



2017
TRI-COUNTY
SOCCER RULES
1-2 GRADE



1ST & 2ND GRADE

I. RULES OF PLAY

A. Number of players: The maximum number of players for one team on the field at any one time is five (5). THERE WILL BE NO GOALIES. However a player may play back as a stopper/sweeper but may not use their hands.

B. Strategy/Development: Games are to be played in a non-competitive low-stress atmosphere. The emphasis should be on having fun playing the game, while learning the basics of soccer. The score shall not be kept.

C. Duration of game: The game will consist of four (10) ten-minute quarters. There will be a two minute break between quarters and a five minute half time.

D. Start of game and periods: Home team will kick-off to start the game. Each subsequent period will begin with alternating kick-offs. The field direction will change at half time. All kick-offs will be indirect kicks (goals cannot be scored directly off the kick but must first touch another player of either team). Also, the person taking the kick cannot retouch the ball until another player from either team has touched the ball. Defending players must be at least eight yards from the ball on their half of the field at the kick-off.

E. Field size: The field will be rectangular, its length 40 yards by a width of 30.

F. Goals Flags will be used to mark the goals, and will be 8 yards apart.

a.) If the flag comes out of ground:

1. By contact of the ball - *play is dead, no goal and re-start with goal kick.*

2. Flag knocked out by a player or on its own - *Play is dead, put the flag back in ground, and re-start with a drop ball where the ball was at the time of the stoppage* (Ball cannot be dropped within 10 yards of the goal).

G. Ball size: The game ball used shall be a No. 3 sized ball.

H. Off sides: There will be no off sides.

I. Throw-ins: Conform to FIFA throw-in law. In the spirit of an introductory level of soccer, players will be given a second chance if the throw-in is improper (i.e. lifts one foot, etc). If the second attempt is improper, the opposing team will receive the ball for the throw-in play.

J. Corner kicks: Conform to FIFA rule except that opponents must be eight (8) yards off the ball.

K. Goal kicks: Goal kicks will be taken from the 10 yard marker. This will be a designated mark 10 yards out from the goal. Any player from the offensive team can take the kick and the opposing team MUST be behind the mid-field marker on their half of the field until the ball is kicked. The kicking team can kick the

ball in any direction on a goal kick.

L. Free kicks: Only indirect free kicks (goals can not be scored directly off the kick, it must be touched by another player) will be awarded for fouls or rules calling for a free kick. The ball will be placed on the nearest 10 yard marker and the opposing team must be eight (8) yards back. Any free kick awarded to the defense behind their own 10-yard marker, will be moved to the 10-yard marker and will be taken in the same manner as a goal kick.

M. Penalty kicks: No penalty kicks will be awarded. Fields are not marked with a penalty box. Any fouls occurring against the defensive team between the goal line and the 10 yard mark will result in a kick taken at the 10 yard mark. Use indirect kick as above.

II. SUBSTITUTION RULES

A. Player substitution: Any players sitting out at the conclusion of one period must enter the game at the beginning of the next period. An exception would occur for teams with 8 or more players. Player substitution will be done on a rotation system. During the game, players will be rotated through the games and onto the side lines.

FYI-Minimum 5 players per team Maximum 7 players per team.

B. Player rotation: Coaches will assign a rotation number for each player for the entire game. Players 1, 2, 3 & 4 will start on the field . Players 4,5,6 and 1 would enter at the break This rotation system will continue in the same manner for each of the remaining periods of the game.

C. Participation is our primary goal. The first and primary remedy for any violation of substitution rules shall be to correct the violation. This may include putting a player who belongs in the game into the game during a period. Player participation should be maximized for all players, not just the highly skilled.

III. PLAYERS' EQUIPMENT

A. Footwear: Shall conform to FIFA with the following exceptions: Footwear shall include tennis shoes or soft cleated soccer shoes. No toe cleat.

