



# Meridian Township Parks & Recreation

## K-1<sup>st</sup> Grade 4 v 4 Soccer Rules

### A. LEAGUE PHILOSOPHY

This program is a great introduction to soccer for children in first grade. The 4v4 format provides for a smaller field, more touches on the ball, and greater scoring opportunities which means more FUN! All involved should be allowed to participate on an equal basis with primary emphasis on skill development, teamwork and leadership. Good sportsmanship is expected at all times from the players, coaches, and parents.

### B. FIELD SIZE

1. Field dimensions are 30x30 yards.

### B. TEAM AND PLAYERS

1. The team consists of four (4) players WITH NO DESIGNATED GOALIE on the field at any time.
2. This program is designed for inclusive participation; therefore, all players must play an equal amount of time. If a team shows up with less than the required number of players, the game should be played and not ruled a forfeit. The other team should lend players whenever possible. Due to liability, all players must be enrolled in the program in order to participate.
4. Player substitutions will take place at the 6 minute mark of each quarter and at each quarters' end.
5. Players must wear an Okemos jersey, shin guards and gym shoes, or continuous mold soccer type shoes. No metal cleats.

### C. LENGTH OF GAME

1. 1<sup>st</sup> Grade-The game will consist of four, 12-minute running quarters. Time is stopped for substitutions made at the 4-8-12-minute mark of each quarter.
2. Kindergarten 20 min instruction and then a 40 min game. Four - 9 min Quarters Sub at the 4.5 mark. PLEASE START AND END ON TIME!!! Make sure everyone has = playing time.
3. A coach from each team will act as a referee and should be on the field to direct play. A coach or parent will be designated as official time keeper.
4. There will be no rest between quarters and halves.
5. Switch ends at half-time.

## **D. SCORING**

1. A goal is scored when the ball passes entirely over the goal line, under the crossbar, and inside the uprights. It shall not be a goal if it is carried, thrown or batted with the hand or arm.
2. Goals can be scored directly off of corner kicks, goal kicks or free kicks. However, goals scored directly from kick offs or a throw in do not count.
3. One point is awarded for each goal.
3. If a tie exists at the expiration of regulation time, the game will end in a tie.

## **E. OFFSIDE**

1. There is no offside rule.

## **F. PENALTIES AND FOULS**

1. All free kicks are direct and are to be taken with the opposing team at least (4) yards away from the ball.
2. Penalties to player's -- penalties called against a player will be assessed in as the teaching moments for the children. Play will continue from the point of the infraction.
3. There are no penalty kicks.

## **G. KICK OFFS**

1. Kick offs are taken: a) To start the game and each quarter. b) After a goal is scored.
2. A coin flip is used to determine the team that takes the kick off to start the game.
3. After a goal is scored, the team that was scored upon will take the kick off.
4. How Taken – Ball is placed in the middle of the center circle. The defending team must be at least four (4) yards from the ball in their own half. Play is started when the ball is played forward.

## **H. GOAL KICKS**

5. Goal kicks are taken by a member of the defending team when the ball passes completely over the goal line, either in the air or on the ground, having last been played by the attacking team.
6. How Taken - Ball is placed anywhere in the goal area and the attacking team must be at least ten (4) yards from the ball. The opposing team must be behind the mid field line until the ball is kicked (New 2014)

## **I. CORNER KICKS**

1. A member of the attacking team takes corner kicks when the ball passes completely over the goal line, having last been played by the defending team.
2. How Taken - Member of the attacking team places the ball on the ground nearest corner where the attacking team kicked the ball and it crossed the goal line. Ball may be kicked in any direction and opponents must be at least four (4) yards from the ball.

## **J. THROW-IN**

1. Throw-ins are taken to put the ball back into play after it has passed completely over a touchline (sideline) from the point where it crossed the line. The ball can be thrown in any direction by a player of the team opposite to that of the player who last touched the ball.
2. How taken - The thrower, at the moment of delivering the ball, must face the field of play and part of each foot must be on the ground. The thrower shall use both hands equally and shall deliver the ball from behind and over the head. *This is a teaching moment.* Please do not penalize a child or a team if they do not do this properly. **Do not make them throw the ball again.** A goal may not be scored directly from a throw-in.

## **K. COACH / PLAYER CONDUCT**

1. Coaches are responsible for their own conduct as well as the conduct of their players and spectators.
2. Coaches are encouraged to take up a position on the field that doesn't interfere with play but allows ample coaching opportunities. Also, they should be encouraging of all players and not be intimidating through their physical or vocal conduct.
3. Coaches whose conduct conflicts with league philosophy may be reprimanded.

## **L. SPORTSMANSHIP**

Teams and coaches should shake hands before and after the each game.

## **M. EQUIPMENT**

Teams will be provided with a game ball, cones, flags, first aid kit,. Volunteer coaches will be responsible for the care of their equipment. Please return the team equipment promptly at the conclusion of the spring season so we can keep our inventory updated. Please have children bring a size 3 ball to all practices (with their name on it).