



Arlington Soccer
PLAYING RULES

Kindergarten
GROUP

Edited October 2019



PLAYING RULES

KINDERGARTEN GROUP

The following rules of play and additional instructions will apply to all games and scrimmages for the Arlington Soccer's (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 35 yards or less than 20 yards and its width not more than 25 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 (Size 3)

- The Kindergarten 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 4 vs. 4 game format.
- Substitutions are allowed at any stoppage of play by the game leader and "on the fly". The player going out must be completely off the field before a new player can enter.

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 matching shirt of the Club the team represents.
- 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

- Each team's coach becomes the game leader on the field.
- The role of the game leader is to keep the game moving, to encourage and instruct players from both teams, restart the game when the ball goes out, monitor substitutions, track elapsed time and stop and restart game as needed. The game leaders should think of themselves as an instructor rather than a referee. It is suggested that the team coach assign some roles (timekeeper, monitor substitutions) to other team adults.
- 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.

LAW 6 ASSISTANT REFEREES

- There are no assistant referees. Each team coach will become the game leader on the field.

LAW 7 DURATION OF GAME

- Four eight minute quarters with a three minute break between quarters and a five minute break at half time.

LAW 8 THE START OF PLAY

- The game begins with the ball being played from the center spot by the team winning the coin toss. Opposing players must be at least five (5) yards away. 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 has played it. After a goal the game is restarted with a kickoff.

LAW 9 BALL IN AND OUT OF PLAY

- The ball is out of play when it has completely crossed over the sideline or endline.
- A ball going out of play is restarted by one of the game leaders (coaches) rolling in a new ball. Game leaders should:
 - Have a ball or two in their hands at all times.
 - Alternate turns of re-starting play.
 - Roll the ball into an open space on the field (not throw in the air; not assist a goal).
 - Create a designated place on their sideline for spectators to put extra soccer balls (The Ball Bank!).
- Only the coaches on the field may re-start the play. Spectators can assist by collecting extra balls and putting them in the designated area along the sideline (the Ball Bank).
- Either coach may pause before rolling in a new ball to allow substitutions to be made. When a stop is made, both teams may sub (so the game is not stopped too often). Substitutions can also be made after a goal is

scored and between quarters.

- After a goal is scored, the game is re-started with a kick-off. This will also serve as a moment to relax, make substitutions and re-start the game.



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 re-started with a goal kick to the defending team.
- The ball must pass completely across goal line between the goal posts and under the crossbar (or the height of the goal posts).

LAW 11 OFFSIDE

- There is no offside in the Kindergarten group.

LAW 12 FOULS AND MISCONDUCT

- All fouls result in awarding an indirect free kick for the team that was fouled.
- The ARL prohibits slide tackling to challenge for a ball with an opponent. This infraction shall be treated as dangerous play and the penalty for such an infraction is an indirect free kick awarded to the other team.

LAW 13 FREE KICKS

- All free kicks 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 has touched it.

LAW 14 THE PENALTY KICK

- There are no penalty kicks in the Kindergarten group.

LAW 15 THE THROW IN

- There are no throw-ins. A ball going out of play on the side is restarted by one of the game leaders rolling in a new ball.

LAW 16 THE GOAL KICK

- There are no goal kicks. A ball going out of play on the end (not a goal) is restarted by one of the game leaders rolling in a new ball.

LAW 17 THE CORNER KICK

- There are no corner kicks. A ball going out of play on the end (not a goal) is restarted by one of the game leaders rolling in a new ball.

Additional Instructions and Philosophies - Kindergarten

TEAM ROSTER SIZE

- In kindergarten, ARL recommends that teams are formed with 8 players. With four (4) players on the field, that would provide four (4) substitutes for each game.
- A player may only play in an ARL sanctioned league game if that player has been registered with the ARL and has been added to the team's official roster.

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.

RUNAWAY GAMES

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

SCORE REPORTING

- Kindergarten scores are not reported.

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.