B. Shin Guards: All players must play with shin-guards and they must be covered by at least one layer of a sock.

C. Jewelry: There shall be NO jewelry worn by any participants. *Children should refrain from having their ears pierced during the season.*

IV. REFEREES Games will be refereed by a trained Official. (if available) Our officials need your support and cooperation. Please don't confront the official. If an Official is not available, games will be refereed by parent volunteers. Each team should provide one referee for one of the games.

RULES OF THE GAME



REFEREE INFORMATION

Common Elements of the 8 Methods of Restarting Play

Restart	Kick-off	Throw-in	Goal-Kick	Corner-Kick	Indirect Free-Kick	Direct Free-Kick	Penalty-Kick	Drop ball
Reason for ball being out of play	*Start game *Start 2 nd half *Goal scored *Start of overtime period	Ball passed completely over Touch line	Ball passed completely over goal line last played by attacking team	Ball passed completely over goal line last played by defending team	Non-penal foul, misconduct, off-side and certain technical infractions	Penal foul, other than by defending team in own penalty-area	Penal foul by defending team inside own penalty-area	Any other temporary stoppage of game by referee
Where is restart Taken?	Center of the field	Point where ball crossed touch-line	Corresponding half of goal-area	Quarter circle at nearest corner flag	Where foul occurred	Where foul occurred	Penalty-kick mark (12 yards from goal line)	Where ball was when play stopped
Distance Opponent must be from the ball	10 yards	See "How do you start or restart play?"	Outside penalty area until ball leaves penalty area	10 Yards	10 Yards (See "How do you start or restart play?")	10 Yards (See "How do you start or restart play?")	10 yards and outside penalty area	Referee's decision
When is the ball in play	Travels circumference forward	Enters field	Leaves penalty area	Travels circumference	Travels circumference	Travels circumference	Travels circumference	When touches the ground
Can player who Receives ball directly be penalized for off-side?	Does not apply (players must be in own half of the field)	No	No	No	Yes	Yes	Yes	No (refers to first player to play ball after it is dropped)
Can a goal be scored directly?	No	No	No	Yes	No	Yes, against opponent	Yes	See "How do you start or restart play?"
When is the restart considered over?	*	*	*	*	*	*	*	Drop-ball ends when played by first player

*For any of the first seven restarts, the restart ends when the ball is played by a second player or when the ball leaves the field of play. If the kicker (or thrower) Plays the ball a second time after it is in play, but before it is played by another player, an Indirect Free-Kick is awarded to opponents.

How Do You Start or Restart Play?

The Kick-Off

At The start of the game, the team winning the coin toss has the option of kicking off or the choice of ends. The kick-off is taken from the center of the field. The ball must be kicked into the opponent's half. After half time, ends are changed and the kick-off is taken by the team which did not take the opening kick-off. (Note that both of these kick-offs are in the same direction.) After a goal is scored, the kick-off is taken by the team scored against.

The Throw-In

The ball is thrown in from the point (within a yard) where it completely crossed the touch-line, by a player from the team not touching it last. The ball must be thrown in with both hands, equally, from behind and over the head, facing the field with some part of both feet, at the moment of release, either on the touch-line or on the ground outside the touch-line. The ball is in play as soon as the slightest bit of it passes over the outside of the touch-line, or, if the thrower releases the ball inside the field of play, the ball is in play as soon as it is released. If the ball is thrown in improperly (this includes throwing the ball in from the wrong place), a throw-in is awarded to the opposing team; if the throw-in fails to enter the field, it is retaken by the same team. Opponents may not intentionally distract or impede the thrower. If an opponent stands in front of the thrower and the thrower moves to either side, opponent may not follow.

The Goal-Kick

Taken from anywhere within the half of the goal-area nearer to where the ball crossed the goal-line. If the ball is played again (by either team) before it leaves the penalty-area; the goal-kick must be retaken.

The Corner-Kick

The whole ball must be completely within the one yard radius quarter circle at the nearest corner-flag post, which may not be moved.

Direct & Indirect Free Kicks

Direct Free-Kick: A goal can be scored directly against the offending side.

