



3rd/4th-Grade Rules Sheet

Registration: All players **MUST** have a current 2022-23 Club membership, a signed COVID-19 release form and all fees paid prior to participating in the 2022-23 Fall/Spring Soccer Leagues.

Equipment:

- The Ball: Size 4.
- Uniform: BGCLCV issued uniform. Non-uniform clothing is allowed based on weather conditions. Face coverings are optional during play and recommended on the sidelines IF COVID-19 restrictions are in place.
- Footwear: tennis shoes or soccer cleats. No baseball/softball cleats are allowed.
- Shinguards: Must be worn (**under** the socks).
- Illegal Equipment: No hard objects (i.e. casts, jewelry, etc.) or hazardous items may be worn.
- Goals: 6 feet high x 12 feet wide.

Players:

- Maximum number of players on field at any one time is seven (including goalkeeper).
- Maximum roster size is fourteen (14). Rosters can exceed 14 **ONLY** if approved by coach and AD.
- Substitutions: At any stoppage with permission of referee (subs must enter through middle of field).
- Teams and games are coed. An uneven number of boys & girls per team are allowed. **Note** – depending on registration numbers, 3rd & 4th grade divisions may be combined OR separated by grade.
- Playing time: Each player **SHALL** play a minimum of 50% of the total playing time. It is the coach's responsibility to monitor playing times. The Athletic Director may intervene if this rule is not being followed.
- If a team does not have seven (7) players to start a game, 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 be declared the winner (despite the final score).

Player Placement:

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

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.
 - 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 8 yards from the goal line.

Start and Restart of Play:

Pre-game equipment check – Three (3) minutes before start time. All players will line up along the penalty box line (on their side of field) for referees to check equipment (shoes & shin guards).

Pre-game conference – One (1) minutes before start time. One coach and a captain from each team will go to midfield for the conference. Have starters out on the field in their positions during the conference. Designated HOME team starts with possession and VISITING team will have possession at start of 2nd half.

- 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.

Duration of the Game:

- The game shall be divided into two 25-minute halves with a 3-minute half-time break. No added time.
- Tournament games tied after regulation will be determined by a five (5) penalty kick shoot-out, followed by a sudden death shoot-out if necessary.

Ball in and Out of Play:

- Ball must completely cross the line to be "out of play/bounds." The ball is "in play/bounds" if any part of the ball is inside or touching (or above) the sideline boundary line.

Throw-In:

- Awarded when the ball completely crosses the sideline.
- Opponent must be five (5) yards away.
- Players back foot must stay on the ground when releasing the ball (along with all other throw-in guidelines).
 - Failure to do so will result in a foul throw and loss of possession.

Method of Scoring:

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

Off-Side:

- Offside Position- PLAY IS NOT STOPPED FOR OFFSIDE POSITION. A player is in offside position if that player is nearer to the opponent's goal line than both the ball and the last defender (not including GK). This only applies in the defender's half of the field.
- Offside Offense- A player in an offside position is penalized **IF**, at the moment the ball touches or is played by a teammate, that player is actively involved in the play. The opposing team gets an indirect free kick from the spot of the violation.
- No Offense- There is no offside offense 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 immediate substitution of offending player. The player may return to the field at the next regular substitution.***
- A red card results in immediate disqualification from game with no replacement/substitution allowed.

Free Kick:

- Opponents must be eight (8) yards away from the ball during the free kick.

Penalty Kick:

- Awarded when a defending player commits a foul within their own penalty area.
- The penalty mark spot is eight (8) yards from the goal line in the center of the field.

Goal Kick:

- Awarded when the ball passes over the goal line and is last touched by the attacking team.
- 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 is last touched by the defending team.
- The opposing team puts the ball back into play with a corner kick inside the corner arc.

Slide Tackling: Not allowed at this level. Referees will be instructed to give a verbal warning for the first slide tackle and a YELLOW card if the same player commits a second slide tackle.

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 stop play and award a free kick to the opposing team.

General Rules: Coaches are responsible for knowing, teaching and following the rules; including the Club's No Tolerance Policy, which deals with coach/player/fan sportsmanship/behavior. Any rule or incident/situation not covered by our sport rules will be reported to the field monitor and reviewed by the Athletic Director. All leagues will be governed by the Athletic Director; who will arbitrate any problems, issues and/or penalties.

For more information, contact:

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