



4 vs. 4 Soccer Rules

THE FIELD:

1. The fields will be striped as a standard junior Soccer field.
2. Center Circle - Spot where kick off is taken (See starting play)
3. Corner Arcs - Place where corner kicks are taken (See Corner kicks)
4. Goal Area - Place where goal kicks are taken (See Goal kicks)

THE BALL:

1. Ball size for Pre-K – 2nd grade: **3**
2. Ball size for 3rd – 4th grade: **4**

GAME TIME:

1. The game shall be divided into 4 - eight (8) minute quarters.
2. There shall be a two (2) minute break between quarters.
3. There shall be a five (5) minute half-time between the 2nd & 3rd quarters.

STARTING PLAY:

THE KICKOFF:

1. At the start of the game, both teams participate in a coin toss. The winner is awarded the choice of sides; and the other team is awarded the initial kickoff.
2. The ball is placed on the center spot. All players must be on their half of the field, and the defensive team must be outside the circle.
3. The player taking the kickoff kicks the ball so that it rolls forward. The kicker may not touch the ball again until it has been touched by another player. At this time a team member may pass the ball to the kickoff man or to another player on their team.
4. The ball is put into play the same way after half-time and each time a goal is scored.
5. At half-time, teams change sides and the team that did not take the starting kickoff takes the kickoff at halftime.

*Note: Try to teach the kids to keep possession of the ball by passing to each other, instead of kicking the ball directly to the opposing team.

SCORING:

A goal will be scored when the entire ball crosses over the goal line into the goal.

A team may only score a goal when they are in their offensive half of the field.

We will not keep score, as we are trying to teach the fundamentals of the game of Soccer.

There will be no league standings at the WFC. We replace the word "Win" with "Fun".

RESUMING PLAY:

Interruptions generally occur in soccer for three reasons - out of bounds, a foul, or an injury.

- **OUT OF BOUNDS:**

It is important to remember that the entire ball must go out of bounds to be out of play. Unlike football and basketball, in soccer a player is permitted to move off the field to play a ball that is still in-bounds. Balls cannot be thrown in bounds; they must be kicked in.

- **SIDELINES:**

When a ball is kicked over a sideline, the team that touched it last loses possession. The ball will be put back in play by a kick-in from the point nearest where the ball went out of bounds.

(Note: a kick-in shall be considered an indirect kick.)

- **GOAL KICK:**

When the attacking team kicks the ball out of bounds over the goal line, the defending team puts the ball back into play with a kick-in. The kick-in must be taken from within the goal area. The ball must go completely out of the goal area before another player may touch it. The player taking the goal kick may not touch it twice.

- **CORNER KICK:**

When the defending team kicks the ball out of bounds across the goal line, the offensive team puts the ball back in play with a corner kick. The corner kick must be taken from the corner arc. The player taking the corner kick may not touch the ball twice.

FOULS:

When players commit certain offenses, they are charged with a foul, and their opponents are awarded a free kick.

It is important for coaches to explain to players, and parents, that referees have the option of ignoring a foul and that when they do, it is in the best interest of the player who was fouled against. Many proud parents have lost their tempers believing that a foul against their child has gone unnoticed. A referee will ignore a foul if, in his opinion, calling it would cause the team that was fouled to lose an advantage.

FREE KICKS:

All free kicks will be indirect kicks. This means that another player has to touch the ball before it passes into the goal. The player that was fouled shall be the player taking the free kick.

Free kicks are awarded for the following fouls:

1. Handling the ball
2. Holding an opponent
3. Jumping at an opponent
4. Charging an opponent dangerously
5. Charging from behind
6. Kicking an opponent
7. Striking an opponent
8. Pushing an opponent
9. Tripping an opponent

Goal Keepers:

THERE ARE NO GOALKEEPERS

All players are to follow the path of the ball. That is to say if the ball is on one end of the field, all players should be at that end of the field (midfield or closer). There are NO goal keepers and therefore no reason for a player to be standing by the goal at all times. If the referee feels that a player is, in essence, being a goalkeeper, he/she may call a penalty and issue the opposing team a free kick or corner kick.

NUMBER OF PLAYERS:

There will be a maximum of 4 players, per team, on the field at all times.

*Each team must provide at least 3 players to start a game. If a team fails to present the minimum number of players (3), the team will have to forfeit. In this case, you may choose to reschedule this game or not.

Substitutions can be made between quarters.

Playing time: Each child **SHALL** play a minimum of 50% of total playing time.

Rotation of Players: The front desk will provide a team rotation sheet, for coaches, upon request.

PLAYER EQUIPMENT:

- Footwear - Tennis shoes or molded cleat soccer shoes.
- Shin-guards are **MANDATORY**, for the sake of the kids.