Indirect Free-Kick: A goal cannot be scored until the ball has been played or touched by a second player (from either team). The Referee indicates a Indirect Free-Kick by holding his arm above his head until the kick has been taken, and retains the signal until the ball is touched or played by another player or goes out of play.

The kick is taken from where the foul occurred; exceptions: 1) a free-kick awarded to the defending team within its goal-area in which the free-kick was awarded; 2) an indirect free-kick by the attacking team within the defending team's goal area is taken on the 6 yard line at the point nearest to where the offense was committed. If The game was stopped to caution a player for illegal entry, the free-kick is taken from where the ball was when play was stopped. Opposing players must be at least 10 yards from the ball until it is in play, unless they are standing on their own goal-line between the posts (the kicker may kick the ball when opponents are closer if he wishes, unless the Referee has indicated otherwise). On free-kicks by the defending team inside their own penalty-area, opponents also must be outside the area, and the ball is played a second time (by either team) before it leaves the penalty-area, the free-kick by encroaching must be handled as serious misconduct (Caution/Yell Card).

The Penalty Kick

Taken from the penalty mark, 12 yds from the goal-line. With the exception of the kicker and the opposing goalkeeper, all players must be outside the penalty-area and the penalty-arc, and in the field of play. The goalkeeper must stand with both feet on the goal-line between the goal-line and the goal-posts until the ball is kicked. The Referee should not signal for the kick to be taken until all players are in proper position. The ball must be kicked forward. Time shall be extended at half or full time to allow a penalty-kick to be taken.

The Drop-Ball

Dropped by the Referee at the point where the ball was when play was stopped; exception: if the ball was within the goal-area, the ball is dropped on the 6 yd line at the point nearest to where it was when play was stopped. The Drop-ball differs from all other restarts in that it is the Referee who puts the ball into play, rather than a player. The player who first plays the ball after it hits the ground may not be declared off-side. He may continue to play the ball himself, dribbling, passing or shooting. If the ball should bounce directly into the goal without being touched by a player, the drop-ball must be retaken.

NOTE

It must be remembered that a free-kick or penalty-kick cannot be awarded for an offense that occurs while the ball is out of play. Play must be restarted in the same manner as though no infraction had occurred. Example: ball has passed over the touch-line but before it is thrown in, a player deliberately kicks an opponent. Referee should send him off the field of play (eject/red card) and restart the game by a throw-in.

Mechanics Of Set Plays

		<u>Linesmen</u>	<u>Position</u>
	Referee Position	Lead Linesman	Trail Linesman
Kick Off	Just outside center circle in the half of team kicking off.	In line with second to last defender.	In line with second to last defender.
Goal Kick	Midfield, or near where you think ball will land.	In line with second to last defender or at halfway line.	At goal kick en, first at six yd line and when ball has been correctly placed move to 18 yd line.
Corner Kick	In corner of penalty area or behind goal line between 6 and 18 yard lines.	Outside corner flag or on goal line as instructed by referee.	In line with second to last defender or at halfway line.
Penalty Kick	On field in line with 6yd line between goal area and edge of penalty area. Positioned to (1) ensure kick is taken properly and (2) watch for encroachment and (3) ensure goalkeeper does not advance illegally...linesman should be acting as goal judge.	At intersection of goal line and penalty area.	At halfway line, ready to move quickly into position in line with second to last defender.
Free Kick Near Goal	On or near diagonal, near wall to watch for infractions. And, if necessary, to judge offside.	At goal line or in line with second to last defender, depending on referee's instruction	In line with second to last defender or at halfway line.
Free Kick Not Near Goal	To handle possible encroachments and to reach center of play quickly...roughly on diagonal.	In line with second to last defender.	In line with second to last defender.
Throw In	On referee side of field, move slightly off diagonal toward touchline. On linesman's side, move from diagonal toward center of field.	In line with second to last defender.	In line with second to last defender.
	NOTE: All of the above will vary depending upon circumstances...age and skill level of players, etc.	NOTE: If the second to last defender moves into the opponent's half, linesmen would stop at the halfway line until that player returns to his/her own half.	

