



MANDAN SOCCER CLUB

1ST AND 2ND GRADE RULES (REC)

Updated: JUNE 19, 2023

Basic Game Details

- **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.
- **Game Time:** Consists of four 12-minute quarters with 2-minute intervals between quarters.
- **Number of players:** Do not attempt to teach positional play. Allow all to run the whole field. No goalie or permanent defense. 4 players for each team.
- **Ball:** Size 3
- **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.

Specifics

- **Substitutions:** MSC encourages equal playing time, but substitute when players appear tired. Substitute at any game stoppage regardless of which team has possession.
- **Kick Off:** From center circle to start each quarter, with teams alternating the kick off at each quarter. 1st quarter kick off decided by coin flip. Also from the center circle after a goal by the team who did not score. Players on the team not taking the kick off must be outside the circle. You cannot score directly from kick off; another player must touch the ball before it goes into the goal.
- **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 the player does not execute the throw-in correctly, explain and continue play.
- **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 should be placed about halfway between the goal and sideline. 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.
- **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. No Offsides, No Penalty Kicks, No Direct or
- **Indirect Kicks:** For penalties such as handballs, pushing, tripping, etc., please inform players not to commit fouls but don't stop play. Let the kids play as most kids this age will not intentionally commit fouls. Remind them not to commit the foul any longer while continuing play. If a player continues to foul and become dangerous, remove that player from play and let them know what they are doing wrong. If necessary, include the player's parents in the conversation. If the situation continues, inform the MSC Rec Committee of the situation.