

PLAYING RULES FOR LMSC SPRING INTRAMURAL PROGRAM

YOUNGEST DIVISIONS (LEVEL ONE REFEREES)

There are 17 Laws in the game of soccer, the following is a modified version of these laws which will be used for these age divisions. The rules have been designed to allow the players optimum enjoyment of the game.

The primary objective of each division is ENJOYMENT OF THE GAME OF SOCCER. The rules are to be interpreted with this objective in mind.

LAW I -- THE FIELD

The field will be approximately 30 yards long and 20 yards wide with a midfield line in the middle. There will be an 'X' in front of each goal where the goal kicks are taken from. This mark will be about 10 yards from each goal.

LAW II -- THE BALL

The Atoms Neutrons, Bantams and Microns Divisions will all use a **size 3** ball.

LAW III -- NUMBER OF PLAYERS AND SUBSTITUTIONS

Each team will have four players on the field at one time. There are no goalies. Small sided games will minimize the "swarming" around the ball and maximize the amount of involvement each child has while playing.

Coaches should rotate the players so that all players get **equal playing time**, NO EXCEPTIONS. If needed, players may be switched from one team to another to ensure a balance of numbers and competitiveness.

Depending on the number of players in each session, games can be played 3v3 or 4v4. If there are a lot of players on a particular day, there should be substitutes on each field. Coaches may switch the players from one team to another as needed to establish a competitive, equal game.

If a game is played without substitutes, regular water breaks should be given. When games are played with substitutes, there should not be a water break since players can get a rest and get water when they are off the field.

LAW IV -- PLAYER EQUIPMENT

All players should bring their red LMSC jersey each week. At each session, the coaches will randomly give half of the players a white tee shirt to wear for that game. Coaches and referees must collect the white jerseys at the end of the session.

For safety reasons, players should have soccer cleats instead of sneakers. Players should not play in sneakers if possible since they will be prone to slipping and falling when the fields are wet. **Shinguards are mandatory.**

Players may not wear jewelry. They should **not** play in long pants. Sweat pants are acceptable.

Baseball hats and other types of hats are NOT to be worn for safety reasons. Be sure that players wearing baseball hats remove them promptly.

LAW V -- THE REFEREE

Every effort will be made to assign a referee to every field. The referee shall only call **out of bounds, dangerous play** and **MAJOR rule violations**. Since there is no time duration for games, the referee shall not keep playing time. The referee will call for water breaks if the children are getting tired, it is hot or there are few or no substitutes.

The referee will be responsible to help teach the rules and basic strategy of the game. His job will be very informal and will let all minor fouls go uncalled so that play continues. His primary concerns will be to ensure the safety of the children and to maximize the children's enjoyment of the game.

If a referee is not available to do the game, a parent or coach must referee the game.

LAW VI -- LINESMAN

There will be no linesman for these age groups.

LAW VII -- DURATION OF THE GAME

Since players will be subbing on and off the field, the game will be one continuous game that will go until the session is scheduled to end or until the children get tired and start to lose interest. The referees are to end the game about five minutes before the start of the next age group. At that time, they are to collect the white shirts.

LAW VIII -- THE START OF PLAY

Play starts with a kickoff from midfield. This **MUST** be a pass to a teammate. The player starting the game may not simply kick the ball down the field.

LAW IX -- BALL IN AND OUT OF PLAY

The ball must be **ENTIRELY** over the line to be called out of play. The referee may let play continue if the ball goes over the line and comes immediately back into play. Play continues unless the referee blows his whistle.

LAW X -- METHOD OF SCORING

The ball must go **COMPLETELY** over the goal line and through the goal posts. The ball does not have to hit the ground.

The referee and coaches may keep scores of the game but are to **minimize the winning and losing** aspect of the game. The players should dictate the proper competitiveness level, not the adults.

LAW XI -- OFFSIDES

There is no offsidess rule in the younger age groups. However, coaches are to instruct players to **NOT** hang out around the other team's goal waiting for the ball. All players are required to play both offense and defense.

LAW XII -- FOULS AND MISCONDUCT

Only major or deliberate fouls will be called. There are three fouls that will be **strictly enforced**:

- **dangerous play** (to ensure each child's safety)
- **intentional hand balls** (not accidental)
- **sliding tackles** (illegal in ALL LMSC intramural divisions)

The idea of rule enforcement is to let the kids enjoy and experience the game. They are too young to understand most rules. Referees are to let all 'minor' fouls go uncalled.

Referees are to **briefly explain** to the players why each foul was called.

LAW XIII -- FREE KICKS

All restarts kicks will be "indirect" meaning that a goal may NOT result directly from the free kick. A different player (on either team) must first touch the ball before a goal can be scored. For all free kicks in these age groups, players must resume play by attempting to pass to a teammate.

Any foul committed just in front of one of the goals should be brought out to the nearest goal kick spot on the field (marked with an 'X').

LAW XIV -- PENALTY KICKS

Penalty kicks will **NOT** be called under any circumstances.

LAW XV -- THROW-INS

These divisions do not have throw-ins. If the ball goes out of play, the other team will restart play with a kick-in from the sideline. This **MUST** be an attempted pass. A goal may NOT be scored directly from a kick-in since all restarts in these age groups are indirect. Opponents must be at least five yards from the ball on the kick-in.

LAW XVI -- GOAL KICKS

A goal kick is taken to restart play after the offensive team has kicked the ball over the goal line. The kick will be taken by the defensive team from the "goal kick" spot marked on the field, approximately 10 yards from the goal.

LAW XVII -- CORNER KICKS

A corner kick is taken to restart play after the defensive team has kicked the ball over the goal line. The kick will be taken by the offensive team from the corner of the field.

LAW XVIII -- COMMON SENSE (an addition to the regular 17 laws).

When in doubt about what to do, use common sense and improvise.