

# NIBLEY RECREATION SOCCER RULES 3RD/4TH GRADE

## LAW 1: THE FIELD

175' long x 105' wide

\*Goals outdoors will be secured to the ground.

\*Lines are part of the playing field.

## LAW 2: THE BALL

Size #4

\*Home team (listed on schedule) supplies the ball for their match only. \*should be inflated from 5-8 lbs.

\*If the ball becomes damaged, a drop ball will restart the match.

## LAW 3: NUMBER OF PLAYERS

\*Co-ed 8v8 includes goalie.

\*Can start with 6.

**\*Must have at least 2 of each gender on the field at all times.**

\*Free substitution anytime. Change goalie during stoppage of play.

\*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.

\*Goalies can change with any player of his/her team that is already playing. Referee must be notified or a yellow card may be issued to both players involved.

\*Drop kick is allowed by goalie but there is no heading the ball.

\*High kicks (any kick above the waist, with any player nearby) will result in an indirect free kick.

## LAW 4: PLAYER'S EQUIPMENT

\*Players must not wear anything that is dangerous to herself/himself or other players.

\*Casts can be worn if covered and approved by 1) Referee & 2) Player's coach. CASTS MUST BE APPROVED PRIOR TO THE GAME.

\*Soccer cleats can be worn. NO METAL OR TOE CLEATS. Cleats or gym shoes required.

\*SHIN GUARDS ARE MANDATORY.

\*Jersey must be worn and tucked in. Cold weather clothes can be worn underneath the jersey.

\*Goalies need to wear top distinguishing them from other players and referees.

## LAW 5: REFEREE

2 Referees

\*Ensures correct number of players for the start of the match. Forfeit time is 5 min. after scheduled start time. Games can be started late but the time will be adjusted to end the game at the normal time.

\*Makes sure Law 4 is enforced prior to game.

\*Enforces all rules. Does not call incidental contact, focuses on intent of breach. Does not control the match by continually blowing the whistle.

\*Stops play by blowing whistle and using correct hand gestures.

\*Starts quarters, restart after goal, and penalty kicks with a whistle. Other restarts do not require a whistle.

\*Acts professionally. Acts as a timekeeper.

\*Provides 8 yards distance, when requested, for free kicks.

\*Stops game the moment anyone sees lightning. Can also cancel due to harsh weather conditions. If game is into 3rd, 4th qt. no rematch. Optional if canceled earlier. Coach's discuss at that time.

\*Administers red/yellow cards. Let's make it a goal not to have any of these. This is a recreation league. Treat players and referees with kindness.

\*\*The Advantage Rule: The Referee has the responsibility to NOT call an obvious foul if, by stopping play at that moment, the effect would be to cause greater harm to the team that was fouled with the advantage.

## LAW 6: DURATION OF GAME

**Four 10 minute quarters**

\*2 minute interval between 1st & 3rd quarters. \*5 minute halftime interval or when kids are ready

#### LAW 7: RESTARTS

- \*Home team chooses which goal to attack at start of game. Away team receives the kick off.
- \*Goals can't be scored on the kick off.
- \*Defense on own half of the field and outside of the center circle.
- \*Offense on 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 indirect kick is awarded to the other team.

#### LAW 8: BALL IN & OUT OF PLAY

- \*100% rule, Entire ball must cross the line to be in/out of play or score a goal.

#### LAW 9: METHOD OF SCORING

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

#### LAW 10: OFFSIDES

- \*Offside position if you are on opponents half of the field and don't have the ball and there aren't 2 defenders between you and the goal you're attacking.
- \*Can't be offside on a goal kick, corner kick, throw-in, if you have the ball, or if you're on your half of the field
- \*Offside position won't be called until you are part of the play.

#### LAW 11: FOULS AND MISCONDUCTS

- \*Direct-kicking or attempting to kick, trip or attempt to: jumping at, charging, striking or attempting to: push or slide tackle before contacting ball, holding, spitting, touching ball. Any of these occur by defender inside the penalty box is a penalty kick.
- \*If goalie touches/picks up ball after being **passed the ball by their own teammate**, this is a hand ball and will result in Penalty Kick for opposing team.

#### LAW 12: FREE KICKS

- \*Indirect: Ball must touch another player before going into the goal.
- \*Ball must be stationary before played, and kicker does not touch a second time or indirect awarded to opposing team. Don't need to wait for referee signal unless asking for space (8 yards).

#### LAW 13: PENALTY KICK

- \*Will be taken from the indicated penalty kick spot 20-feet from the goal.
- \*All players, except the kicker and goalie, must be outside the penalty box until the ball is kicked.
- \*Once the kicker starts their approach, they must continue in a forward motion.
- \*The goalie must have at least one foot on the goal line when the ball is kicked.

#### LAW 14: THROW IN

Re-throw 1/2 season

- \*100% rule. If 100% is not in play same team re-throws until ball is in play
- \*Thrower can't touch ball before it has touched another player. Indirect kick is awarded.

#### LAW 15: GOAL KICK

- \***Kicking team players can be inside of penalty area.**
- \***Opposing team is outside the penalty area (or behind the build out line) until the ball is kicked.**
- \*Kick taken by any team member anywhere inside the goal box.
- \***Ball becomes live as soon as the ball is kicked. The ball does NOT have to leave the penalty area before becoming live.**

#### LAW 16: CORNER KICK

- \*Distance will be given if asked for (8 yards). \*Can score goal directly.