

3rd Grade – 6th Grade TPSC Recreational team League Rules

Recreational Laws of Soccer for MV Rec Playing League

1] The Field of Play

Field must be rectangular and longer than it is wide. Field will be appropriate in size to age of players.

2] The Ball

Third Grade – Sixth Grade: Size 4 ball

3] The Formats

Third Grade - 5 v 5 (includes goalkeepers)

Fourth Grade - 7 v 7 (includes goalkeepers)

Fifth and Sixth Grade – 8 v 8 (includes Goalkeepers)

4] Substitutions

Third Grade and Older - A team may substitute during a stoppage of play as follows: on either team's throw-in, on either team's goal-kick, during a stoppage for an injury, or after a goal is scored. Substitutions are not allowed on corner kicks or penalties. The referee must be notified and approve of a substitution prior to a player leaving or entering the field of play.

5] Equipment

All players shall wear a team jersey, shorts, shin-guards, socks and soccer cleats. Baseball cleats (with a front toe cleat) are not allowed. Shin-guards should be worn underneath socks. No jewelry (earrings, rings, bracelets, necklaces, etc.), or other equipment deemed unsafe by the referee is allowed. Goalies shall wear a jersey differing in color from either team.

6] The Referee

The referee has full authority to make all decisions regarding all Laws of the Game. The referee's decisions are final and not subject to appeal. The referee's authority extends to the coaches and other spectators.

The referee's primary objective is ensuring the player's safety, but s/he should permit the game to flow and not call trivial fouls, nor should s/he call fouls where stopping play for a free kick would be less beneficial to the fouled team than permitting play to continue. Especially at younger ages, a referee is encouraged to explain calls to assist players in learning.

Third Grade – Parent Volunteer Referee. No coaching allowed on field.

Fourth Grade and Older - Licensed referee supplied by MVSC. In event of no shows, see rules for Third Grade.

Referees, whether licensed or parent volunteers, must be trusted to use their best judgment with integrity and objectivity, to insure the safety of the players at all times. Their calls should not be questioned by coaches, parents or players, but should be supported by all with thanks for their efforts on the field.

7] The Assistant Referees

Asst. Referees (ARs or Linesmen) assist the Referee in officiating the game; calling balls out of bounds, offsides, and other fouls as necessary. The Referee will grant them more or less authority based on their qualifications.

8] Duration of Game

Third and Fourth: 2 X 25 min. halves, with 5 minute halftime

Fifth and Sixth: 2 X 30 min. halves, with 5 minute halftime

Time is continuous – the clock is not stopped for injuries or balls out of bounds. No "stoppage time" is added in recreational soccer.

9] Start of Play

A coin flip (or similar random device) is used to determine which team attacks first. Play begins with a kick-off, with each team on their respective sides, and the defending team outside the center circle. A kick-off is awarded at the start of each half, or after a goal is scored.

10] Ball In and Out of Play

The ball is out of play when the entire ball has completely crossed over the touch line (sideline) or the goal line (end line), either on the ground or in the air, and the referee has stopped play. The position of a player touching the ball has no impact on the ball being called out of bounds (a player may be on, or even outside the lines, when he is playing a ball). The ball is deemed in play at all other times.

11] Scoring

A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar. Blow out rule. If one team is leading by 4 goals, then the coach of the leading team should take steps to avoid a needlessly lopsided score. This includes rotating more skilled players out of attacking positions, taking shots outside the penalty area, requiring a minimum of passes between players before shooting, having the “dominating” team play down a player, or allowing the team that is behind by 4 goals to add a player to the field (thereby playing with an extra player). It is incumbent on the coach of the leading team to implement such changes with discretion.

12] Offsides

An attacking player is offside only if the player is (1) in the opponents’ half of the field, (2) in front of the ball, (3) closer to the goal line than at least two opponents, and (4) is involved in active play at the moment the ball is played forward by the player’s teammate.

A player is not offside if the referee deems them even with the second to last defender, even with the ball, or not involved in the attack. A player is not considered offside if he receives the ball directly from a throw-in, goal kick or corner kick.

Third Grade: Offsides should be called when it is obvious. Benefit of the doubt should go to the attacking player.

Fourth Grade +: Offsides rule is fully enforced.

