

SIMPLIFIED SOCCER RULES FOR:

1. MINI-TYKES TEAMS
2. TYKES
3. ATOMS TEAMS
4. MOSQUITO TEAMS

SIMPLIFIED SOCCER RULES FOR MINI-TYKES TEAMS

Soccer Rules will be kept simple at the Mini-Tykes level as the objective of the games at this level is for the kids to have LOTS OF FUN and get lots of touches on the ball. Kids at this age love to run and kick the ball.

They play on 1/4 size fields.

BALL SIZE: Size 3

PLAYERS ON FIELD: 4 vs. 4, or 5 vs. 5; no goalie.

WARM-UP, DRILLS & PRACTICE: 25-30 minutes

GAME: 30-35 minutes One Coach/Assistant Coach from each team is allowed on the field of play to act as referee and to encourage flow of play, but not interfere with it.

SCORING A GOAL: Goal is scored by kicking the ball between the cones. No goal is scored if ball hits a cone.

OUT OF PLAY: Ball is out of play after it completely crosses a sideline or goal line.

OFF-SIDE: None

FREE KICKS: None. All free-kick offenses shall result in a throw-in by the non-offending team (includes: hand balls, charging, pushing, holding, tripping, etc.)

THROW-INS: One retry on illegal throw-in. Second throw-in attempt always played.

GOAL-KICK: Taken from goal area, all players at least 5 yards away from spot of the kick.

CORNER KICK: Taken from nearest corner, ball placed on arc. **INJURIES:** Play is stopped, until the injured player leaves the field of play.

PLAYER ROTATION: Rotate players approximately every 3-5 minutes so players on the field do not get too hot/tired and players off the field do not lose interest in the game.

NO SLIDE TACKLES because too many injuries result. A slide tackle is when a player slides on the ground and attempts to kick the ball away from the player in possession.

SIMPLIFIED SOCCER RULES FOR TYKES & ATOMS TEAMS

The objective at these levels is for the kids to have FUN as well as beginning to learn the game -- kicking using both feet, passing, shooting at goal, throw-ins, trapping, dribbling, positional play and marking, and basic tackling to gain control of ball.

TYKES play on 1/2 size fields. ATOMS play on full fields.

BALL SIZE: Size 4

PLAYERS ON FIELD: 6 vs. 6; plus goalie.

WARM-UP, DRILLS & PRACTICE: 15-20 minutes

GAME: 40-45 minutes One Coach/Assistant Coach from each team is allowed on the field of play to act as referee and to encourage flow of play, but not interfere with it.

SCORING A GOAL: A goal is scored when the ball is propelled over the goal line between the goal posts and under the crossbar by any part of the body other than the hands or arms.

STOPPING SHOT ON GOAL: When the goalkeeper stops the ball, he/she can pick it up with his/her hands and has the option of kicking or throwing the ball to a player on his/her team. All players should give the goalie sufficient room to do this.

GOAL KICK: If a player on the opposing team plays the ball entirely across the goal line, it is put back in play by the defending team, by a free kick from anywhere inside the defending goal area.

THROW IN: If the ball is forced outside the field of play, over the side or "touch lines", the opposing player (not the last team to touch the ball), is awarded a "Throw in" at the point where the ball went out of play. "Throw in" must be with both feet on the ground, two hands on ball, over the head throw. (Do not step on or across the side line before throwing the ball.)

CORNER KICK: If a defending player or goalie deflects the ball behind his own goal line, outside the goal area, the opposing team is awarded a corner kick. Kicks are taken from a spot within a radius of 1 yard from the corner on the side which the ball crossed the goal line. (Direct kick is permitted.)

HANDS ON THE BALL: The ball must not be handled in the field of play by any player other than the goalkeeper, and then only within the penalty area (hand ball in self-defense is permitted).

OFF-SIDE: None. Net hanging is not permitted.

FREE KICKS: For handling the ball, pushing, striking, holding kicking tripping, jumping on, charging an opponent with undue roughness, a free kick is awarded.

INJURIES: Play is stopped, until the injured player leaves the field of play.

PLAYER ROTATION: Rotate players approximately every 5-7 minutes so players on the field do not get too hot/ tired and players off the field do not lose interest in the game.

NO SLIDE TACKLES because too many injuries result. A slide tackle is when a player slides on the ground and attempts to kick the ball away from the player in possession.

SIMPLIFIED SOCCER RULES FOR ATOMS TEAMS

The objective at these levels is for the kids to have FUN as well as beginning to learn the game -- kicking using both feet, passing, shooting at goal, throw-ins, trapping, dribbling, positional play and marking, and basic tackling to gain control of ball.

ATOMS play on full fields with field nets.

BALL SIZE: Size 4

PLAYERS ON FIELD: 11 vs. 11 including goalie (or however many kids show up)

WARM-UP, DRILLS & PRACTICE: 15-20 minutes

GAME: 40-45 minutes One Coach/Assistant Coach from each team is allowed on the field of play to act as referee and to encourage flow of play, but not interfere with it.

