



Smithtown Kickers Soccer Club

Intramural Program

Laws of the Game

Revised: July 2017

© Smithtown Kickers Soccer Club

**Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game**

Table of Contents

Introduction	2
Rules for All Age Groups	3
Pee Wee.....	5
Midget	6
Bantam	8
Junior	10
Major	11

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

Introduction

Soccer is the world's most popular sport. There are a number of reasons so many people love this sport. One of the major reasons is that all the players on the field have a chance to participate in the flow of the game. It's hard for one or two players to completely dominate a game. The core principles of soccer promote teamwork and other life lessons children can take into their adult lives.

The Smithtown Kickers Intramural program is not focused just on developing outstanding soccer players, but also outstanding people. The program is a fun, recreational activity open to all those who wish to participate. We consider it imperative that a seasoned veteran in our program have just as much fun as a child playing the game for the first time.

This guide is intended for referees, coaches, and even parents, so we can all support the processes that define our program. In order to achieve our program goals, we must have rules to guide us in the proper direction. In the following section we go through the rules for the players, coaches, and even the parents. In the subsequent sections, we go through the laws of the game for all the age groups from Pee Wees to Majors. Those are the technical laws that the referees will enforce, the coaches will teach, and parents encourage their children to abide by.

Starting in September 2016, a number of changes have been made to our program in response to new guidelines issued by US Youth Soccer. Changes to the field size, number of field players on the field, and game rules have been made to be in compliance with the new guidelines. These changes will allow the children to better develop their soccer skills and most importantly, create a better playing experience (more fun) for all the children.

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

Rules for All Age Groups

For Everyone

- Practices and games are intended to be a fun, recreational activity for all participants.
- There are no final scores. There are no standings.

For Coaches

- All players should get approximately the same amount of playing time.
- Players must rotate to different positions within a game and play all positions during a season. A child should not play a single position all game, especially goalie.
- When a team is short players for a game, the opposing team should share players so the game can be played fair and even capacity.
- The coaches should take note if a game becomes one sided in terms of the number of goals scored by a team or if the majority of the game is in one half of the field. Coaches should take immediate action to balance out the flow of the game. Consecutive passes, opposite foot shots, back passes, or even exchanging players are just a few techniques that can be employed. Ask your coordinator or Intramural Director for other suggestions.
- All teams should have practices. It is encouraged that teams practice together or “pool train” as an age group. If a child can’t make a practice day, arrange for the child to attend another team’s practice.
- Coaches should work together as a team for the benefit of the children. You will likely see many of these people for many years to come.
- You are responsible for your parents on your team. Please make sure they conduct themselves properly.
- There is zero tolerance for yelling at a referee. Remember you are dealing with referees who are still children. If you must ask a question, do it between quarters, but it is preferred you ask your coordinator or the referee coordinator.
- Be sure to communicate an inclement weather policy to your team.

For Players

- All players should demonstrate good sportsmanship at all times.
- Players should politely shake hands with the other team at the end of the game. Players should also shake the hand of the referee.
- Always bring both shirts to all games.

For Parents

- Have your child on time for practices and at least 15 minutes or more (ask your coach) before game times. Showing up at game time is very disruptive to both teams playing.
- Do not coach from the sidelines. This confuses the children.
- Cheer and encourage the children on both teams. Do not yell at your child or any other child. You can be asked to leave a game for improper behavior.
- Assume games are on, unless you hear from your coach or see an announcement on our website.
- Make sure your child is dressed properly for cold and warm games and practices.

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

- Be sure to bring plenty of water for your child

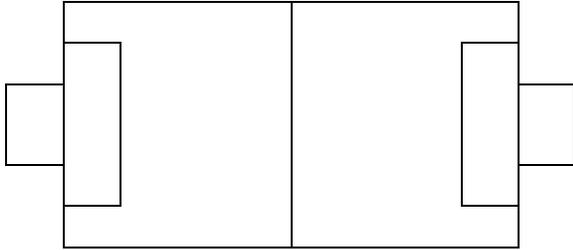
We want to thank all of you for participating in our program. By following the rules above, we will have the best chance for creating a great environment for the children and help them develop a love for the game of soccer.

Have fun and see you on the fields!

