



UNDER-5(3&4yr) & UNDER-7(5&6yr) “LAWS OF THE GAME”

LAW 1 – THE FIELD OF PLAY

Dimensions – The field will be 90 feet long and 70 feet wide.

Field Markings – The only markings will be the side and end lines, a centerline, and a goal box.

Goals – The goals will be 4 feet high and 8 feet long.

LAW 2 – THE BALL

The ball will be size 3.

Home team will provide the game ball.

LAW 3 – THE NUMBER OF PLAYERS

Players – The game will be played with no more than 5 players for each team. **Each team should have the same number of players on the field at the same time.**

There will be no goalkeeper. Players should focus on learning the game instead of scoring goals.

Substitution – The coach may replace a player(s) at any time there is a “dead” ball. He must inform the other coach so play can halt until all players are in place.

LAW 4 – THE PLAYER’S EQUIPMENT

Uniform – All players must have like-color jerseys. Uniforms supplied will include jersey and socks.

Shin Guards – Shin guards are **required** for all players to play in the game. Shin guards must be covered completely by the socks.

LAW 5 – THE REFEREE

One referee will be on the field for each game. One coach from each team will be on the field for instruction. All infractions should be carefully explained, i.e. handball, pushing, out-of-bounds, etc.

LAW 6 – DURATION OF THE MATCH

Periods of Play – The game will consist of 4 quarters of 6 minutes each, running clock. The referee will be responsible for the clock, as well as starting and ending the games on time.

Allowance for Time Lost – An exception to the running clock will be for injury, etc.

Half-Time – The break between the second and third quarters should be no longer than 5 minutes.

Penalty Kick – There will be no penalty kicks in Under-5 & Under-7.

LAW 7 – THE START AND RESTART OF PLAY

Kick-off – A kick from the center point of the field is a way of starting or restarting play:

- at the start of each quarter
- after a goal has been scored

Teams will alternate kick-off: team A – 1st and 3rd quarters, team B – 2nd and 4th quarters

- the teams will swap ends of the field for the *second half* of the game

Procedure

- all players are on their half of the field
- the receiving team must be a safe distance from the center line
- the ball is in play when it moves forward
- the kicker cannot touch the ball a second time until it has touched another player
- after a team scores a goal, the kick-off is taken by the opposing team
- any infraction of these rules results in a kick-off retaken

A goal may be scored directly from the kick-off.

Drop-ball – Any temporary stoppage, or an unknown out-of-bounds, etc., will result in the referee choosing a player from each team and restarting play by dropping the ball in between them. The players may kick the ball only after it has touched the ground.

LAW 8 – THE BALL IN AND OUT OF PLAY

Out of Play – the ball is out of play when:

- it has completely crossed the goal line or touches line (side line) on the ground or in the air
- play has been stopped by the referee

In Play – the ball is in play at all other times, including when:

- it rebounds from a goalpost, crossbar or corner flag post and remains in the field of play
- it rebounds from a referee that is in the field of play

LAW 9 – THE METHOD OF SCORING

A goal is scored when the ball passes completely over the goal line between the goal posts and under the cross bar.

LAW 10 – OFFSIDE

There will be no offside in Under-5 & Under-7 soccer.

LAW 11 – FOULS AND MISCONDUCT

A free kick will be taken by the opposing team when:

- a player *intentionally* touches the ball with his hands
- a player plays in a dangerous manner: pushing, tripping, hitting, etc.

The free kick will be taken from the spot of the violation. **There will be no penalty kicks in Under-5 and Under-7 soccer.**

LAW 12 – FREE KICKS

Direct Kick – Definition: A kick awarded after a violation that may go directly into the goal for a score.

All kicks will be direct free kicks in Under-7 soccer.

- all opponents must be at least 10 steps from the ball
- when the referee moves away from the ball, it may be put in play
- the ball is in play when it is kicked and moves

LAW 13 – THE THROW-IN

A throw-in is awarded:

- to the opponents of the player who last touched the ball
- when the ball passes over the touch (side) line either on the ground or in the air
- from the point where it went out-of-bounds

Procedure – At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot on the ground either on or outside the touch (side) line
- uses both hands, one on each side of the ball

- delivers the ball from behind and over his head
- may not touch the ball after the throw until it touches another player

A goal *cannot* be scored directly from a throw-in.

Any infraction of the above will result in a re-throw. Coaches will explain proper technique.

LAW 14 – THE GOAL KICK

Definition: A kick awarded to the opposing team when the ball goes out-of-bounds on the goal (end) line of a team attempting to score on that goal.

Procedure:

- the ball is kicked by any player from inside the goal box, typically the corner
- all opponents must be at least 10 steps away from the ball
- the kicker may not touch the ball after kicking it until it has touched another player

A goal may be scored directly from a goal kick, but only on the opponents' goal. Any infraction of the above will result in a re-kick. Coaches will explain proper technique.

LAW 15 – THE CORNER KICK

Definition: A kick awarded to the opposing team when the ball goes out-of-bounds on the goal (end) line of a team defending the goal on that end.

Procedure:

- the ball is placed within 3 feet of the corner
- all opponents must be at least 10 steps from the ball
- the kicker may not touch the ball after kicking it until it has touched another player

A goal may be scored directly from a corner kick, but only on the opponents' goal. Any infraction of the above will result in a re-kick. Coaches will explain proper technique.