

### **GC Centennial Clock Rules for ALL Divisions.**

*The game clock will start at whatever time the game is officially scheduled to start. So if you have a scheduled 9am game and the teams are not ready to go the clock has already started and every game should have halftime after 25 minutes, which in this case would be 9:25am. Then 5 minute half. The 2<sup>nd</sup> half would start at 9:30am and last 25minutes so all 9am games would then end at 9:55am no matter what.*

### **FOULS**

All Kicks are Indirect Kicks. For the 2<sup>nd</sup> and 3<sup>rd</sup> grade divisions the kick will take place at spot of foul. If close to Penalty Box and the kick is going toward nearest goal please place at corner of the 18 yard Penalty Box line to make it tougher to score. If you have 4<sup>th</sup> grade division or older there will be penalty kicks if intentional handball or trip or push down. Mark the goal 12 big steps from the goal line center.

### **THROW INS**

2<sup>ND</sup> AND 3<sup>RD</sup> GRADE kids will have one do over throw if they do an illegal throw in please blow the whistle loud multiple times and grab the ball. If they do the throw in illegally the second time then blow the whistle. If they throw illegal then the opposite team takes the throw in.

4<sup>th</sup> and older if an illegal throw in occurs then blow the whistle and give the throw in to the opposing team.

### **OFFSIDES**

**Remember Offsides for 2<sup>nd</sup> and 3<sup>rd</sup> Grade is from build out line to build out line not the midfield line.**

**NEW RULES FOR 2<sup>ND</sup> AND 3<sup>RD</sup> GRADE and 4<sup>th</sup> – 8<sup>th</sup> grades GARDEN CITY CENTENNIALS SOCCER INTRAMURAL PROGRAM.**

**NO INTENTIONAL HEADING ALLOWED FOR 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup>-8<sup>th</sup> DIV**

**ABSOLUTELY NO SLIDE TACKLING IN ANY DIVISION**

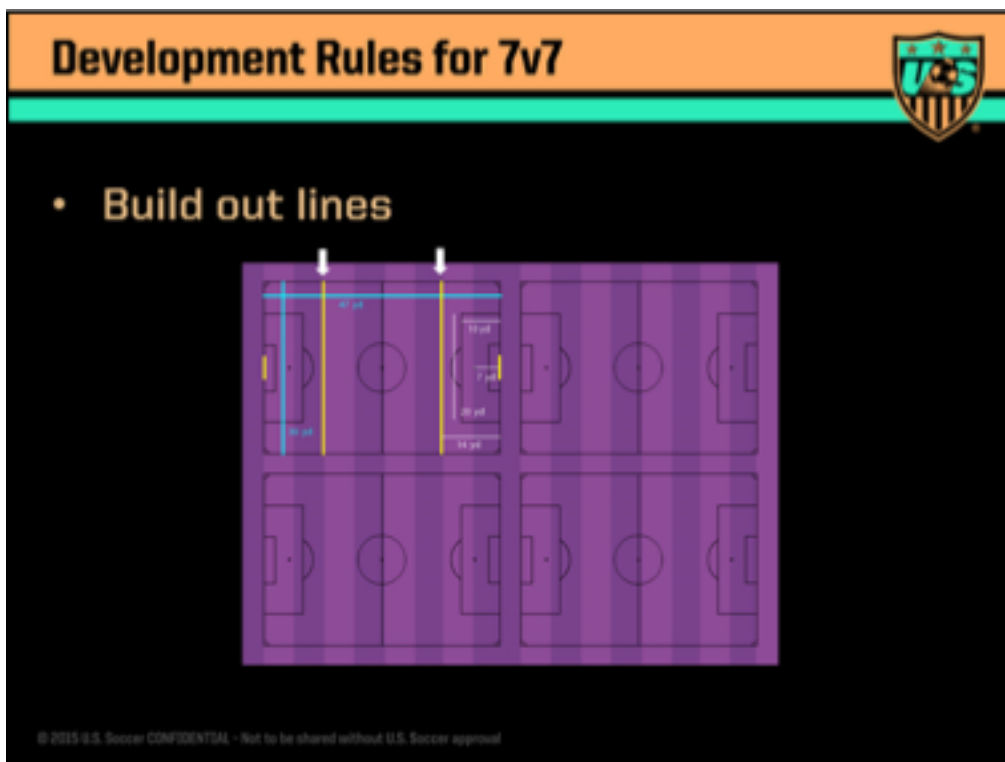
**NO Bullying or fighting of any kind. The player will be removed from game and the coach will talk to them.**

**If a player has the ball unintentionally hit her head then play will continue.**

If an Offensive player heads the ball in the Penalty box either toward goal or just on purpose then the ball gets placed down and is an indirect kick for the other team. The Offensive team must drop back behind the Build Out Lines before the team can take the kick.

If a Defensive player heads the ball on purpose to clear it out of their Penalty Box then the ball gets placed as a corner kick.

***This is for 2<sup>nd</sup> and 3<sup>rd</sup> Grade only with Build out lines***



In addition to the standards, U.S. Soccer also believes that certain rules are needed to promote development.

For the 7v7 game, the ***field will include build out lines*** to promote individual skills and facilitate game flow.

***This is all 2<sup>nd</sup> and 3<sup>rd</sup> Grade fields.***

## 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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## Development Rules for 7v7



- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate (no punting)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

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***\*\*\*Please see our adapted rule regarding crossing the build out line.***

***Punting the ball is not allowed*** as this would defeat the purpose of the build out line and reduces the opportunity to play out of the back in an unpressured setting.

**\*\*\*\*When the ball is put into play and touches either a teammate or crosses the build out line, the opposing team can then cross the build out line and play can resume as normal. \*\*\*\***

**Punting the ball IS allowed in 4<sup>th</sup>-6<sup>th</sup> grade divisions. BUT NO HEADING.**