Smithtown Board of Directors

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

Pee Wee



Field Information

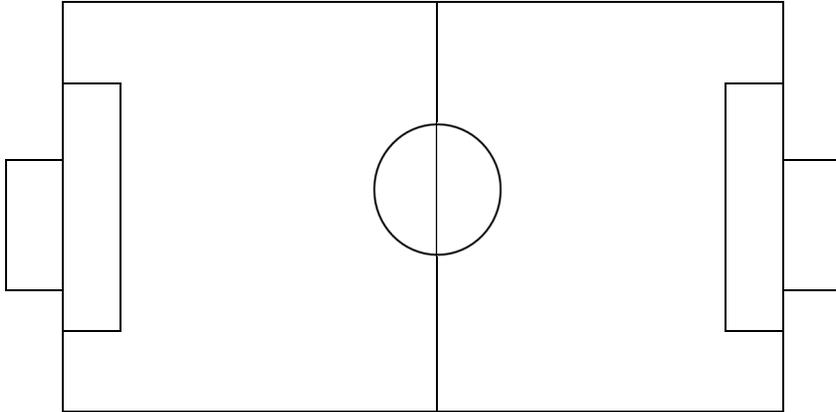
15 yards by 20 yards, 3 yard goal box line

The Pee Wee program is designed to be the first step toward playing a traditional soccer game. “Real goals” with nets are introduced. This is the first season they are wearing the intramural uniform. The concept of the ball in and out of bounds is enforced. Coaches are no longer allowed on the fields as in Clinic and Micro-Clinic. The number of players on the field is kept to a minimum to foster fun and technical development.

1. Games are 4 x 10 minute quarters. There should be a short rest between quarters and at the half.
2. 3 players per team on the field. No more than 3 players per team should be on the field.
3. A size 3 soccer ball is used
4. No goalies and no use of hands
5. Teams can substitute on any stoppage of play
6. Games start with the blue team from the goal box. Teams rotate starting a quarter with the ball
7. There is no offside
8. There are no penalty kicks
9. All restarts are indirect. A goal can only score after two players have touched the ball
10. There are no direct kicks
11. The defending players must give 3 yards space. Players may not approach the ball until the ball is touched
12. If a ball goes out over the sideline, the ball is placed where went out and the player kicks it into play
13. If a ball goes over the end line and an attacker last touched the ball, a goal kick is taken from anywhere in the goal box. The defending team must retreat all players to its own goal box
14. If a ball goes over the end line and a defender last touched the ball, a corner kick is awarded from the corner
15. After a goal, the team that was scored upon restarts with a goal kick. The defending team must retreat all players to its own goal box.
16. Intentionally heading the ball is not allowed. If the ball is headed intentionally, an indirect free kick is awarded to the opposing team from the spot of the header. If the header occurs inside the goal box, the ball is moved to closest spot outside the goal box.

**Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game**

Midget



Field Information

20 yards wide by 30 yards long, 5 yard goal box, no penalty area, center line with 4 yard center circle. Goals are 4'x6'.

The Midget program is designed as the first introduction of the players to the center line and the concept of halves of the field. It is also their first introduction to the center circle and kick-offs from the midline and they will require instruction as to the proper way to kick-off and encroachment on the circle.

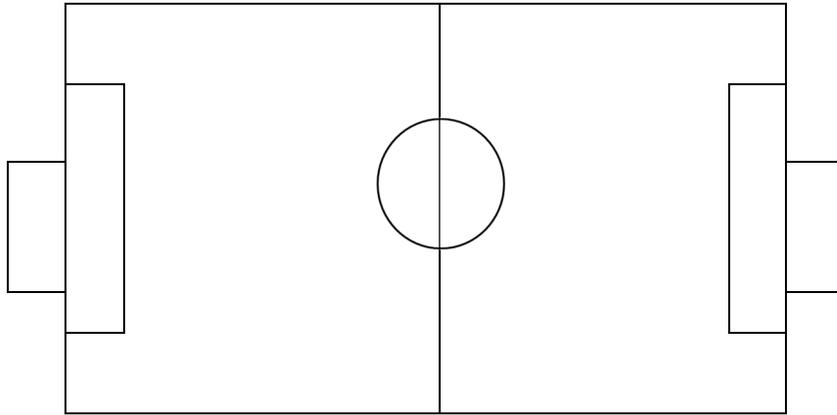
1. Games are 4 x 12 minute quarters. There should be a short rest between quarters and at the half
2. 4 players per team on the field. No more than 4 players per team should be on the field, however games can be played with 3 on the field.
3. A size 3 soccer ball is used.
4. Teams can substitute on any stoppage of play.
5. Games start with the blue team from the center line. Teams rotate starting a quarter with the ball. The team without the ball must be outside the center circle until the ball is kicked.
6. The ball may be passed directly backwards at the start of the game, quarter, or after a goal.
7. There is no offside.
8. There are no penalty kicks.
9. All restarts are indirect. A goal can only score after two players have touched the ball.
10. There are no direct kicks.
11. The defending players must give 5 yards space. Players may not approach the ball until the ball is touched.
12. If a ball goes out over the sideline, a throw-in is granted to the opponent of the player who last touched the ball.
13. If a player does not use proper form on a throw in, a re-throw should be granted. The player continues to throw the ball in until a proper throw-in is achieved. A referee or either coach can assist the player.

