
* 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 field and inside or outside of 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 be crossed the line to be in/out of play or score a goal.
* Drop kick is allowed by goalie for Kindergarten and up.

-LAW 9: METHOD OF SCORING

* Can’t score on throw-in, kickoff, and any free kick since they are all indirect.

-LAW 10: OFFSIDES

* NO OFFSIDES

-LAW 11: FOULS AND MISCONDUCTS

* No heading the ball
* 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: THROW IN

* Re-throw entire year- 3 tries then let another player on the same team throw in.
* If throw in lands out of bounds, same team re-throws until ball is in play
* Thrower can not touch the ball after he/she throws 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 box.
* Kicking team players can be inside of penalty area. Ball becomes live as soon as the ball is kicked. The ball does NOT have to leave the penalty area before becoming live.
* 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

* No corner kicks. No matter who the ball goes out on, if will be a goal kick.