

Micro Soccer – Game Rules

The intent of this program is to introduce the players to the game of soccer by allowing them to play small sided, non-results oriented games. The rules of play are summarized below.

Games should begin NO LATER THAN 5:40 PM (teams should arrive at the field by 5:20 PM)

Games MUST end by 6:20 PM

1. **CANCELLATION OF THE GAME:** Games are only cancelled because of lightning and/or thunder. We follow the Town of Reading Lightning Policy which states: "The FIRST sign of lightning or thunder will suspend any games/practices from continuing at that moment". Practices can be cancelled if the coach calls the players ahead of time. Only the Referee can cancel games, so please do not call the coordinators! If coaches decide between each other to cancel the game, THE HOME TEAM COACH is responsible for notifying the Referee Coordinator, Jack Zorabedian at 781-771-2312.
2. **THE FIELD:** All games will be played at the Collins Field at Parker Middle School marked A, B, and C (or 1, 2, 3). Cones will be used to mark the corners of the field. Small goals are used when available. Put them behind the larger goals at the end of the game. There may be a centerline and a center circle*. Both coaches will help to set the cones and goals at the field. {*NOTE: Due to lining restrictions on the turf field at Parker, there may NOT be a half-line, center circle, or defined goal box and penalty areas.}
3. **THE BALL:** A size 3 soccer will be used for these games. Either team may provide the game ball.
4. **PLAYERS:** Three or four players from each team on the field at one time, coaches must agree beforehand. There will be NO goalkeepers used (nor should a player "hang back" with the intent of playing goalie.) Team rosters consist of 8-10 players each. Teams are co-ed, all players must receive equal playtime.
5. **DURATION OF THE GAME:** Games will last approximately 30 minutes. There will be three, five minute intervals in each half, with only a 30 second break every five minutes. There will be a FIVE-minute break at halftime (after 3 – five min. periods). Every FIVE (5) minutes there will be a signal for substitutes (whistle or horn). Time will be stopped during substitutions, and will restart when play resumes. All players on the field will leave and fresh players will take their places (except when there are fewer than 8 total players on a team). If a team has fewer than eight players, care must be taken to rotate and rest all players (or play 3 v 3). All players must receive equal playing time.
6. **SUBSTITUTES:** All players will be substituted every five (5) minutes. An injured (or overtired!) player should be substituted as needed.
7. **PLAYERS' EQUIPMENT:** ALL PLAYERS MUST WEAR SHIN GUARDS!!!! Players will also wear their team shirt, any type of shorts, socks (preferably knee socks to cover shin pads), and sneakers or soccer shoes with rubber or plastic cleats (no metal). No player will be allowed to play wearing any jewelry, especially earrings; or hard casts or metal splints. Players with blood on themselves or on their uniform will not be allowed to play until bleeding has stopped and blood has been cleaned.
8. **REFEREE:** The referees are youth referees who are learning how to officiate games. They will keep time and will signal the start and stop of play. Referees will assist players with kick-ins and restarts and will explain any infractions. The referee may terminate a game in case of an unsafe condition (lightning, extremely wet field, darkness, etc.). Referees have the final word on questions of the rules. DO NOT ARGUE WITH THE REFEREE!
9. **COACHES:** Are responsible for the safety and supervision of the players. Players should be encouraged to bring a water bottle to each game. ONLY WATER is allowed on the turf fields. There should be at least one coach/parent on the sideline to supervise the players. Coaches should have substitutes ready to enter the game at the appropriate interval. One coach may be on the field with players, BUT MUST NOT INTERFERE with play.

10. **START OF PLAY:** Games will begin NO Later than 5:40 PM. Both teams should be at the field no later than 5:20 PM. A coin toss will determine who has the ball first (winner of coin toss automatically gets ball). The team that wins the coin toss will kick the ball from the middle of the center circle. The ball must go forward (toward the other team's end). Players from both teams must be on their own side of the midfield stripe and all players except the kicking team must be outside the center circle, and at least 5 yards from the ball. To start the second half, the team that lost the coin toss will take the place kick. Teams will switch ends at halftime, but will not change ends each five-minute interval. A goal may NOT be scored directly from a place kick. After a goal, the defending team will restart with a kick from the center spot. After each five-minute interval, play will be restarted with a 'kick-in' from a point on the nearest touchline (side) nearest to where the ball was when play was stopped. The team in whose end the ball was located when play was stopped will take the kick-in.