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

14. If a ball goes over the end line and an attacker last touched the ball, a goal kick is taken from anywhere in the goal box. The defending team must retreat all players to the center line and must remain there until the ball is kicked. If the defending team does not comply with the half field rule, a re-kick is awarded. If the defending team touches the ball first, a re-kick is awarded.
15. If a ball goes over the end line and a defender last touched the ball, a corner kick is awarded from the corner of the field.
16. If a player handles the ball inside the goal box, an indirect free kick is awarded to the opposing team outside the goal box.
17. Intentionally heading the ball is not allowed. If the ball is headed intentionally, an indirect free kick is awarded to the opposing team from the spot of the header. If the header occurs inside the goal box, the ball is moved to closest spot outside the goal box.

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

Bantam



Field Information

30 yards wide x 45 yards long. Goals are 4'x6'.

The Bantam program is designed to be slightly more advanced than the Midget program. There are still no goalkeepers and the number of players on the field is still small.

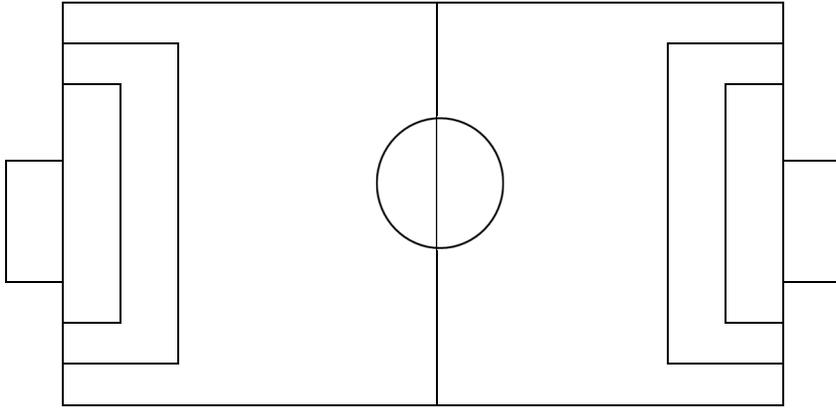
1. The game will consist of 4 x 15 minute quarters. There should be a short rest between quarters and at the half
2. The teams play 5v5 soccer with substitutions. If the teams are short players, 4v4 may be played.
3. A size 4 soccer ball is used.
4. Teams can substitute on any stoppage of play
5. Games start with the blue team from the center line. Teams rotate starting a quarter with the ball. The team without the ball must be outside the center circle until the ball is kicked.
6. The ball does not need to go forward on a kickoff. It can be passed directly backwards.
7. All rules should be explained to the players if there is any question as to the reason for the call.
8. All restarts are indirect. A goal can only score after two players have touched the ball.
9. There are no direct kicks.
10. There are no penalty kicks. Any violation in the penalty area results in an indirect free kick from outside the goal box.
11. The defending players must give 5 yards space. Players may not approach the ball until the ball is touched.
12. There is no offside rule in effect.
13. If a ball goes out over the sideline, a throw-in is granted to the opponent of the player who last touched the ball
14. If a player does not use proper form on a throw in, a re-throw should be granted. A second improper throw in results in the ball being turned over to the opposing team

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

15. If a ball goes over the end line and an attacker last touched the ball, a goal kick is taken from anywhere in the goal box. The defending team must retreat all players to center line and must remain there until the ball is kicked. If the defending team does not comply with the retreat rule, a re-kick is awarded
16. If a ball goes over the end line and a defender last touched the ball, a corner kick is awarded from the corner of the field
17. Intentionally heading the ball is not allowed. If the ball is headed intentionally, an indirect free kick is awarded to the opposing team from the spot of the header. If the header occurs inside the penalty area, the ball is moved to closest spot outside the goal box.

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

Junior



Field Information:

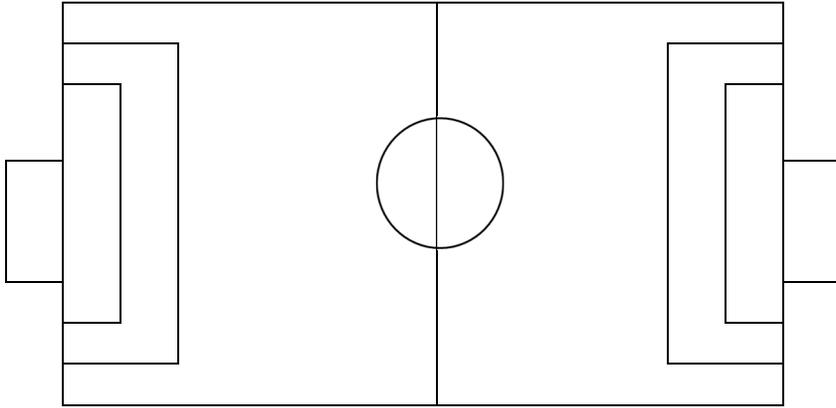
The Junior fields is 30 yards by 45 yards with 6'x12' goals . They have all the markings of a soccer field within proportions.

