



Arlington Soccer
PLAYING RULES

2nd Grade
EXPERIMENTAL GROUP

Draft three March 2024



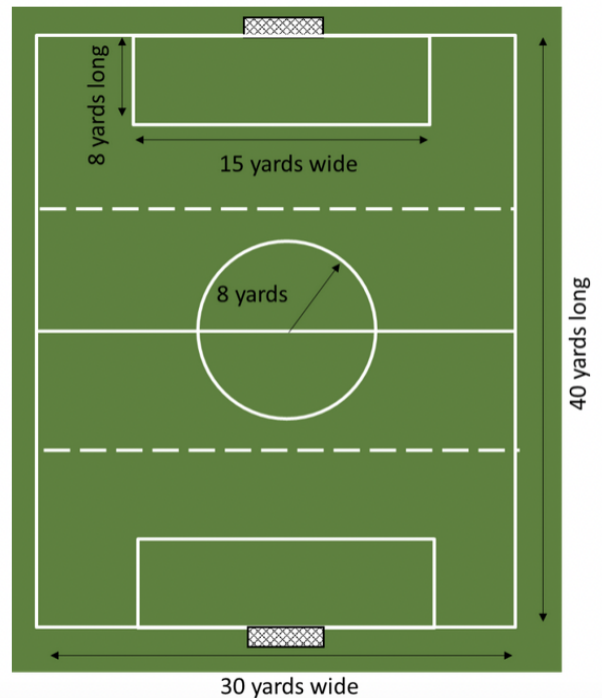
ARL PLAYING RULES

2ND GRADE EXPERIMENTAL

The following rules of play and additional instructions will apply to all games and scrimmages for the Arlington Soccer (ARL) Recreational Soccer League. The Laws of the Game as authorized by the International Federation of Association Football (F.I.F.A.) and the United States Soccer Federation (U.S.S.F.) shall apply in all cases except as follows:

LAW 1 FIELD OF PLAY

- The EXPERIMENTAL field of play shall be 40 yards long by 30 yards wide.
- Goals are set in place at the center of each endline. Goals are **approximately 6 feet tall and 12 feet wide**.
- **Goal area lines are 15 yards wide and extend 8 yards out from the endline. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 8 yards is marked around it.**
- There is no penalty area.



LAW 2 THE BALL (Size3)

- The 2nd Grade group uses a Size 3 ball.

LAW 3 NUMBER OF PLAYERS

- **The maximum number of players on the field at one time for each team is six (6) -- unless the runaway game rule is in effect (see Runaway Game Rule in next section) – one (1) of which must be designated as the goalkeeper.**
- The minimum number of players on the field at **one time is five (5)**.
- Unlimited substitutions are allowed at any stoppage of play by the referee. The player going

out must be completely off the field before a new player can enter.

- Referees will allow for a 10 minute grace period to allow a team to get up to the minimum number of players to start a game and avoid a forfeit. **In order to keep games on schedule, this time should be subtracted from play.**

LAW 4 PLAYERS' EQUIPMENT

- Shin-guards are mandatory for all players. Shin-guards must be covered by the sock; or be built into the sock.
- Players of teams participating in Association competition are required to wear the matching shirt of the team's neighborhood club.
- Proper soccer shoes in conformity with the official lawful standard are the only acceptable soccer shoes. Sneakers may be worn, but no hard-soled street shoes are permitted.
- The "home team" according to the schedule must change its uniform colors if they conflict with the "away team" colors. Pinnies may be used by the home team if needed to resolve a jersey color conflict.

LAW 5 REFEREES

- All games are officiated by a single referee, assigned by the ARL.
- If the assigned referee fails to appear by the scheduled game time, the teams may appoint a substitute referee by mutual agreement. Such appointment of (a) substitute referee/referees shall be binding for the game. Should the assigned referee appear after a substitute has been assigned, the teams should allow the referee to officiate the game.
- All Association coaches, players and adult spectators must recognize the game leaders as the sole authority over the game. As specified under the F.I.F.A. Laws, maintaining respect for the game leader is of vital importance to successful youth soccer. Behavior which falls below this standard of respect and interferes with the game leader's ability to officiate will not be tolerated. Any incidents will be subject to Arlington Soccer Rules & Discipline Committee for review and discipline.
- ARL Referees are instructed to stop the game if, in the opinion of the referee, the referee feels a possible injury to a player has occurred. The player involved does not have to fall down or appear injured for the referee to stop the game. If the referee feels an injury to a player may have occurred, the referee will stop the game and call on the team coach to assist the injured player.
- If the referee stops the game and calls the coach on to the field, the coach is expected to speak with, and carefully observe, the player identified or suspected to have sustained any type of injury. The coach should focus his attention only to the injured player. It is recommended that the coach be very careful in allowing the player further plays as injury symptoms are often delayed.
- If a referee stops the game due to a possible head injury, that player must leave the field to be evaluated by the coach. If a concussion is suspected, the player may not reenter the game.
- If the referee stops the game due to a player being injured, that player must leave the field of play. At this time, substitutions are allowed by both teams. The injured player, after leaving the field, may return at the next allowable substitution opportunity; or if allowed to return to the field by the referee.
- When the apparent temperature is over 90 degrees, a 1 minute running clock break will be given by the referee in the middle of each half (breaking the game into quarters) for players to get water.

