Arlington Soccer

PLAYING RULES

2nd Grade

GROUP

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ARL PLAYING RULES

2ND GRADE GROUP

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 field of play is rectangular, its length being no more than 40 yards or less than 30 yards and its width not more than 30 yards or less than 20 yards. The length in all cases shall exceed the width.
- Goals are set in place at the center of each endline. Goals are two (2) yards wide.
- Goal area lines are ten (10) yards wide and extend five (5) yards out from the endline.

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 four (4) - unless the runaway game rule is in effect (see Runaway Game Rule in next section).
- The minimum number of players on the field at one time is three (3).
- There is no goalkeeper in 4v4 competition.
- 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.

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 Club the team represents. Individual team colors are not acceptable.
- 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 within ten minutes after scheduled game time, the teams may

appoint a substitute referee by mutual agreement. Such appointment of a substitute referee 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.

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

- The game begins with the ball being played from the approximate center spot by the team winning the coin toss. Opposing players must be at least five (5) yards away, outside the center circle. The kick is indirect. The ball may be kicked in any direction.

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. Restarts after a goal are taken from the center, same as the start of play.

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 in the 2nd Grade group. However, there is a "5-second rule" in effect to limit player "camping" in a goal area. Please see Additional Instructions and ARL Philosophies section at the end of this document.

LAW 12 FOULS AND MISCONDUCT

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

Please note that 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.

LAW 14 THE PENALTY KICK

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

LAW 15 THE THROW IN

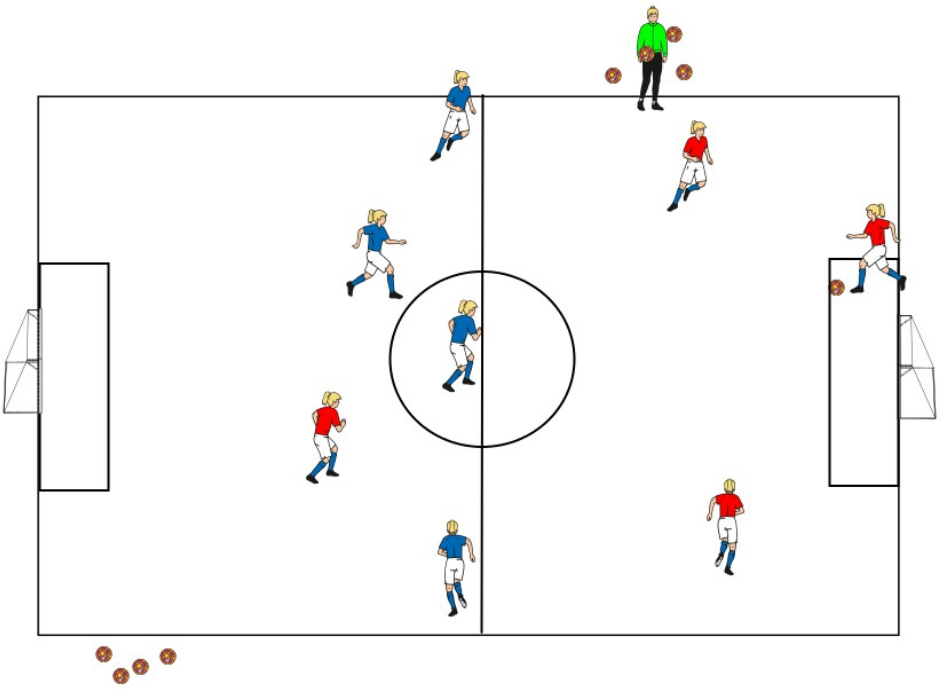
- A ball going out of play over the side is restarted by a throw-in by the team not playing the ball out of bounds. Referees are instructed to allow minor infractions of the throw-in rules, to provide instruction to the players and/or to allow players to re-take a throw-in.
- A goal may not be scored 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. The ball must leave the goal box before it is in play.
- When a team is taking a goal kick, the defending team (the team not taking the kick) must stand on, or behind, the halfway 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

5-Second Rule

No player can remain in either goal area for longer than 5 continuous seconds **EXCEPT**:

1) during corner kicks, or
2) defensive players during an attacking free kick in the defensive half of the field, or
3) if the ball has also been in or adjacent to the goal area for the same period of time.

Referees should apply this rule as necessary, and the proper restart will be an indirect free kick for the opposing team at the location of the ball when the play was stopped (on goal area line if the ball is in goal area).

RATIONALE:
This is an effort to deter players who have been told to act as a goalkeeper, even though there are no goalkeepers in 4v4 soccer. Additionally, this rule is also in effect for the attacking team for any players that acts as a "goal hanger;" someone who stands in front of the defending team's goal, and waits for the ball.

ADMINISTRATION: If you have questions about the application of or enforcement of this rule, please discuss it with your ref *before* your game starts.

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 group, ARL recommends that teams are formed with 8 players. With four (4) players on the field, that would provide four (4) substitutes.

RUNAWAY GAMES

- When a team is losing by four (4) goals, it may add one (1) additional player, creating 5 v 4.
- When a team is losing by five (5) goals, it may add another additional player, creating 6 v 4.
- The maximum player advantage is two (2) players.
- The process is constantly adjusted depending on the score of the game.

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 penalty box

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.