Fouls and Misconduct
The 9 Penal Fouls – Direct Free Kick

K	Kicking (or attempt)
S	Striking (or attempt), or spitting at
P	Pushing
H	Holding
&	
H	Handball
C	Charging from behind when not legally obstructing
T	Tripping
V	Violent or dangerous charge
J	Jumping

The 5 Non-Penal Fouls – Indirect Free Kick

D	Dangerous Play
F	Fair Charge away from the ball
O	Obstruction when not playing the ball
C	Charging the goalkeeper inside the penalty area ^[1]
S	Steps by goalkeeper

Four Reasons For A “Caution”

D	Dissent
U	Ungentlemanly conduct
P	Persistent infringement of the laws
E	Exiting or entering the field without permission of referee

Three Reasons For “Sending Off” (Ejection)

S	Serious foul play
A	Abusive or foul language
P	Persistent infringement after caution

What Are The Fouls

Fouls For Which Direct Free-Kicks Are Awarded:

Charging from behind, unless opponent is obstructing
Jumping at opponent
Kicking or attempting to kick opponent
Striking or attempting to strike or spitting at opponent
Pushing opponent

Charging opponent in a violent or dangerous manner
Tripping opponent
Holding opponent
Handling the ball (except by goalkeeper in his own penalty area)
To be penalized, fouls must be intentional

Which Indirect Free-Kicks Awarded:

Dangerous play
Fair charge when ball is not within playing distance
When not playing the ball, intentionally obstructing an opponent
Charging a goalkeeper unless he is holding the ball, or is obstructing an opponent, or has left his penalty area
When playing as a goalkeeper, (a) taking more than four steps while in possession of the ball, or (b) releasing the ball into play then handling it again before it is touched or played by a teammate outside the penalty-area or by an opponent, or (c) otherwise intentionally wasting time.

If one of the 9 fouls for which direct free kicks are normally awarded is committed by a member of the defending team within his own penalty-area, a penalty kick is awarded rather than a direct free-kick.	There are other technical infractions for which indirect free-kicks are awarded such as offside, playing the ball a second time (before it is played by another player) by the player who restarts play, and on certain encroachment by the attacking team at the taking of a penalty-kick.
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Misconduct – The Yellow And Red Cards

Misconduct Resulting In Cautions – Yellow Cards	Misconduct Resulting In Ejections – Red Cards
Dissent with Referee’s decision Ungentlemanly conduct Persistent infringement of the laws Entering, re-entering or leaving the field of play without receiving a signal from the Referee	Serious foul play or violent conduct Abusive or foul language Persisting in misconduct after having received a caution (i.e., committing a second cautionable offense)

The Offside Law
The Three Fundamental Aspects of The Law Are:

