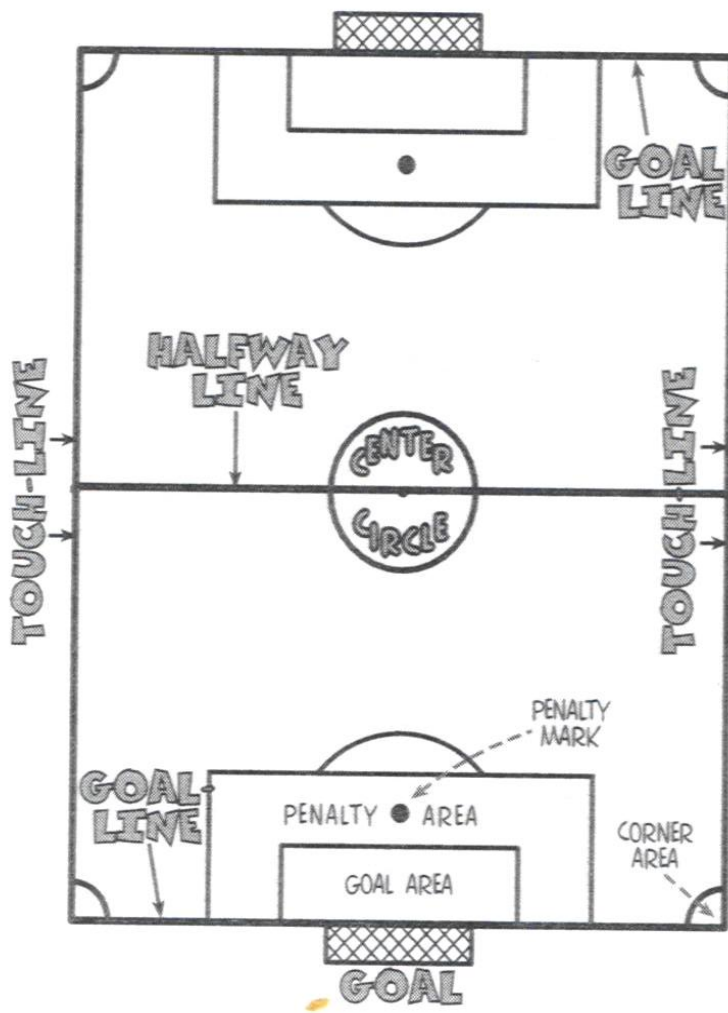


## LAW 1 – THE FIELD OF PLAY



The game is played on a rectangular field. The lines on the sides of the field are called touchlines. The lines on the ends of the field are called goal lines. The touch-lines must be longer than the goal lines.

The field is marked with lines and the lines are part of the field. A line will divide the field into two halves and is called the halfway line. A circle in the middle of the field is called the center circle.

The dimensions of the field are as close as possible to:

**Under 7      30 yards X 40 yards**

Goals are placed at the ends of the field, in the center of each goal line. The size of the goals is as close as possible to:

**Under 7      10 feet wide X 5 feet high**

No one is allowed to stand behind the goal lines during the game.

Dakota Alliance Soccer Club may move any game to a handicap accessible field if the need arises and if such a field is available. An accessible field must be made available if those currently using it do not require an accessible field. Accessible fields are numbers 1, 2, 3, 4, 5, & 6 at Spencer Park.

Teams listed first on the published schedule shall be considered the home team and will occupy the west or in some cases north side of the field. Teams, coaches and spectators should be on opposite sides of the field. At no time should a parent or coach be standing behind the goal or along the goal line, especially in an attempt to “coach” the goal keeper. At no time should parents or coaches be scattered around the field to assist in telling players where to go and what to do.

## **LAW 2 - THE BALL**



### Size 3

The ball is round and should be made of a suitable material. Suggested pressure for the ball is 8.5 lb. per square inch. All micro soccer players use a size 3 ball.

If the ball becomes defective during a game, the match is stopped and the ball is replaced. The game begins again with a drop ball at the place where play was stopped.

## **LAW 3 – THE NUMBER OF PLAYERS**

A match is played between two teams, each consisting of the following number of players on the field:

Under 7            4 V 4

***There are no goalkeepers in Under 7.***

To start a game, a team must have a minimum number of players on the field:            **Under 7            3 players**

Substitutions for U7 can be made during any dead ball situation. Each player present at the game must play at least a half of the game unless there is a reason such as sickness, injury, discipline or other reasonable cause.

\*(such as showing up for the game at half time, etc.)

## **LAW 4 – THE PLAYERS’ EQUIPMENT**

Players will be allowed on the field in accordance with the following criteria:

1. Proper uniform given by the Club for that season. (shirts tucked in during play).
2. Shin-guards covered by socks.
3. Tennis shoes, turf shoes, rubber cleats (no toe cleat, or screw in)
4. Necklaces, bracelets, watches, earrings, other body piercing jewelry and other jewelry are NOT allowed.
5. Soft headbands and hair ties ONLY and only if deemed safe.
6. Properly padded casts at coaches’ discretion.
7. Properly padded splints or braces at coaches’ discretion.
8. Players wearing glasses are encouraged to wear a band to keep frames in place.

## **LAW 5 - THE REFEREE**

Under 7 coaches act as the game officials in their games.

The coach will be the official timekeeper for the match. Score is NOT kept in any micro soccer games.

## **LAW 6 – THE ASSISTANT REFEREE**- Does not apply



## **LAW 7 – THE DURATION OF THE MATCH**

The match will consist of 4 quarters. Each quarter will last 8 minutes. The official time should be continuous. Time should only stop at the end of each quarter and for injuries. There will be a 2 minute break between each quarter.

