



3rd-Grade Playing Rules

Registration: All players MUST have a current 2020-21 Club membership, a COVID-19 release form and all fees paid prior to participating in the Spring 2021 Soccer League.

Equipment:

- The Ball: Size 4.
- Uniform: BGCLCV issued uniform. Non-uniform clothing is allowed based on weather conditions. **Face coverings/masks are optional during play and recommended on the sidelines when/if social distancing cannot be maintained.**
- Footwear: tennis shoes or soccer cleats.
- Shinguards: Must be worn.
- Illegal Equipment: hard protruding objects, casts, jewelry and zippers.
- Goals: 6 ft high x 12 ft wide.

Players:

- Maximum number of players on the field at any one time is seven (7) (includes goalkeeper).
- Maximum number of players on the roster should not exceed fourteen (14).
- Substitutions: At any stoppage with permission of referee (subs must enter at midfield).
- Teams and games are coed. An uneven number of boys & girls per team are allowed.
- Playing time: Each player SHALL play a minimum of 50% of the total playing time. It is the coach's responsibility to follow this rule and monitor playing time.
- If a team does not have seven (7) players to start a game, then they have the option to play with less players (minimum of 5) or forfeit the game. If they choose to forfeit, they may borrow a player from the other team if there are enough players to start a regulation game. In this scenario, the team with enough players to start the game will get the win if team chooses to forfeit (despite the final score).

Field Size:

- Dimensions: The field of play shall be rectangular, 30x50yds.
- Markings: Distinctive lines no more than five (5) inches wide.
 - Halfway Line: shall be marked out across the field.
 - Center Circle: with a four (4) yard radius.
 - Corner Arcs: Four (4) each with a one (1) yard radius.
 - Goal Area: Five (5) yards from each goal post and five (5) yards into the field of play joined by a line drawn parallel with the goal line. All players are allowed in this box.
 - Penalty Area: Ten (10) yards from each goal post and ten (10) yards into the field of play joined by a line drawn parallel with the goal line. Penalty kick mark is made at eight (8) yards from the goal line. All players are allowed in this box at any time.

Start and Restart of Play:

Pre-game equipment check – Five (5) minutes before start time. Have all players line up (socially-distanced) five yards from the midfield line (on their bench side) for the equipment (shoes & shin guards) check.

Pre-game conference – Two (2) minutes before start time. Only 1 coach and 1 player (captain) per team will go to midfield for the conference. **HOME team will have possession first and attack opposite goal from their bench. HOME team is to right of midfield (facing spectators). Visiting team is on left sideline.**

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

Duration of the Game:

- The game shall be divided into two 22-minute halves with a 3-minute halftime break. No added time if the game is tied after regulation.

Ball in and Out of Play:

- 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.

Throw-In:

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

Method of Scoring:

- The ball must completely cross the goal line between goal posts and under the crossbar.

Off-Side:

- Offside Position - PLAY IS NOT STOPPED FOR OFFSIDE POSITION. A player is in offside position if that player is closer to the opponent’s goal line than both the ball and the second to last defender. This only applies in the defender’s half of the field.
- Offside Offense - A player in an offside position is penalized **ONLY IF** at the moment the ball touches or is played by a teammate, that player is involved in active play. The opposing team gets an indirect free kick from the spot of the offsides.
- No Offense - There is no offside violation if a player receives the ball directly from a goal kick, throw in, or corner kick.

Fouls and Misconduct:

- The yellow card is used to communicate that a player or coach has been cautioned.
- The red card is used to communicate that a player or coach has been ejected.
- A yellow card requires the player to immediately substituted. The player may return to the field at the next regular substitution.
- A red card results in immediate ejection from game with no player replacement allowed.

Free Kick:

- Opponents must be five (5) yards away from the ball on a free kick.

Penalty Kick:

- Awarded when a defending player commits a foul within their own penalty area.
- Penalty Mark is made eight yards from the goal post in the center of the field.

Goal Kick:

- Awarded when the ball passes over the goal line and attacking team is last in possession.
- The opposing team puts the ball back into play with a goal kick inside goal area.

Corner Kick:

- Awarded when the ball passes over the goal line and the defense is the last to possess.
- The opposing team puts the ball back into play with a corner kick inside the corner arc.

Slide Tackling: Not allowed at this level

Heading policy/rule: 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 opponent.

General Rules: Coaches are responsible for knowing and following the rules; which govern the game and are not open to negotiation. All rules apply and supersede any error made by a referee during the course of the game. Any situation not covered by the rules will be arbitrated by the Athletic Director (after consulting with field monitors, referees and all involved parties).

For more information, contact:

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