

Boyertown Soccer Club Basic Rules of the Game for Kindergarten through 3rd/4th Grade

	Kindergarten	1 st Grade	2 nd Grade	3 rd / 4 th Grade
FIELD & GAME FORMAT	15 yd. x 25 yd. 4 v 4 no goalkeeper Size 3 Ball	30 yd. x 40 yd. 6 v 6 (5 field & 1 Goalkeeper) Size 4 Ball	35 yd. x 45 yd. 7 v 7 (6 field & 1 Goalkeeper) Size 4 Ball	40 yd. x 60 yd. 8 v 8 (7 field & 1 Goalkeeper) Size 4 Ball
DURATION OF GAME <i>Running clock, play ends as soon as time expires.</i>	(4) 8 minute quarters, 2 minute breaks between quarters and a 5 minute break at the half	(4) 10 minute quarters, 2 minute breaks between quarters and a 5 minute break at the half	(2) 25 minute halves, with a 5 minute break at halftime	(2) 25 minute halves, with a 5 minute break at halftime
REFEREE	Volunteer from each team as agreed upon by both coaches. Coaches are to stay at the touchline but may go onto the field at stoppage and restart of play to help reset the players.	1 Licensed Referee	1 Licensed Referee- Referee may request parent volunteers as linesmen	1 Licensed Referee- Referee may request parent volunteers as linesmen
SUBSTITUTIONS <i>Never on corner kicks</i>	Only at quarters and halftime or in the event of injury	Only at quarters and halftime or in the event of injury	Only with Referee's permission on either team's possession at throw in or goal kick; or after a goal, at half time, or in the event of injury after stoppage of play	Only with Referee's permission on either team's possession at throw in or goal kick; or after a goal, at half time, or in the event of injury after stoppage of play. Players shall enter the field at the halfway line.
START/RESTART OF PLAY	A coin toss is done before the match start. Winner of coin toss chooses goal to defend and opposing team takes kick-off to start the match. Teams shall alternate kick-off at the start of quarters/halves. 2nd Grade and 3rd/4th Grade Teams will switch defending goals at the half.			
KICK OFF*	Used to start play at the beginning of the match, restart play after a goal or at the start of quarters/halves. Players must be on their half of the field, opposing players must be outside the center circle, and ball must CLEARLY MOVE IN ANY DIRECTION . (Note: effective 9/1/16, the ball no longer needs to move forward.)			
DROP BALL <i>Used to restart play when possession cannot be determined or if immediate stoppage of play due to injury</i>	Ball will be placed at point of stoppage of play unless stoppage occurred in the goal area--then the drop ball is taken on the line parallel to the goal line opposite the point of stoppage. Two opposing players will face off with the referee dropping the ball between them. The ball is in play when it hits the ground. Players may not kick the ball until it has touched the ground.			
GOAL SCORING/ OUT OF BOUNDS	A goal is scored only when the entire ball crosses the goal line between the goal posts and under the crossbar. Out of bounds only occurs once the entire ball has crossed the touchlines or goal lines whether in the air or on the ground.			
CORNER KICK*	When the ball is last touched by the defending team and goes out of bounds over the goal line, the attacking team is awarded a corner kick. Corner Kicks from the corner arc closest to the side the ball went out and as indicated by the Referee.			
GOAL KICK*	When a player on the attacking team kicks the ball out of bounds over the goal line, the defending team is awarded a Goal Kick. For Kindergarten and 1st Grade, all players must be 5 yards away from the player taking the goal kick. For 2nd Grade and 3rd/4th Grade, all attacking players must be outside of the penalty area. Defending players are permitted in the penalty area. The ball is placed and kicked from within the goal area. The ball is in play when the entire ball has crossed out of the penalty area unassisted. If another player touches the ball before it leaves the penalty area, the goal kick is retaken.			
NO HEADERS* (players are not permitted to head the ball)	When any player performs a HEADER (uses head to play ball) the referee will stop the game and an INDIRECT FREE KICK (IFK) will be awarded to the the opposing team at the spot of the infraction. If the HEADER occurs inside the goal area, the spot of the IFK will be goal area line closest to the spot of the infraction.			

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NO PUNTING	GKs shall release the ball into play by rolling, throwing or passing. If the GK punts the ball the referee will stop the game and an INDIRECT FREE KICK (IFK) will be awarded to the the opposing team at the spot of the punt. If the punt occurs inside the goal area, the spot of the IFK will be goal area line closest to the spot of the infraction.			
KICK IN or THROW IN* <i>Opponents must be at least 2 yds from spot of kick in/throw in unless noted otherwise.</i>	KICK IN –ball cannot be kicked directly into goal. Opponents should be 10 feet away from the ball on all restarts.	KICK IN -ball cannot be kicked directly into goal. Opponents should be 10 feet away from the ball on all restarts.	THROW IN - Ball must be thrown starting behind the player's head using both hands, equally weighted with both feet on the ground; ball may not be thrown directly into the goal.	THROW IN - Ball must be thrown starting behind the player's head using both hands, equally weighted with both feet on the ground; ball may not be thrown directly into the goal.
FOULS – DIRECT FREE KICK* <i>(Can result in red card/removal from game at 3rd / 4th Grade)</i> *No Slide Tackling is Permitted at any age group	None	None	Kicking, tripping, jumping at, charging, striking, pushing, tackling, holding, spitting or a hand ball.	Kicking, tripping, jumping at, charging, striking, pushing, tackling, holding, spitting or a hand ball.
FOULS – INDIRECT FREE KICK* <i>(Can result in a yellow card warning at 3rd / 4th Grade)</i>	Kicking, tripping, jumping at, charging, striking, pushing, tackling, holding, spitting or a hand ball.	Kicking, tripping, jumping at, charging, striking, pushing, tackling, holding, spitting or a hand ball.	Dangerous play, impeding progress of opponent, preventing goalkeeper from releasing ball from hands.	Dangerous play, impeding progress of opponent, preventing goalkeeper from releasing ball from hands.
PENALTY KICK*	None	None	Indirect Free Kick awarded at the spot of the foul to the opposing team when a team commits any offense inside its own penalty area. If foul occurs inside goal area, ball is placed on parallel line of goal area opposite the point of the foul.	Ball is placed on penalty mark, goal may be scored. Defending goal keeper must remain on his goal line between the goalposts (side to side movement only, no forward movement prior to kick). All other players must remain on the field of play, outside the penalty area/arc. Kicker must wait for referee's whistle before taking kick.
OFFSIDE POSITION <i>Player is in offside position if: nearer to his opponent's goal line than the ball and the second to last defender. A player is not in an offside position if: in own half of the field, is level with the second to last opponent or is level with the last two opponents. Player cannot be offside if they directly receive ball from throw in/kick in, corner kick or goal kick.</i>	None	2 nd Grade: Penalized only if blatant goal hanging, but players should have knowledge and understanding of offside position rules. 1 st Grade: Penalized only if blatant goal hanging or "cherry picking".		An indirect free kick will be awarded to opposing team if player is in violation of offside. A player in an offside position is only penalized if at the moment the ball touches or is played by one of his team, he is involved in active play by: interfering with play, interfering with an opponent or gains an advantage by being in that position.

*** The player that takes these kicks may not touch the ball again until another player from either team has touched it.**