SCORING A GOAL: A goal is scored when the ball is propelled over the goal line between the goal posts and under the crossbar by any part of the body other than the hands or arms.

STOPPING SHOT ON GOAL: When the goalkeeper stops the ball, he/she can pick it up with his/her hands and has the option of kicking or throwing the ball to a player on his/her team. All players should give the goalie sufficient room to do this.

GOAL KICK: If a player on the opposing team plays the ball entirely across the goal line, it is put back in play by the defending team, by a free kick from anywhere inside the defending goal area.

THROW IN: If the ball is forced outside the field of play, over the side or "touch lines", the opposing player (not the last team to touch the ball), is awarded a "Throw in" at the point where the ball went out of play. "Throw in" must be with both feet on the ground, two hands on ball, over the head throw. (Do not step on or across the side line before throwing the ball.)

CORNER KICK: If a defending player or goalie deflects the ball behind his own goal line, outside the goal area, the opposing team is awarded a corner kick. Kicks are taken from a spot within a radius of 1 yard from the corner on the side which the ball crossed the goal line. (Direct kick is permitted.)

HANDS ON THE BALL: The ball must not be handled in the field of play by any player other than the goalkeeper, and then only within the penalty area (hand ball in self-defense is permitted).

OFF-SIDE: None. Net hanging is not permitted.

FREE KICKS: For handling the ball, pushing, striking, holding kicking tripping, jumping on, charging an opponent with undue roughness, a free kick is awarded.

INJURIES: Play is stopped, until the injured player leaves the field of play.

PLAYER ROTATION: Rotate players approximately every 5-7 minutes so players on the field do not get too hot/ tired and players off the field do not lose interest in the game.

NO SLIDE TACKLES because too many injuries result. A slide tackle is when a player slides on the ground and attempts to kick the ball away from the player in possession.

SIMPLIFIED SOCCER RULES FOR MOSQUITO TEAMS

BALL SIZE: Size 5

PLAYERS ON FIELD: 6 vs. 6; plus goalie.

WARM-UP, DRILLS & PRACTICE: 25-35 minutes

GAME: 75-85 minutes with a break at half-time. Referees are provided for games. Coaches are not allowed on field while play is under way.

SCORING A GOAL: A goal is scored when the ball is propelled over the goal line between the goal posts and under the crossbar by any part of the body other than the hands or arms. It may be kicked, headed, chested, etc. into the net. The ball must be entirely over the goal line. Each goal counts one point.

HANDS ON THE BALL: The ball must not be handled in the field of play by any player other than the goalkeeper, and then only within the penalty area (hand ball in self-defense is permitted).

INFRINGEMENTS OF PENALTIES: For handling the ball, pushing, striking, holding, kicking, tripping, jumping on, charging an opponent with undue roughness, a free kick is awarded.

DIRECT KICK: a goal may be scored directly (for above infractions)

INDIRECT KICK: the ball must contact another player before a goal can be scored (Offside, hand ball, unacceptable conduct, goalie handles the ball for more than 6 seconds, etc.)

PENALTY KICK: If a defending player is guilty of any of the above infringements inside the Penalty Area, a penalty or free shot is awarded to the opposing side. The kick is taken from a point 12 yards in front of the defenders' goal. At the time of the kick, players of both teams are located 10 yards behind the penalty spot. Interference with the kicker is not permissible. The goalie must remain on the goal line until the ball is kicked.

CORNER KICK: If a defending player or goalie deflects the ball behind his own goal line, outside the goal area, the opposing team is awarded a corner kick. Kicks are taken from a spot within a radius of 1 yard from the corner on the side which the ball crossed the goal line. (Direct kick is permitted.)

GOAL KICK: If a player on the opposing team plays the ball entirely across the goal line, it is put back in play by the defending team, by a free kick from anywhere inside the defending goal area. **THROW IN:** If the ball is forced outside the field of play, over the side or "touch lines", the opposing player (not the last team to touch the ball), is awarded a "Throw in" at the point where the ball went out of play. "Throw in" must be with both feet on the ground, two hands on ball, over the head throw. (Do not step on or across the side line before throwing the ball.)

OFFSIDE RULE: A player is ONSIDE when there are TWO opponents nearer the goal than him/herself when the ball was last played. One of these players may be the goalie. A player may receive the ball in what appears to be an OFFSIDE position, but still be ONSIDE, provided two opposing players were between him/her and the goal line when the ball was last played. A player is ONSIDE, if he/she moves into an OFFSIDE position after the ball is kicked. This rule is not applicable in the defensive zone. Net hanging is not permitted.

NOT OFFSIDE: A player is not offside from a goal kick, a corner kick, a throw in, when he/she is behind the ball when the pass is made, when the ball comes from an opposing player, or if he/she is standing in his/her own half of the field.

THE REFEREE is always right. They may assess a penalty shot for any rough play, abusive language, etc. or eject a player or coach from the field of play if necessary.

NO SLIDE TACKLES because too many injuries result. A slide tackle is when a player slides on the ground and attempts to kick the ball away from the player in possession.