



3rd Grade Soccer Rules

Game Time: Consists of two 25 minute halves with a 5 minute interval at halftime.

Number of players: 6 player's one being a goalkeeper.

Substitutions: MSC encourages equal playing time, but substitute when players appear tired. Substitute at any game stoppage regardless of which team has possession.

Player equipment: Team t-shirt, shin guards, and calf socks that cover shin guards are required equipment. Restricted equipment includes hard soled shoes, metal spikes, all jewelry (except medical alert) hard brimmed baseball caps or any equipment that may be dangerous to other players. Soccer cleats are recommended but not required.

Ball: Size 4

Kick Off: From center circle to start each half, (teams alternating kick off at each half). 1st quarter kick off decided by coin flip. Also from the center circle after a goal by a team who did not score. Players on team not taking kick off must be outside the circle. You can't score directly from kick off; another player must touch the ball before it's scored.

Throw-in: Awarded to the team who did not last touch the ball before going out of play when crossing the touch line (sideline). Throw is taken from the point the ball crossed the line. The ball is thrown in with both hands in one continuous motion starting from behind the head. Both feet must remain on the ground. If a player does not execute the throw-in correctly, explain and allow a re-throw. If incorrect on the second throw allows play to continue.

Goal Kick: Awarded to the defense when the ball crosses the goal line (end line) but not resulting in a goal when last touched by the attacking team. The ball is placed anywhere in the goal area and must travel outside the penalty area before it can be touched by a player from either team. If the ball does not exit the penalty area, it will be re-kicked. All opposing players shall be 10 yards from the ball.

Corner Kick: Awarded to the attacking team when the ball is last touched by the defense and crosses the goal line but not resulting in a goal. The kick shall be taken from the corner nearest where the ball crossed the goal line. Opponents shall be 10 yards from the ball as it is kicked. Kicker may not kick the ball after the initial kick until another player from either team touches the ball. A goal may be scored directly from a corner kick.

Build Out Line: There is NO intentional heading or drop kicks allowed in U10 soccer. When the goalkeeper possesses the ball the opposing players must drop behind the build-out line (if exists) or the half line. The Goalkeeper can then roll or throw the ball to a teammate. Once the ball touches the ground, the opposing players are free to attack and defend. Scoring: The ball must completely cross the goal line between the two goal posts. If the ball is touching any part of the line it is not a goal. Ball in and out of play: The ball is considered in play if any part of the ball is touching the line. The ball must completely cross the line to be considered out of play.

Offsides: 6v6 will not have offsides called, however players should be coached to obey the rule.

Fouls and Misconduct: Conform to FIFA. MSC shall provide officials to enforce FIFA rules of the game.