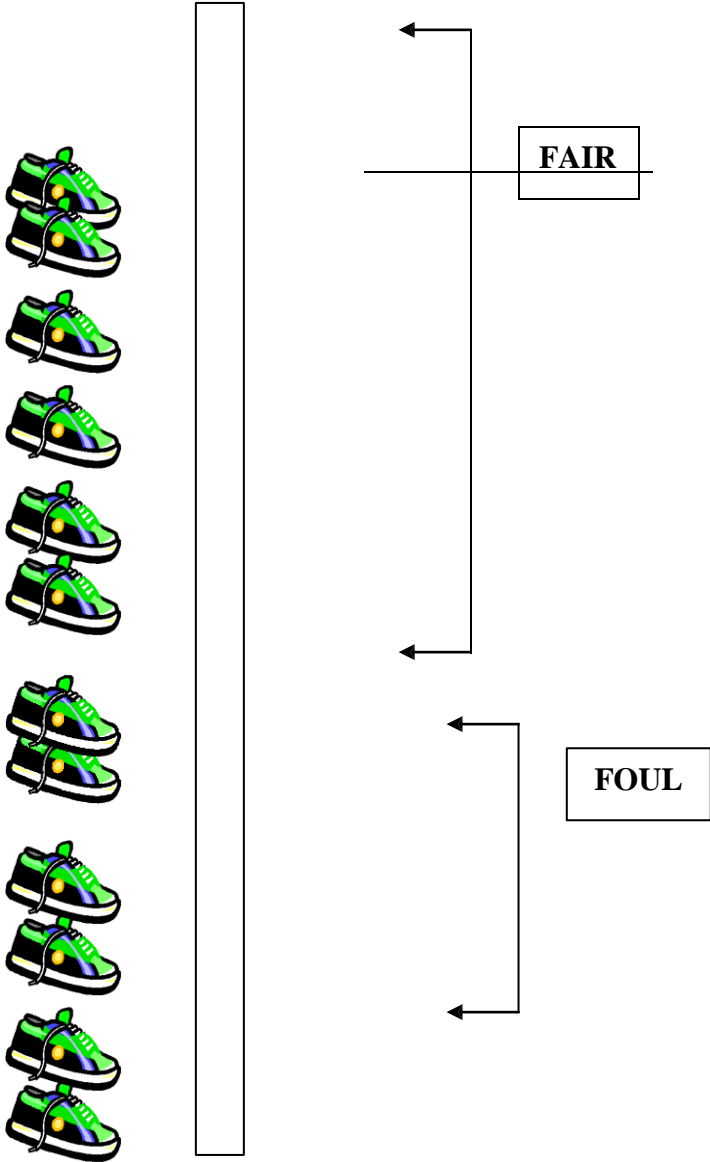
Fact - Position	Judgment - Time	Opinion – Participation
<p>Is the Player ahead of the ball?</p> <p>A player cannot possibly be offside unless he is CLOSER TO HIS OPPONENT’S GOAL-LINE THAN THE BALL.</p> <p>(Note that a player who is even with or behind the ball is not offside.)</p>	<p>When do you judge whether a player is in an offside position?</p> <p>AT THE MOMENT THE BALL IS PLAYED BY A TEAMMATE. It is the position of the player at the moment when the ball is played by a teammate that must be judged, not his position at the time he receives the ball.</p> <p>A Player who is on-side at the moment a member of his team passes the ball to him does not become offside if he goes forward during the flight of the ball.</p>	<p>Does the player participate?</p> <p>A player in an offside position who, in the referee’s opinion, does not:</p> <p>Participate in play-</p> <p>Interfere with an opponent-</p> <p>Try to take advantage of that offside position-</p> <p>SHOULD NOT BE PENALIZED</p>

EXCEPTIONS

A Player Is Not In An Offside Position:		A Player Is Not To Be Declared Offside:	
When he is not closer to his opponents goal-line than at least two of his opponents. (Note that a player with the second to last defender is not offside.)	When he is in his own half of the field of play. (Note that a player who is standing with part of both feet touching the halfway line is considered to be in his own half of the field of play.)	Merely because of his being in an offside position! (It is not a violation to the Laws for a player to be in the offside position)	If he receives the ball from a Goal Kick, Throw-in, Corner Kick, Drop Ball. (For the goal-kick, corner-kick, and throw-in, we are talking about the second player to play the ball, the first player being the one who put the ball into play. For the drop ball, it is the first player to play the ball. Here the ball is put into play by the referee.)

Participation is the key element of the Offside Law. The Laws are intended to keep the game flowing. Stopping the game to penalize a player in an offside position who is not actively participating violates both the Spirit of the Law and the Letter of the law. The 1978 wording of the Law XI emphasizes this: “A player should not be declared offside by the referee merely because of his being in an offside position”.

THROW-IN



Goal-Kick

No

No

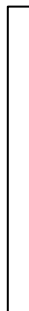
Yes

Yes

Yes



Ball in Play





Ball Out of Play

