

## JOHNSON COUNTY YOUTH SOCCER PEE WEE LEAGUE 4 V 4 RULES OF PLAY FOR AGE 4-6

### 1. FIELD OF PLAY

- A. Field size will be approximately 40 yards by 30 yards.
- B. Modified goals.
- C. Markings:
  - 1. A halfway line shall be marked out across the field.
  - 2. A center circle with a five (5) yard radius.
  - 3. Four corner arcs with a two (2) foot radius and corner flags.
  - 4. Goal area: None.

### 2. BALL

- A. Size 3

### 3. NUMBER OF PLAYERS

- A. Minimum number of players on the field at one time is three (3).
- B. Maximum number of players on the field at one time is four (4).
- C. Maximum number of players on the roster is eight (8).
- D. No goalkeeper.
- E. One coach per team permitted on field of play.

### 4. PLAYING TIME

- A. Each player shall play a minimum of 50% of the total game time.

### 5. PLAYERS EQUIPMENT

- A. Footwear: Tennis shoe or soft-cleated soccer shoe (no toe cleats allowed).
- B. Shin-guards: MANDATORY and must be covered by a pair of socks.
- C. JCPRD Uniform with Logo must be worn.
- D. No watches, jewelry or any kind (including earrings or starter posts allowed), no metal or plastic hair-pieces. Tape or band-aides are not suitable protective coverings for earrings.
- E. MEDICAL BRACELETS OR NECKLACES MAY BE WORN, BUT THEY MUST BE TAPED TO THE BODY.
- F. If a player has an arm cast, the cast must be wrapped with at least two inches of soft padding secured to the cast. (A suggestion is to wrap the cast in bubble wrap and secure it with an Ace bandage or towel.)
- G. No Sunglasses, unless prescription are allowed.
- H. Hats are not allowed.
- I. Names can be added to jerseys. Cloth patches can be added to jerseys.

### 6. REFEREES

- A. A Club Referee will run and officiate each game.
- B. In the case that there is not a referee, a parent should step in and perform the duties of the referee.
- C. All rule infractions should be explained to the offending player.
- D. Referee's decision during the game shall be final.

## 7. DURATION OF GAME

- A. The game shall be divided into two (2) equal twelve-minute halves.
- B. There will be a five (5) minute break at half time.
- C. Change directions at the half only.

## 8. START OF PLAY

- A. A player kicking the ball in a forward direction starts play from the center of the field. The kicker shall not play the ball a second time until it has been touched or played by another player.
- B. Every player must be in his/her own half of the field and opponents shall be at least five (5) yards away from the ball until it has been kicked-off.
- C. Any infringement of kick-off rules will result in a re-play of the kick-off and an explanation to the offending player.

## 9. BALL IN AND OUT OF PLAY

- A. The ball is out of play:
  - 1. The ***whole ball*** must cross the ***whole line*** in order to be out of bounds, whether on the ground or in the air. If any part of the ball is touching the line, it is still in play.
  - 2. The ball is out of play, when the game has been stopped for re-starts, officiating or substitution purposes. The ball is in play at all other times from the start of the match to the finish.

## 10. SUBSTITUTIONS

- A. Substitutions will take place at any stoppage of play but must be approved by the Official.
- B. At the end of each half.
- C. For an injury.
- D. After a goal is scored.

## 11. METHOD OF SCORING

- A. A goal is scored when the ***whole*** of the ball passed over the goal line, between the goal posts and under the crossbar.
- B. Goals/scores will not be published.

## 12. OFFSIDE

- A. There will be no offside. However, coaches should watch for players that position themselves in front of the goal and teach the player to move out into the field of play.

## 13. FOULS AND MISCONDUCT

- A. The FIFA Laws of the Game shall be used to govern fouls and misconduct during the match.
- B. All Law infractions (and mis-plays that result in a replay) shall be briefly explained to the offending player as ***the micro-soccer game at this age is designed to be a learning experience.***
- C. In the case of serious or repeated fouls (i.e. purposely hitting, kicking, elbowing, pushing etc.) the offending player should be substituted out of the game and sent to his or her own sideline. The player may re-enter the game on any restart after the coach has talked to his player on his or her behavior.

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**14. FREE KICKS**

- A. All kicks (kick-offs, goal-kicks, corner-kicks) will be indirect, meaning a goal may not be scored until the ball has been played or touched by a second player of either team. The kicker shall not play the ball a second time until it has been touched or played by another player.
- B. Opponents must be at least five (5) yards away from the ball on kicks.

**15. PENALTY KICKS**

- A. No penalty kicks are to be taken during these games. (NO DIRECT KICKS)

**16. THROW-IN**

- A. A ball *wholly* crossing the touchline shall be returned to play by a throw-in from the point where it crossed the line by a player of the team opposite to that of the player who last touched it. The ball may be thrown in any direction.
- B. A second throw-in will be allowed by the same player if illegal throw-in on initial attempt. The referee will explain the proper method before allowing the player the re-throw. Any subsequent illegal throw-in will award the throw-in to the opponent.
- C. Opponents must be at least five (5) yards away from the ball on throw-ins.

**17. GOAL-KICK**

- A. Goal kicks are taken from anywhere along the goal line (end line).
- B. Opponents must be at least five (5) yards away from the ball on kicks.

**18. CORNER-KICK**

- A. When the whole of the ball passes over the goal line (excluding the portion between the goal posts), whether in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a corner-kick. The ball shall be placed within the quarter circle at the nearest corner and kicked from that position. This is an indirect kick.
- B. Opponents must be at least five (5) yards away from the ball on kicks.

**19. INJURIES**

- A. Any player in position of ball should kick out of play to signify injured player. Play will continue until the whistle is blown. The referee will stop the game if a child appears to be seriously hurt or if there is blood. The player must be removed from the field and can only reenter after the game has been restarted.

**20. PARENTS, COACHES, TEAMS ON SIDELINES**

- A. Parents, Coaches and Teams will be on the same side of the field.
- B. Teams can have multiple coaches, they all need to stay in their "team" area. Coach (es) NOT allowed coaching on opposite (fan) side of field. Coaches **Not Allowed** behind the goal.
- C. Coaches *should not* direct any comments or questions toward the referee during the game.
- D. Coaches are **Not allowed** in penalty area during the game.
- E. Parents must stay 3 feet behind touch line.

**Note:** The micro soccer concept is for the kids to have fun and learn the skill of handling a soccer ball and teamwork. Try not to get too carried away with the game; just let the children enjoy the soccer experience. A soccer tradition has players and coaches shaking hands after each game. This is a good gesture to reinforce the sportsmanship of the game and each team's efforts.

This format was recommended by the United States Soccer Federation with minor modifications to promote and encourage an appropriate developmental environment for players that is based on both age and ability characteristics.

### **TERMS:**

**Corner Kick** - A Corner Kick occurs when the defending team sends the ball out of bounds along its own goal line. The kick is taken by the attacking team.

**Defensive Team** – The team that does not have possession of the ball.

**Offensive Team** – The team that has possession of the ball.

**Drop Ball** – One player from each team stands opposite the other. The referee drops the ball between the two players, who try to win possession for his or her team.

**Goal Kick** – a Goal Kick occurs when the attacking team sends the ball out of bounds along the defending teams' goal line. The kick is taken by the defending team.

**Indirect Kick** – the ball must touch another player (from either team) before entering the goal.