The Junior age group is the players' first introduction to true FIFA rules of the game. The games should be structured to be similar to the travel team experience. However, this division still promotes a fun, recreational activity, so there are still no scores or standings kept. A goal for this division is to continue the learning process for the players so they can be prepared to potentially play travel when the time comes for tryouts.

1. Games are 2 x 35 minutes halves. There is a 5 minute half time.
2. The number of players on the field is based on the number of available players on team rosters. The number of players for a game should be 7v7.
3. A size 4 soccer ball is used
4. Teams can substitute on any stoppage of play
5. Games start with the blue team from the center line. The white team will start with the ball in the second half. The team without the ball must be outside the center circle until the ball is kicked.
6. The defending players must give 8 yards space on free kicks. Players may not approach the ball until the ball is touched
7. On a goal kick, the defending team is encouraged to retreat all players to the edge of the center circle (they do not have to be in the circle) until the ball is kicked from the goal box.
8. There are NO red and yellow cards
9. All other FIFA rules apply. To see the list of rules, visit the FIFA website at <http://www.fifa.com>
10. Intentionally heading the ball is not allowed. If the ball is headed intentionally, an indirect free kick is awarded to the opposing team from the spot of the header. If the header occurs inside the penalty area, the ball is moved to closest spot outside the penalty area.

Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game

Major



Field Information:

The Major fields are a minimum of 45 yards by 75 yards with 7'x21' goals . They have all the markings of a soccer field within proportions.

The Major age group continues the players' introduction to true FIFA rules of the game. The games for this division should be structured to be similar to the travel team experience. However, this division still promotes a fun, recreational activity, so there are still no scores or standings kept. A goal for these divisions is to continue the learning process for the players so they can be prepared to potentially play travel when the time comes for tryouts.

1. Games are 2 x 35 minutes halves. There is a 5 minute half time.
2. The number of players on the field is based on the number of available players on team rosters. The minimum number of players for a game should be 7v7 and the max should be 9v9.
3. A size 4 soccer ball is used
4. Teams can substitute on any stoppage of play
5. Games start with the blue team from the center line. The white team will start with the ball in the second half. The team without the ball must be outside the center circle until the ball is kicked.
6. The defending players must give 8 yards space on free kicks. Players may not approach the ball until the ball is touched
7. On a goal kick, the defending team is encouraged to retreat all players to the edge of the center circle (they do not have to be in the circle) until the ball is kicked from the goal box.
8. There are NO red and yellow cards
9. All other FIFA rules apply. To see the list of rules, visit the FIFA website at <http://www.fifa.com>
10. Intentionally heading the ball is not allowed. If the ball is headed intentionally, an indirect free kick is awarded to the opposing team from the spot of the header. If the header occurs inside the penalty area, the ball is moved to closest spot outside the penalty area.

**Smithtown Kickers Soccer Club
Intramural Program
Laws of the Game**



Smithtown Kickers Referee Do's, Don'ts, Quick Reference

Do

- Arrive 15 minutes before your first game
- Wear your uniform shirt
- Communicate with the coaches
- Blow the whistle LOUD
- Verbally indicate which team has the ball
- Point the ball direction
- Call hand balls and fouls
- Be ENTHUSIASTIC!
- Position yourself properly on the field; stay up with the play
- Have FUN

Don't

- BE LATE!
- Wear a jacket over your shirt
- Be shy
- Tweet the whistle
- Just tell the kids who has the ball
- Put your hands in your pockets
- Just call the ball in and out of bounds
- Shuffle your feet around the field
- Be in the same field quarter as your partner
- NOT Have Fun

Pee Wees

- 4x10 minute games
- Kick-ins from sideline
- 3 yards space on kicks
- Defending team in opposite goal box on goal kicks and after goals
- Corner kicks when defending team kicks ball over end line

Bantams

- 4x15 minute games
- Size 4 ball
- 5 players on the field (no goalie)
- One retry on throw-ins
- 5 yards space on kicks
- Indirect kicks only; no penalty kicks
- Defending team must retreat back to center line on goal kicks

Midgets

- 4x12 minute games
- 4 players on field (no goalie)
- Re-do throw-ins until right; help them
- Indirect kicks only
- No offensive free kicks in the box. Goes outside the box
- Defending team must retreat back to center line on goal kicks
- 5 yards space on kicks

Juniors/Majors

- 2x35 minute halves; 5 minute half time
- Normal FIFA rules apply
- 8 yards space on kicks
- Defending team encouraged to retreat back to bottom of center circle on goal kicks
- 7 players on the field including the goalie
- Majors could go to 9 players

➤ **No heading allowed in ANY division!**