11. **BALL IN PLAY:** The ball is in play anytime it is within the field of play unless the referee has blown the whistle. The ball must cross completely over the goal or sidelines to be considered out of play. If the referee stops play due to an injury or other outside interruption, the referee will restart by dropping the ball between two opponents. The ball will be considered in play as soon as it hits the ground.

12. **SCORING:** A goal is scored when the entire ball passes between the goal cones and across the end (goal) line by kicking, heading, or deflecting it with the body. No player may use his/her hands to hold, stop, carry, throw, or propel the ball in any manner. A goal may NOT be scored directly from a place kick, a kick-in, or any other free kick. That is, a second player, other than the kicker must touch the ball before it can be considered a goal on these kicks. GAME SCORE WILL NOT BE KEPT. ALL GAMES WILL OFFICIALLY END IN A TIE. RUSC DISCOURAGES THE GIVING OF AWARDS/TROPHIES TO PLAYERS IN ORDER TO ENSURE THAT EACH PLAYER IN THE LEAGUE HAS A SIMILAR EXPERIENCE.

13. **OFFSIDE:** The offside rule will NOT be applied in MICRO soccer.

14. **FREE KICKS:** All free kicks (except Corner Kicks) are INDIRECT KICKS. The ball must not be in motion. All opponents must be at least five (5) yards from the ball or outside the penalty area if it is marked. The ball must be played by a second player before it can be played a second time by the original kicker.

- **PENALTY KICK:** There will be no penalty kicks. This will also be an indirect kick placed 10 yards from the goal in line with where the infraction took place.
- **KICK-IN:** Taken by an opponent of the team that caused the ball to cross entirely over the sideline and out of play. A kick-in will be taken with the ball stationed on the touchline, at the point closest to where it went out of play. All players will be at least 5 yards from the ball, except the player taking the kick. The ball must be kicked into the field of play, and is in play as soon as it enters the field or play. A goal may NOT be scored DIRECTLY from a kick-in. The kicker may not touch the ball a second time until another player has touched it. A kick-in will be used to restart the game after each five-minute interval except after Halftime.
- **GOAL KICK:** When the attacking team causes the ball to go out of play across the end line and not between the goal cones, the defending team will take a goal kick. This is an indirect kick that is taken from a point anywhere inside the goal box. All opponents must be outside the penalty area (if marked) or at least 5 yards from the ball. The kicker may not play the ball a second time without it having been touched by another player.
- **CORNER KICK:** When the defending team causes the ball to go out of bounds over the end line, but not between the goal cones (a goal), the attacking team will be awarded a corner kick. This is the ONLY direct free kick in MICRO soccer – a goal may be scored directly from a corner kick. A corner kick shall be taken from a point ON the field ONE yard from the corner cone. Defenders must be at least 5 yards from the ball, and the kicker may not play the ball a second time until another player has played it.

15. FOULS AND MISCONDUCTS: All fouls will be penalized by an INDIRECT FREE KICK taken by the opposing team. INFRACTIONS/FOULS are as follows:

KICKING	HOLDING	CHARGING FROM BEHIND OR VIOLENTLY	JUMPING INTO	
TRIPPING	HITTING	HANDLING THE BALL	DANGEROUS PLAY	PUSHING

If a player is guilty of MISCONDUCT (unsportsmanlike behavior, arguing with the referee, persistent fouling, or very rough play), that player will be instructed to leave the game and be substituted for until their next scheduled playing time.

16. EJECTION: Any player who uses foul and abusive language, violent conduct (fighting, spitting at another person), serious foul play (attempting to injure an opponent), or is asked to leave the game a second time for the above Misconduct infractions, that player will be suspended from that game and may not participate in the team's next game.

MOST OF ALL.....

HAVE FUN!!!!