

# LOWER MERION SOCCER CLUB

## SPRING INTRAMURAL PROGRAM – LEVEL 2 GAME RULES

The following is a brief description of the rules that will be used for level 2 age divisions (the Bantams and Microns Divisions). The rules have been modified so as to maximize player enjoyment. Coaches are always asked to remember that the primary objective of the program is **ENJOYMENT OF THE GAME OF SOCCER**.

### LAW I -- THE FIELD

- Two fields, each approximately 35 yards long, 30 yards wide
- Each field has a midfield line which runs from one sideline to the other
- A goal kick line will be drawn five yards out from each goal line, running from one sideline to the other

### LAW II -- THE BALL

- Size 3 ball

### LAW III -- NUMBER OF PLAYERS AND SUBSTITUTIONS

- Maximum of 12 players on a roster
- Teams play two simultaneous games of 4v4
- Teams do NOT use goalies in these age groups
- Coaches divide their players into two EQUAL teams. Do not make one team stronger than the other
- All players are to get EQUAL playing time. Star players and coaches' children are NOT to be given extra playing time
- Substitutions may be made whenever the ball goes out of play, or when there is an injury. Substituting while the ball is in play may only be done if absolutely necessary. Coaches need to get the attention of the referee when substituting
- Minimize the number of times substitutions are made to avoid time wasting
- **Special LMSC Intramural Rules To Balance Lopsided Games:**
  - A team losing by four or more goals is to add an extra player. The game is played 5v4
  - A team with a five goal lead must remove one player from the field. The game is played 5v3
  - The above actions are reversed when the lead begins to shrink

**Special Field Note:** If one team does not have enough players to field two full teams, one or both of the games should be played using one fewer field player on the field. In this situation, the goals should be moved in from the end lines up to the goal kick lines, making the field about 10 yards shorter.

## LAW IV -- PLAYER EQUIPMENT

- Players should wear soccer shoes with rubber cleats. Sneakers are allowed, but are not as safe
- SHIN GUARDS ARE MANDATORY
- Navy (or black) shorts
- White soccer socks worn OVER the shin guards
- Loose fitting sweat pants are allowed on cold days. Long pants should be avoided since they restrict player movement
- Earrings MUST be removed or at a minimum completely taped up so they cannot get yanked off
- Arm casts may only be worn if it does not cover the elbow and is totally covered in bubble wrap or foam rubber. The player must also have medical clearance from his / her doctor in order to play
- Necklaces must be removed or tucked under the shirt so they do not fly around and hit someone in the eye. It is preferred that the necklace is taped to the player's chest
- Bracelets and watches must be removed
- Baseball hats may not be worn since the brim of the hat can injure an opponent

## LAW V -- THE REFEREE

- One referee per field
- The referee is responsible for keeping game time, **starting the game on time** and ending the game on time. It is important that the referees get the coaches to start the game on time
- It is very important that the referee start the on time so that he / she does not have to cut playing time at the end of the game
- If there is no referee, the coaches will need to find someone else to officiate
- **Coaches are not to yell at or try to intimidate the referee.** If they should disagree with a call, they should talk to the referee in private in between periods or after the game. Referees are to report any coach or adult who is verbally abusive to the LMSC Officers

## LAW VI -- ASSISTANT REFEREES (LINESMAN)

- Assistant referees (AR's) will not be assigned. If needed, the referee may ask for another person to signal if a ball has gone out of play

## LAW VII -- DURATION OF THE GAME

- Games will be two 25 minute periods in length. The referee will need to end the game right at the scheduled time so that the next game can start on time
- There will be a five minute break in between periods
- It is very important that the coaches and referees **START THE GAMES AT THE SCHEDULED TIME**, otherwise the referee will have to end the game early so that the next games start on time.

