

## RULES OF PLAY - MICRO SOCCER

### General

1. No score will be kept in micro.
2. Games will be 4-on-4. Must have 3 players to start game.
3. Games will consist of 2 - 12 minute halves. 1 minute in-between each half.
4. All players must play at least half of each game.
5. **Goal box:** The goal box is ten feet by six feet long. No player may touch the ball within the goal box. A player may move through the box but if a defensive player touches the ball within the box a goal is scored. If an offensive player touches the ball within the box a goal kick is awarded.
6. No offsides.
7. No slide tackling allowed.
8. Goals can only be scored on the offensive teams half on the field.
9. **Penalties:** no penalty kicks will be awarded. All fouls/infractions will result in an indirect free kick from the spot of foul.
10. **Referee:** Coaches serve this role. One coach from each team can be on the field during games. The coaches should work cooperatively to help explain any infractions to players. The assistants will stay with the players on the sidelines that are not currently on the field.

### PreK - 1st Grade

- ◆ **New Ball Method:** all teams PreK - 1st grade teams will use the new ball method. Anytime the ball goes out of bounds on either the endline or sideline the coach will put a new ball into play. The ball should be played on the ground and NOT in the air.
- ◆ Balls should be distributed by coach in an even manner.

### Grades 2nd - 3rd

- ◆ **Kick In :** A kick in will be used when the ball goes over the touch/sideline. Ball is placed on ground and kicked into field of play by player.
- ◆ **Goal Kick:** A goal kick is awarded from anywhere along the goal box when the ball is kicked out of bounds over the end line by the offense.
- ◆ **Corner Kick:** Awarded when the ball goes out across the end line by the defensive team.

Game Time	Ball Size	Field Size	Goal
2 x 12 min. halves	3	22yds x 32 yds	4H x 6W