Half time should not to exceed 5 minutes.

The games will be played for this amount of time unless determined by the Coaches. (For example: insufficient light or inclement weather.)

Time may be added to a game for time lost with an injury or other delay. However; time cannot overlap into another scheduled game.

If the 3<sup>rd</sup> quarter has begun and the game has to be abandoned, the game is considered to be complete. A game start should not be held for more than 10 minutes due to inclement weather.

## **LAW 8 – THE START OF PLAY**

The game is started with a coin toss and the team winning the toss will decide which goal it will attack in the first half. The other team kicks off to start the game. At half time the teams will exchange ends of the field and the team winning the opening coin toss will kick off to start the second half.

A kick off will take place:

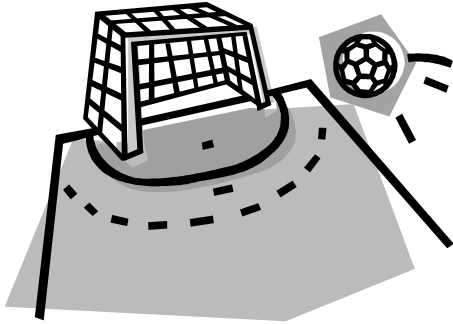
- At the start of every quarter
- After a goal has been scored

A goal MAY NOT be directly scored from a kick off.

For a kick off to occur, all players must be in their own defending half of the field. Opponents must be at least 5 yards away from the ball until it is kicked. The ball must be stationary in the middle of the field before it is kicked. The ball is considered in play when it is kicked and moves forward. **The first player to kick the ball from a kickoff CANNOT touch the ball again until another player has touched it.** After a team scores, the opponent kicks off.



## LAW 9 – THE BALL IN AND OUT OF PLAY



The lines are considered part of the field of play. The ball is out of play when the **whole ball crosses the entire line**, either in the air or on the ground. The ball is also out of play if the game official has stopped play.

The coach is considered to be part of the field of play when on the field officiating. If a ball hits a game official, play does not stop.

## LAW 10 – THE METHOD OF SCORING

A goal is scored when the whole ball crosses the goal line between the goal posts and under the crossbar, providing no infringements of the Laws of the Game have been committed during the scoring of the goal.

Scores are NOT recorded in micro soccer, but respect the other team and be mindful of the goals scored against your opponent.



## LAW 11 – OFFSIDE – Does not apply

There is NO offside in micro soccer.

## LAW 12 – FOULS AND MISCONDUCT

All free kicks are direct kicks (meaning a goal can be scored directly from the kick). **There are no penalty kicks in micro soccer play.** In the event of an infringement, the ball will be placed at the spot of the foul and play restarted with a direct kick.

Slide tackles are **NOT** allowed in U7 play. **Players must attempt to stay on their feet at all times.**

**An infringement includes:**

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charging an opponent
- Striking or attempting to strike an opponent
- Pushing an opponent
- Holding an opponent
- Spitting at an opponent
- Handling the ball deliberately

**LAW 13 – FREE KICKS**

All free kicks are direct kicks (meaning a goal can be scored directly from the kick). **There are no penalty kicks in micro soccer play.** In the event of an infringement, the ball will be placed at the spot of the infringement and play restarted with a direct kick.



**LAW 14 – THE PENALTY KICK**

All free kicks are direct kicks (meaning a goal can be scored directly from the kick). **There are no penalty kicks in micro soccer play.** In the event of an infringement, the ball will be placed at the spot of the infringement and play restarted with a direct kick.



## **LAW 15 – THE THROW IN**

A throw in is awarded when the whole ball passes over the touchline. It is taken from the point where the ball crossed the line. The throw in is taken by an opponent of the player who last touched the ball before it crossed the touchline

At the moment of putting the ball back into play, the thrower must:

- Face the field of play
- Have part of each foot on the ground
- Be on or behind the touch line
- Use both hands
- Deliver the ball from behind and directly over the head

The player throwing the ball cannot touch the ball again until another player has touched it.

The defender must be a minimum of two yards away from the thrower at the time the ball is put into play.

The ball is in play immediately when it enters the field of play.

## **LAW 16 - THE GOAL KICK**

A goal kick is awarded when the ball crosses the goal line on either side of the goal and is last touched by the attacking team.

In U7 games, goal kicks shall be taken from a point 5 yards into the field and 5 yards lateral to the nearest goal post.

The defending team kicks the ball into play. The player kicking the ball cannot touch it again until another player on the field has touched it.

## **LAW 17 – THE CORNER KICK**

A corner kick is awarded when the ball crosses the goal line on either side of the goal and is last touched by the defending team. In U7 games, corner kicks shall be taken from a point in the corner of the field nearest to where the ball crossed the goal line. The attacking team kicks the ball into play. The player kicking the ball cannot touch it again until another player on the field has touched it.

## **US Youth Soccer Recommendations**

- Opposing coaches, players and parents should shake hands after each match.
- Parents, coaches, non-participating players and spectators should be there to enjoy and encourage the activity of the youngsters.
- Spectator and team benches should be on opposite sides of the field.
- No alcoholic beverages or tobacco products will be consumed or allowed near the playing area.
- No slide tackles to be allowed in this age group.
- Coaches of U6-U8 teams should attend the U6/U8 Youth Module coaching course and the Grade 9 referee course.

If you have any question in regards to these rules or are looking for any clarification please contact the Dakota Alliance Soccer Club.

Revised August 2010  
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