LAW 6 ASSISTANT REFEREES

- There are no assistant referees.

LAW 7 DURATION OF GAME

- Four twelve (12) minute quarters with a three minute break between quarters and a five minute break at halftime.

LAW 8 THE START OF PLAY

- Prior to the start of the game, the referee tosses a coin and the team that wins the toss decides which goal to attack in the first half or to take the kick-off. Depending on the choice above, the opposing team either takes the kick off or decides which goal to attack in the first half. The team that decided which goal to attack in the first half takes the kick-off to start the second half. For the second half, the teams change ends and attack the opposite goals.
- The game begins with the ball being played from the approximate center spot. Opposing players must be at least eight (8) yards away, outside the center circle. The kick is indirect. The ball may be kicked in any direction. The kick shall not be taken until the Referee signals. The ball is in play when it is kicked and moves.

RESTARTS

- Opponents must be five (5) yards away from the ball on all restarts. All restarts are indirect. (The ball must be touched by another player before a goal can be scored.) The player taking a kick cannot touch the ball again until another player (on either team) has touched it. A kick-off shall be the method of restarting play at the beginning of each quarter and after a goal is scored.
- A dropped ball located in the penalty area is dropped uncontested for the goalkeeper. Elsewhere, it is dropped uncontested for a player of the team that last touched the ball at the point where the ball was located when play was stopped. All other players must be at least 5 yards away.

LAW 9 BALL IN AND OUT OF PLAY

- The ball is out of play when it has completely crossed over the sideline or end line; or when the game has been stopped by the referee.
- A ball going out of play over the side is restarted by a throw-in by the team not playing the ball out of bounds.
- A ball going out of play over the end line is played in either by a goal kick or a corner kick.

LAW 10 METHOD OF SCORING

- Players may only score a goal from inside their attacking half of the field. All kicks from within the player's defending half of the field will be considered indirect kicks. If a ball is kicked from the defending half of the field and goes directly into the opponent's goal, without touching another player (either team), the game will be restarted with a goal kick to the defending team.
- The ball must pass completely across goal line between the goal posts and under the crossbar.

LAW 11 OFFSIDE

- There is no offside rule in effect for the 2nd grade group.

LAW 12 FOULS AND MISCONDUCT

- All fouls result in awarding an indirect free kick for the team that was fouled.

Please note that slide tackles, reckless play, excessive force, serious foul play and violent conduct cannot be tolerated, whether or not they result in injury. As part of our zero tolerance policy, referees are offered special instructions:

- At the first instance, the referee is instructed to please stop the game and counsel (not chastise) the player so that others can hear as well. Result: indirect free kick.
- On the second offense, the referee will stop the game and talk to the coach. Ask the coach to produce

a substitute for the player, so the coach can talk to the player privately. Result: substitution and indirect free kick.

- On the third offense, the player must be removed from the game and this removal reported to the Rec Soccer Commissioner for tracking and/or further discipline. Result: substitution and indirect free kick.
- HOWEVER, if even the first offense results in injury to an opponent or teammate, the player must be pulled from the field at least temporarily.

LAW 13 FREE KICKS

- All free kicks shall be indirect (the ball must be touched by another player before a goal can be scored).
- The player taking a kick cannot touch the ball again until another player has touched it.
- In the case of a foul or handball committed by the defending team inside their own goal area, the referee should award an indirect free kick to the attacking team at the edge of the goal area closest to where the infraction occurred.

LAW 14 THE PENALTY KICK

- There are no penalty kicks in the 2nd Grade group.

LAW 15 THE THROW IN

- A ball going out of play over the side is restarted by a throw-in by the team not playing the ball out of bounds. Referees are instructed to allow minor infractions of the throw-in rules, to provide instruction to the players and/or to allow players to re-take a throw-in.
- A goal may not be scored directly from a throw-in.

LAW 16 THE GOAL KICK

- The defending team takes a goal kick when the attacking team touched the ball last before it went over the end line. The ball may be kicked from anywhere inside the goal area.
- All goal kicks are indirect. The player taking the kick can only touch the ball once and another player must touch it before that kicker can play the ball again.
- When a team is taking a goal kick, their opponents (the team not taking the kick) must stand on, or behind, the half-way center line. Once the ball is kicked, the game is considered live, and players can move wherever they like on the field.

