

# GC CENTENNIALS INTRAMURAL SOCCER RULES FOR REFEREES, COACHES AND PLAYERS

## GRADES 2-6

Abuse of referees by coaches, players and/or parents will not be tolerated. All incidents should be reported to Jimmy Connolly (gcreferees@gmail.com) and Dom Atteritano (domcentennialsoccer@gmail.com) and will be reviewed by the Centennials Board of Directors and the Centennials reserve the right to take any and all disciplinary action.

### 2nd and 3<sup>rd</sup> Grade Games

#### **Game Clock and Player Rules**

Teams play 2 X 25-minute halves with 5-minute halftime.  
Teams should play 7 v 7 including goalie.

The game clock for all games MUST start at the officially scheduled game time whether or not the teams are ready so all games throughout the day can start on time. For example, if the scheduled game time for a 2<sup>nd</sup> grade game is 9am and the teams are not ready to go until 9:05, the clock has officially started at 9am and the first half should end at 9:25 (even though only 20 minutes will have been played). This keeps all games on schedule for the rest of the day.

#### **Throw-Ins**

Referees will allow 2nd and 3rd grade players to have one do-over throw if an illegal throw-in (e.g., foot comes off the ground, ball is not thrown with two hands over the head) is made. In the event of an illegal throw-in, referees should blow the whistle loudly multiple times to stop play and referee should grab the ball. The referee should either instruct or have the coach instruct the player of his/her mistake and how to properly perform the throw-in. If the player performs a second illegal throw-in, play should be stopped and the ball awarded to the other team.

#### **Fouls**

**All restarts after a foul are indirect kicks** (the ball must touch at least two players before a goal can be scored). Indirect kicks are to be awarded at the spot of the foul unless the foul was committed in the 18-yard box, then the ball should be placed at the outside part of the 18 yard box closest to the spot of the foul. **There are no penalty kicks for 2nd and 3rd grade players.**

#### **Punting the Ball**

There is no punting of the ball in the 2nd and 3rd grade divisions. This would defeat the purpose of the buildout lines (see below) and reduces opportunities to play the ball out of the back in an unpressured setting.

#### **Buildout Lines**

To promote play out of the back in an unpressured setting and to facilitate game flow, 2nd and 3rd grade fields will have build out lines.

## Development Rules for 7v7



- **Build out lines**



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## Development Rules for 7v7



- The build out line is used to promote playing the ball out of the back in an unpressured setting
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line

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Once the ball is put into play on a goal kick or by the goalkeeper and the ball touches either a teammate or crosses the build out line, only then can the opposing team cross the build out line and play resumes as normal.

## Offsides

Offsides will be called from the buildout line NOT from midfield.

## Heading the Ball

Intentional heading is NOT permitted for 2nd and 3rd grade players. If a player intentionally heads the ball, play should be stopped and the opposing team awarded an indirect kick. If an offensive player heads the ball in the penalty box, the offensive team must drop back behind the build out line before the other team takes its indirect kick. If a defensive player intentionally heads the ball in the penalty box, a corner kick will be awarded. If a player has the ball unintentionally hit his/her head, play will continue.

## Slide Tackling

Absolutely no slide tackling is permitted.

**No bullying or fighting of any kind will be tolerated. Should an incident occur, the player must be taken off the field and spoken to by his/her coach before being able to return to the field.**

## 4th – 6th Grade Games

Remember that these players are older and the rules are slightly different than the 2nd and 3rd graders.

### Game Clock and Player Rules

Teams play 2 X 30-minute halves with 5 minute halftime.  
Teams should play 9 v 9 including goalie.

The game clock for all games MUST start at the officially scheduled game time whether or not the teams are ready so all games throughout the day can start on time. For example, if the scheduled game time for a 2<sup>nd</sup> grade game is 9am and the teams are not ready to go until 9:05, the clock has officially started at 9am and the first half should end at 9:25 (even though only 20 minutes will have been played). This keeps all games on schedule for the rest of the day.

**Playoffs Only** – If a game is tied after completion of regulation time, teams will play a 10-minute golden goal overtime period. If teams remain tied after the overtime period, the game will be decided by penalty kicks. Each team will select 5 players to take penalty kicks. If a winner is not decided after the 5 initial penalty takers, then teams will continue to take penalty kicks one round at a time until there is a winner. No player may take a penalty kick twice until all other players on the team have taken a penalty kick.

### Throw-Ins

Referees will allow 4<sup>th</sup> – 6<sup>th</sup> grade players to have one do-over throw if an illegal throw-in (e.g., foot comes off the ground, ball is not thrown with two hands over the head) is made. In the event of an illegal throw-in, referees should blow the whistle loudly multiple times to stop play and referee should grab the ball. The referee should either instruct or have the coach instruct the player of his/her mistake and how to properly perform the throw-in. If the player performs a second illegal throw-in, play should be stopped and the ball awarded to the other team.

### Fouls

All fouls other than intentional handball, trips or pushes result in an indirect kick. An intentional handball, trip or push in the 18-yard box will result in a penalty kick. The penalty kick will be taken 2 large steps from the top of the 18-yard box.

### Punting the Ball

Punting by the goalie is permitted in the 4th – 6th grade games.

### Offsides

Offsides are to be called from the **MIDFIELD LINE**.

### Heading the Ball

Intentional heading is NOT permitted by 4th – 6th grade players. If a player intentionally heads the ball, play should be stopped and the opposing team awarded an indirect kick. If a defensive player intentionally heads the ball in the penalty box, a corner kick will be awarded. If a player has the ball unintentionally hit his/her head at any time, play will continue.

## **Slide Tackling**

Absolutely no slide tackling is permitted.

**No bullying or fighting of any kind will be tolerated. Should an incident occur, the player must be taken off the field and spoken to by his/her coach before being able to return to the field.**