Law 1 - Field Size and Goal Size - This is the basic layout of a soccer field, there is a range for this age group with the minimum field size of 15 yds. wide x 25 yds. long and a maximum field size of 25 yds. wide x 35 yds. long. We recommend using a goal that is 4 ft. high x 6 ft. wide.

Law 2 - Ball - The ball used at this age group is a size 3.

Law 3 - Number of Players and Team Size - A match is played by two teams, each consisting of not more than 3 players on the field and minimum of 1 player to start the game. There are no goalkeepers or defenders. A maximum of 6 players per roster is permitted. Substitutions may be made at any time during each quarter. One coach is allowed to be on the field but must always remain out of the play of the game. Positioning of players is to be done verbally. Only two coaches allowed on the coaches’ sideline. They must have a colored coded coach’s card for the current season and approved laminated roster.

Law 4 - The Players Equipment - A player must not use equipment or wear anything, which is dangerous to himself or another player including jewelry. Tape over jewelry is not allowed, even if you just had your ears pierced. The basic equipment of a player is a jersey or shirt, shorts, socks, shoes, and shin guards. The socks must entirely cover the shin guard. If cleats are worn, they must not have a toe cleat, like a baseball cleat. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. No hoods or hats may be worn during the game due to the possibility of impairment of vision.

Law 5 – Referee – The referee may be certified or non-certified.

Law 6 – Linesmen/women- No linesperson is used at this age group.

Law 7 - The Duration of the Match - The match will have 5-minute quarters. There shall be 2- minute break between the first and second quarter and another 2-minute break between the third and fourth quarter. There shall be a half-time interval of 5 minutes (DO NOT SWITCH SIDES at this age group!). To start the game the away team gets kick off and the Home team picks the side to the field to defend.

**Mercy Rule** : When the score reaches a 10 goal lead (ex: 10-0, 13-3, etc) at half time, the game will be called but play will continue with no score kept. Score stops at half time.  **The loosing coach must request to use the Mercy Rule**. There will no longer be adding or removing players based on score.

Law 8 - The Start and Restart of Play- A kick-off is a way of starting or restarting play. At the start of the match the visiting team will kick off to begin the match. The home team coach picks the side of the field they wish to defend first. All players are in their own half of the field. The opponents of the team taking the kick-off are at least 4 yards from the ball until it is in play. Once the ball is stationary on the center mark and the referee gives a signal it may then be kicked off. The teams will not switch halves at halftime. Each team alternates taking the kick-off at the beginning of each quarter. A goal cannot directly be scored from the kick-off. After a team scores a goal, the other team takes the kick-off.

Law 9) Ball in and out of Play-The ball is out of play once it has wholly crossed the goal line or touch line, whether on the ground or in the air and the referee has been stopped play. The ball is in play at all other times. Including when it rebounds from a goal post, cross bar and stays in the field of play, or it rebounds from the referee when they are on the field of play.

Law 10) Method of Scoring-A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Law 11) Offside-None is called at this age group.

Law 12) Fouls and Misconduct-The following fouls and misconduct are penalized: • Kicks or attempts to kick an opponent • Trips or attempts to trip an opponent • Jumps at an opponent • Charges an opponent • Strikes or attempts to strike an opponent • Pushes an opponent • Holds an opponent • Spits at an opponent • Handles the ball deliberately • Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball. All fouls shall result in an INDIRECT KICK. The Referee/Coach must explain all infringements to the offending player. No cards shown for misconduct. NO SLIDE TACKING-you can warn the child and then the coach but after that they must be removed and not allowed to finish the game.

Law 13) Free Kicks- All free kicks are Indirect, and opponents are at least 4 yards from the ball until it is in play. The ball must be stationary when the kick is taken. If the free kick is kicked directly into the opponents’ goal a goal kick is awarded. If a free kick is kicked directly into the team’s own goal a corner kick is awarded to the opposing team.

Law 14) Penalty Kick-None is used at this age group.

Law 15) The Throw In - A kick-in is used at this age group instead of a throw in and is considered an indirect free kick with the opponents 4 yards from the ball until it is in play.

Law 16) The Goal Kick-The goal kick should be taken on the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. The opposing team is to return to their own half until the ball is played.

Law 17 - Corner Kick-A Corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air. Procedure: The ball is placed in the corner. Opponents stay at least 4 yards from the ball until it is in play. The ball is kicked by a player of the attacking team. The ball is in play when it is kicked and moves.