LAW 17 THE CORNER KICK

- The attacking team takes corner kicks when the defending team touched the ball last before it went over the end line. Corner kicks are taken from either corner of the field, one (1) yard from the spot where the end line and sideline meet.
- Opposing players must be at least 5 yards away from the ball when corner is taken.
- All corner kicks are indirect.

ADDITIONAL INSTRUCTIONS & PHILOSOPHIES **FOR THE 2ND GRADE GROUPS**

GOALIES AND SAFETY

- Any time the keeper has a hand on the ball, it is considered under their control and out of play.

Opposing players cannot charge or challenge or interfere with the goalkeeper once they have the ball under their control.

- One finger of one hand on the ball is considered under their control and play must stop so the opposing team can fall back behind the center midfield line.

SPECIAL RULES FOR GOALKEEPERS, 2ND GRADE EXPERIMENTAL

- Punting is not allowed. Goalkeepers must distribute the ball by hand (with no requirement to do “throw-in” throws – underhand or overhand is fine), or may place the ball on the ground and kick normally. As soon as the keeper puts the ball down, however, the ball is in play and the opposing team may move in from behind the halfway line.
- **Rationale:** The rationale for the no-punting rule is to encourage teams to play out of the back. By artificially creating space for the team with the ball in their defensive half of the field, it is encouraged for players and coaches to kick, roll, or throw the ball to their teammates’ own possession, rather than punting the ball long for a 50/50 ball.
- When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the halfway center line. At any time the goalkeeper may pass, throw or roll the ball to a teammate before the opposing team gets behind the center line (or may kick the goal kick), but the team does so accepting the positioning of the opponents and the consequences of how play resumes. After the ball is put into play, the opposing team can then cross the center line and play resumes as normal.
- Pass-backs are not allowed. If a defender deliberately and intentionally kicks the ball back to the keeper, and the keeper picks the ball up with their hands, the referee should award an indirect free kick to the attacking team at the edge of the goal area closest to where the infraction occurred. However, a ball may be played back to the goalkeeper by the knee or chest.
- A player playing goalkeeper can only play half the game maximum; coaches are strongly encouraged to rotate all players into the position for at least a half.

HEADING

- Heading is not allowed. If the ball touches a player on the head, play is stopped. If the header was deemed deliberate, an indirect free kick will be awarded to the opposing team from the spot of the offense. If the header was deemed unintentional, then play restarts with a drop ball to the team that last kicked it.

TEAM ROSTER SIZE

- In the 2nd Grade EXPERIMENTAL group, ARL recommends that teams are formed with 9-11 players. With five (5) field players on the pitch, that would provide five (5) substitutes.

RUNAWAY GAMES

- When a team is losing by four (4) goals, it may add one (1) additional player, creating 7 v 6.
- When a team is losing by five (5) goals, it may add another additional player, creating 8 v 6.
- The maximum player advantage is two (2) players.
- The process is constantly adjusted depending on the score of the game.
- When the goal differential reaches six goals or more, the referee will summon opposing coaches for a meeting – the referee’s role is not to arbitrate but to clarify the arrangement between the coaches, and to then continue the game. Coaches can decide to continue to play with the same players; in this case, the score will continue to fluctuate. Or teams can agree to leave the score 0-4 (the maximum allowable difference in Rec) and **come to ANY agreement** between them to continue the game: teams can swap players, can add extra goalies, or make any combination of moves to make the game more even and more

enjoyable for all involved. (NOTE: the game must continue to be between registered ASA youth players; for insurance reasons, non-ASA players and/or adults cannot join.)

TEAMS AND SPECTATOR SEATING

- Teams will set up on the same side of the field, separated by the halfway line, while the parents/spectators will be on the opposite sideline from the teams. Under no circumstances will teams or spectators be allowed to be on the sidelines in the space between the top of the penalty box to the end-line, as well as behind the goals.
- All instructions from team coaches must be done from inside the team's area, which extends from the halfway line, to the top of the goal area.

SCORE REPORTING

- Teams in the 2nd grade age group are asked to report scores in both the fall and spring seasons. These score will not be published and division standings will not be kept. Reported scores will only be used to better group teams for the following season.
- Team coaches will be asked to report score using established procedures of the ARL Recreational League. These procedures will be communicated prior to each season.

PROFANITY

- Under no circumstances will any coach use profanity or physically or psychologically abuse any other person.

GOOD OF SOCCER

- Opposing parent/coaches and players should shake hands after each game.
- For the purpose of fostering the good of soccer and the development of all ARL players; all field players will play a roughly equal amount as all other field players in every scheduled game. Any disciplinary issues, for which a coach may wish to restrict playing time below what would be considered equal playing time, must be discussed and approved in advance with the ARL Recreational Soccer Director.

AREA CLEAN UP

- All teams shall be responsible for maintaining field areas in a clean and neat appearance, disposing of all trash prior to leaving the field.