



1st Grade Rule Book



Registration: All players **MUST** be registered with the BGCLCV before participating

Equipment:

- The Ball: Size 3
- Uniform: BGCLCV issued uniform. Non-uniform clothing is allowed based on weather conditions.
- Footwear: tennis shoes or soft-cleated soccer shoes.
- Shinguards: Must be worn.
- Illegal Equipment: hard protruding objects, casts, jewelry and zippers.
- Goal: 6 ft. wide x 4 ft high.

Number of Players:

- Maximum number of players on the field at any one time is four (4). **NO GOALKEEPER.** May use a defender who stays on their side of the field, but must move to center circle when ball is on opposing team side (may not just stay by the goal)
- Maximum number of players on the roster should not exceed eight (8).
- Substitutions: At any time with the permission of the referee.
- Teams and games are coed. An uneven number of boys & girls per team are allowed.
 - If a team does not have four (4) players to start a game they have the option to play with less players (minimum of 3). Or may use one of the players from the other team if they have enough to do so.

Player Placement:

- See player placement policy on the website (www.poweroftheclub.org)

Field Size:

- Dimensions: The field of play shall be rectangular, 20x40yds
 - Markings: Distinctive lines no more than five (5) inches wide.
 - Halfway Line: shall be marked out across the field.
 - Center Circle: with a three (3) yard radius.
 - Corner Arcs: Four (4) each with a two (2) feet radius.
 - Goal Kick Lines: A line six (6) yards into field from the center of the goal line.
 - No Touch Zone: Half circle arc in front of the goal two (2) yards from the center of the goal.

Start of the Game:

- Rock, paper, scissor or coin toss administered by referee. Winner chooses if they want to start with the ball 1st or 2nd half, loser picks which side they start on.

Duration of the Game:

- The game will be divided into four equal 9-minute quarters with a 3-minute half-time break and a one-minute break between quarters.

The Start of Play:

- The offense can have any amount of players in the center circle on their half of the field.
- The defense must be outside the center circle and on their half of the field.
- The offense will kick the ball in any direction to signal the start of play from the center mark.

Ball in and Out of Play:

- The ball must completely cross the line to be “out of play,” ball is “in play” if any part of the ball is on or above the line.

Method of Scoring:

- Ball must completely cross the goal line between goal posts and beneath crossbar for a goal.

Off-Side: None at this age level.

Fouls and Misconduct: No cautions or ejections issued, if players are getting too rambunctious referee will ask coach to substitute player to give the child a chance to calm down.

Free Kicks (No Penalty Kicks):

- All free kicks will be direct.
- Opponents must be five (5) yards away.

Throw-In:

- Awarded when the ball completely crosses the sideline.
- Opponent must be five (5) yards away.

Goal Kick:

- Awarded when the team that is attempting to score a goal, kicks the ball over the goal line outside of the goal posts. The opposing team puts the ball back into play with a goal kick.
- The goal kick should be taken from the goal kick lines marked on the field.
- Opponents must be five (5) yards away from the ball.

Corner Kick:

- Awarded when the team defending the goal last touched the ball when it crosses the goal line.
- The opposing team puts the ball back into play with a corner kick inside the corner arc.
- Opponents must be five (5) yards away from the ball.

Slide Tackling: Not allowed at this level.

Heading policy/rule: (New for Fall 2019) Players **cannot** use their heads to control a ball in the air, pass the ball OR shoot on goal. If a player heads the ball at this age, the referee will blow their whistle and award a free kick to the opposing team.

General Rules:

- Coaches are responsible for knowing and following the rules and having them available at every game. The rules govern the game, will be applied and are not open to negotiation. All rules apply. Ignorance of the rules or inadvertent violation is not excused and will not be considered. The rules supersede any error made by a referee during the course of the game.
- Any rule or situation not contained herein becomes the sole discretion of the Athletic Directors.
- All leagues will be governed by the Athletic Director, who will arbitrate any problems, issues and/or penalties.

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