13] Fouls

A major foul occurs when a player carelessly, recklessly, or with disproportionate force does one of the following:

1. Kicks or attempts to kick an opponent.
2. Trips or attempts to trip an opponent.
3. Jumps at an opponent.
4. Charges an opponent.
5. Strikes or attempts to strike an opponent.
6. Pushes an opponent.
7. Tackles an opponent and makes contact with the player before touching the ball.
8. Tackles from behind or in a dangerous manner
9. Holds an opponent.
10. Spits on an opponent.
11. Deliberately handles the ball with any portion of his arm from fingers to shoulder (except for the goalkeeper within his own penalty area). For a “hand ball foul” to be called, there must be intent by the player to strike the ball with some portion of the arm or hand. Generally, if contact is made “hand to ball” it is a foul. If it is “ball to hand,” no foul. If a player protects him/herself from being hit by a hard shot, or if the ball inadvertently strikes the hand, there is no foul.

A major foul results in a direct free-kick. (*See note on “Free Kicks” & “Penalty Kicks”)

A minor foul occurs if a player:

1. Plays in a dangerous manner.
2. Impedes the progress of an opponent.
3. Prevents the goalkeeper from releasing the ball from his hands.
4. Charges the goalkeeper.

A goalkeeper can commit a minor foul if he:

1. Touches the ball with his hands after releasing it into play before it is touched by another player.
2. Touches the ball with his hands after it has been deliberately kicked to the goalkeeper by a teammate.
3. Touches the ball with his hands after receiving the ball directly from a teammate’s throw-in.

A minor foul results in an indirect free-kick, even if the foul occurs in the defending team's penalty box.

YELLOW CARDS & RED CARDS: The Referee may determine that certain fouls or behavior warrant a significant caution (yellow card) or ejection from the game (red card). An ejected player may not be replaced by a substitute.

COACHING INFRACTION: A coach (or parent) may not step on the field at any time, unless invited by the referee to attend to an injured player. The first infraction is an automatic Yellow card. The second infraction is an automatic Red card. In the event that a coach is ejected, and no other volunteer coach is available to continue, the game will be suspended at the discretion of the referee, and no result will be posted for the game.

14] Free Kicks

Direct free kicks – a goal may be scored directly from the kick.

Indirect free kicks – a goal cannot be scored until the ball is touched by a player other than the kicker.

15] Penalty Kicks

A penalty kick is awarded when a major foul is committed by a defender within his own penalty area. The kick is taken on the penalty mark (approx. 11 meters directly in front of the goal) with no defense except the goalie, who must remain on the goal line until the ball is kicked.

16] Throw-Ins

When the ball is played out of play over a touch line (side line), play is restarted in the following manner:

Third Grade and Older: Throw-ins. Play resumes with a throw in for the team that didn't touch the ball out of play. A legal throw-in requires the player face the field with both feet on the ground and outside the touch line, and uses both hands to throw the ball from behind and over his head. An illegal throw-in results when the player lifts one or both feet, uses only one hand to throw, or fails to bring the ball from behind and over his head.

Third Grade and Older: An illegal throw-in results in a throw in for the other team

17] Goal Kick

When the ball is played out of bounds over the goal line by the attacking team, play is restarted with a goal kick for the defending team.

For Third Grade through 6th Grade: The ball is placed at the top of the penalty box and restarted with a kick. Defending players must stand at least 10 yards from the ball.

18] Corner Kick

When the ball is played out of play over the goal line by the defending team, play is restarted with a corner kick for the attacking team. The ball is placed within the corner arc on the side the ball went over the goal line. Defenders must be at least 10 yards away.

Other Modified Rules

A. **Playing Time:** Each player shall play a minimum of 50% of the total playing time (unless there is an issue with attendance, attitude or behavior).

B. **Spectators:** Parents and spectators must occupy the opposite side of the field from the players – NO EXCEPTIONS. Both teams should occupy one side. Coaches are not permitted to walk past the halfway line into the area occupied by the other team.

C. **Code of Conduct:** All parents are required to read and support the policies and philosophies detailed in the "Code of Conduct." As a "self-policing" policy, every referee, coach and parent has a responsibility to demonstrate and encourage good sportsmanship in both players and each other. Behavior outside the guidelines of the Code should be addressed and/or reported to the Club.

D. **Common Sense:** Referees in soccer must use common sense in applying and interpreting the Laws in order to maintain the spirit of the game. Soccer is a game of constant motion with no time for instant replay. Good judgment must be used to allow the game to flow, which will sometimes result in "no calls" for fouls that would contravene the spirit of the game or take an attacking advantage away from a team.