

FRANKLIN PIERCE SOCCER CLUB

MICRO SOCCER RULES 2007

The Field of Play

1. Dimensions: 30 yards x 20 yards
2. Markings:
3. A halfway line shall be marked out across the field.
4. A goal line shall be marked out across the field six yards out from each end line.
5. Goals are set-up using corner flags six feet apart.

Number of Players: 6 maximum on roster, 3 vs. 3 on the field (no goalie)

Duration of Game: Shall play four 10-minute quarters. Half time shall be 5 minutes.

Each player shall play 50% of the total playing time.

No score is to be kept.

Substitutions are made on any dead ball. The clock does not stop for substitutions.

Coaches are encouraged to coach from the sideline, but may enter the field to assist their players during play.

Player's Equipment

1. Ball: Size 3
2. All players will wear shinguards. Socks must be worn up and **over** the shinguards.
3. All players must be in uniform.
4. Cleats are recommended, but not required.
5. A player will not wear anything that may be dangerous to other players or to
6. themselves.
7. No jewelry is to be worn on the field during the game for any reason. The only
8. exception is for Medic Alert tag that must be taped down exposing the medic alert statement.

Referees: An assigned referee by SPYA/FPSC will officiate the game.

Note: when staff referees fail to report on time, or are otherwise unavailable, opposing coaches shall agree upon a referee.

Rules of the Game

The Start of Play

1. The ball will be placed at the estimated center of the field by the referee and the game will start with one player taking a kick into the opponent's half of the field, after a given signal by the referee.
 - a. At the time of kickoff, every player will be in his/her half of the field.
 - b. Every player of the opposing team, to that of the kicker, shall be five yards from the center mark.
 - c. The ball shall not be deemed "in play" until the attacking team has played the ball forward.

- d. The kicker shall not play the ball a second time until it has been touched or played by another player. For any infraction of these laws the kickoff shall be retaken.
2. After a goal has been scored, a player of the team, which gave up the goal, shall restart the game in like manner.
3. To start each quarter, the game will be restarted with the kickoff by a player of the opposite team to that of the player who started the previous quarter.
4. A goal shall not be scored directly from a kickoff without the ball being touched by at least one other player on either team.
5. After any temporary delay, the game will be restarted by the referee dropping the ball at the place where it was when the play was suspended. The ball shall be deemed "in play" when the ball has touched the ground.
6. **Ball In and Out of Play:** The ball is out of play when it has wholly crossed the goal line or whole touchline, whether it is on the ground or in the air. The ball is out of play when the referee has stopped the game.
7. **Method of Scoring:** A goal is scored when the whole of the ball has crossed the whole of the goal line on the ground or in the air between the goal posts and below the imaginary line across the top of the goal (corner flags).
8. **Off-Sides Rule:** Will not apply, however, the intent of the rule will be followed. Positioning a player in front of the opponent's goal irrespective of the location of the ball on the field is contrary to the aims of the program. The referee shall take appropriate action to prevent this kind of play.
9. **Fouls and Misconduct:** All infringements – tripping, handling, etc. – are punished by an indirect free kick (the ball must be passed before a shot can be taken). There are no direct or penalty kicks. Slide tackling will not be allowed!
10. **Throw Ins:** When the whole of the entire ball passes over a whole touchline either on the ground or in the air, it shall be put back into play by a throw-in from the point where it crossed the line, by a player of the team opposite of that of the player who last touched the ball. The thrower must face the field of play and must keep both feet on the ground while releasing the ball. He/she shall use both hands on both sides of the ball to deliver the ball from behind and over his/her head. One re-throw will be allowed if an incorrect throw occurs. Before the "offending" player takes the re-throw, the referee will instruct the thrower of proper technique and then proceed with the re-throw. The thrower may not play the ball until it has been touched by another player. A goal shall not be scored directly from the throw in.
11. **Goal Kicks:** When the whole of the entire ball passes over the goal line, excluding the portion between the goal flags (either in the air or on the ground), having last been played by one of the players on the attacking team, it shall be kicked directly into play by a goal kick. A goal kick may be taken from any point inside the six-yard goal area. The ball will be placed in that half of the goal area nearest to where the ball crossed the line. Any defending player, including the goalkeeper, may take the goal kick. The kicker shall not play the ball a second time until it has been touched or played by another player. Players from the opposing team to the kicker shall not approach within five yards of the ball until it has been kicked into play. A goal shall not be scored directly from a goal kick.

12. **Corner Kick:** When the whole of the entire ball crosses over the goal line, excluding the portion between the goal flags (either in the air or on the ground), having last been played by one of the players on the defending team, a player of the attacking team shall have a corner kick. The ball shall be placed in the corner of the field and shall be kicked into play by any attacking player. A goal may be scored directly from a corner kick. Players from the opposing team to the kicker shall not approach within five yards of the ball until it has been kicked into play. The kicker shall not play the ball a second time until it has been touched or played by another player.

Reminder Notes:

Unless modified previously, the standard laws of the game will govern. Good judgment, sportsmanship and fair play should govern the decisions and actions of all the coaches, referees and spectators.