## LAW VIII -- THE START OF PLAY

- Opponents must be in their own half of the field and at least five yards from the ball
- Both teams will switch sides and direction of play for the second half.
- Play must start with a pass (forwards or backwards). Teams may NOT simply blast the ball down the field

## LAW IX -- BALL IN AND OUT OF PLAY

- The ball is in play until it goes ENTIRELY over a sideline or end line
- Play shall continue in all cases until the referee blows the whistle
- Coaches and spectators are not to tell players to stop playing unless the whistle has sounded

## LAW X -- METHOD OF SCORING

- The ENTIRE ball must go through the goal (whether on the ground or in the air)
- Goals may only be scored if the ball is shot from the team's **offensive** half of the field
- Coaches are asked to minimize the importance of the score
- LMSC does NOT keep the scores of games
- Standings are not kept during the season
- Goals may NOT be scored directly from any restart, including a:
  - kickoff
  - goal kick
  - free kick (restarting play after a foul)
  - kick in (restarting play after the ball goes over the sideline)
  - corner kick

## LAW XI -- OFFSIDE

- There is no formal offside rule
- Coaches are to instruct their field players to move up the field on offense and back down the field on defense. Coaches must not allow players to remain far up the field "cherry picking."

## LAW XII -- FOULS AND MISCONDUCT

- All fouls will result in an INDIRECT free kick (a goal may **NOT** result directly from the kick)
- All opponents must be at least FIVE yards from the ball
- If an attacking team gets a free kick near their opponent's goal, the free kick is to be moved back to about TEN yards from the goal
- For free kicks in a team's defensive area, the ball may be moved up several yards, away from the goal.
- There are no penalty kicks taken in these divisions
- The referee is to stop play and briefly EXPLAIN (15 words or less) the foul to the offending player AND to the other players. The referee is to try and help the players to better understand the rules
- In EVERY soccer age group, up through professional, a foul is NOT called if the ball hits a player in the arm when his arm is at his side and the player could not possibly avoid having the ball hit his arm. Hand balls are only called if the player could have avoided having the ball hit his arm
- **SLIDE TACKLES ARE ILLEGAL IN ALL LMSC INTRAMURAL DIVISIONS.** This will be strictly enforced by the referees. Coaches are to instruct their players to not attempt slide tackles
- **Per Order of the United States Soccer Federation: PLAYERS IN THESE AGE GROUPS MAY NOT HEAD THE BALL.** Intentionally heading a ball will be treated as a foul.

## LAW XIII -- FREE KICKS

- All free kicks are indirect (the player taking the kick may not score directly from the free kick)
- A second player (on either team) must touch the ball for a goal to be scored
- Coaches are to instruct their players to PASS the ball. This will help players to understand teamwork
- Defensive players must be at least five yards from the ball on all restarts

## LAW XIV -- PENALTY KICKS

- There are no penalty kicks in these age groups

## LAW XV -- THROW INS

- There are no throw ins
- When the ball goes out of bounds, over the sideline, the other team will get an indirect free kick (the ball may not go directly into the goal)
- Opponents must be at least five yards away from the kick
- Coaches are to instruct their players to PASS the ball. This will help players to understand teamwork

## **LAW XVI -- GOAL KICK**

- A Goal Kick is taken to restart the game when an attacking team player plays the ball entirely over the goal line (but not into the goal)
- Goal kicks are taken by the defensive team from any point on the goal kick line
- **All opponents must stand behind the midfield line until the ball is put into play. It is VERY important that coaches and referees enforce this rule.**
- A goal kick MUST be a pass to a teammate
- The player taking the goal kick may not play the ball again until it is played by another player

## **LAW XVII -- CORNER KICK**

- A Corner Kick is taken to restart the game when a defender plays the ball entirely over the goal line (but not into the goal)
- Corner kicks are taken by the offensive team from within a yard of the corner of the field
- All opponents must be at least five yards away from the ball
- A goal may not be scored from a corner kick in these ages

## **LAW XVIII -- COMMON SENSE**

When in doubt, common sense should be used to interpret the laws and maintain the spirit of the game.