



SCOR 2nd Grade Soccer Objectives and Rules

Fall 2024

I. Objectives: The goals of SCOR's 2nd grade soccer league are:

- fuel passion and enjoyment for the sport
- learn the basic rules of soccer on a larger field format
- learn and display values such as respect for teammates, referees and coaches; teamwork and sportsmanship

II. Pre Game:

- Referees should arrive at least 15 minutes before game time.
- In second grade, coaches conduct a short warm up / practice prior to the start of the game. Therefore, games should kick off ~15-20 mins after their assigned start time (i.e. for Spring 2025, the boys games will kick off at ~8:15 and girls games will kick off at ~9:45).
- Coaches select a spot on sideline for their team (opposite of parents/fans) - both teams/coaches are required to be on same side of field
- Players and coaches should please place equipment, bags, water bottles, etc. at least 10 feet back from sideline
- Coaches, please introduce yourself to Junior Referees and vice versa
- 5-10 minutes before kick off, Junior Referees should conduct a check of all players to ensure they have proper equipment.

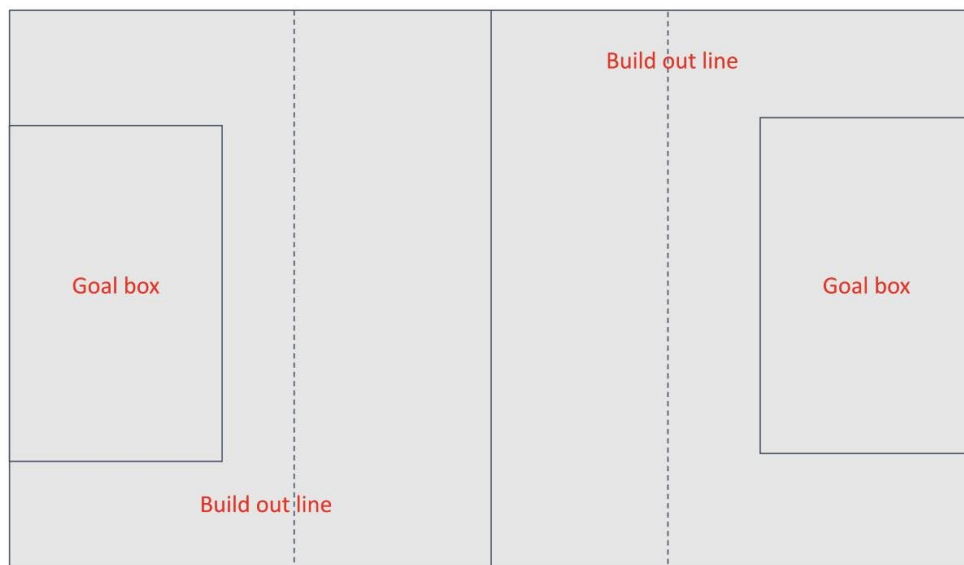
III. The Field of Play

The field of play is rectangular. The length must exceed the width.

Field Areas and Markings

For new players and referees, the names of the parts of the field are very important, but knowing the exact measurements is something that you can work on later.

Make sure players and referees can identify the following field features:



IMPORTANT: The lines are part of the areas they describe. For example, the line that marks the boundary of the penalty area is considered part of the penalty area. So if the ball is on or above any part of that line, it is still in the penalty area. Likewise, the goal lines and touchlines are considered part of the field of play and not out of play. The whole ball must be over the line to be considered out of bounds or in the goal.

SCOR 2nd grade fields are slightly modified vs the above image in the following ways:

- **One large Penalty Area** (instead of a separate Goal Area and Penalty Area). Goalies may pick up the ball anywhere in the Penalty Area.
- **Build Out Lines:** this is the line situated halfway between the Goal Line and the Halfway Line. Goal kicks should be taken from the corner of the Penalty Area and defenders should start and wait behind the Build Out Lines until the ball is kicked past the Build Out Line. We encourage goalies taking a goal kick to pass to a teammate within the buildout line who will then play it forward. Defenders can not pressure inside the build out line on these goal kicks.

Cones can be used to mark corners (coaches are responsible for addressing this). If you have a field that is not marked (or lines need to be replenished) report this to the relevant Division Director or VP of SCOR as well as your Assignor immediately following the game.

Parent Coaches are not allowed on the field. They should remain on the touch line/sideline for the entirety of the game. Parent Coaches are not allowed behind the end line/goal line. Parent Coaches should stay with their team/subs on one half of one side of the field. Parent Coaches may only enter the field with approval of the referee for an injury or at halftime.

All parents should be on the opposite side of the coaches and players/substitutes.

IV. The Ball

The ball is to be spherical, made of leather or other suitable material, properly inflated, and the proper size. The referee approves the ball before the start of the game.

Size of Ball for 2nd grade = Size 4

V. Number of Players.

- o According to FIFA rules; a soccer match is played with two teams.

- SCOR rule modifications require the following number of players for a match:
 - Number of players for 2nd grade = 7x7 or 6x6 including the goalie. Depending on player attendance, parent coaches may work with the referee to adjust the setup in an appropriate manner.
 - Formation: if playing 7x7 we recommend a 2:3:1 formation: 2 defenders, 3 midfielders, 1 striker (and one goalie). If playing 6x6, we recommend a 2-2-1 formation (2 defenders, 2 midfielders and 1 forward, plus a goalie). In any formation, players should feel free to move all over and up and down the field. We want to encourage running and movement, not stagnation and over focus on positioning. The formation is simply to start the game. Encourage players to run up together towards the offensive goal and run back together, to defend their goal when they lose the ball.
 - It is helpful to ask players to return to their “shape” .. the formation they started in to reset and re-organize the game.

If there are not enough players to field one team, coaches are able to "borrow" players from the other team in order to have a game. Games should be played whenever possible, including with mixed teams as the objective is to have fun.

VI. Players' Equipment.

The mandatory equipment of a player consists of:

- SCOR Jersey: players can still participate if they forgot or lost their jersey
- Shorts (or sweatpants)
- Soccer socks (must be worn over shin guards)
- Shin guards (must be worn in order to play - no exceptions)
- Shoes: Cleats are not mandatory, but strongly encouraged. Cleats must not have the single stud on the tip of the top (e.g. NO baseball or lacrosse cleats, which are considered dangerous for soccer)

A player may not wear anything that could pose a danger to another players.

- All jewelry must be removed, including earrings (no exceptions).
- Baseball hats are not permitted.

- The goalkeeper must wear a color that distinguishes him/her from all other players and the referee (SCOR will provide coaches with pinnies to wear over the uniform).
- Team uniforms must be easily identifiable as one team and distinguishable from the opponent's. Pinnies can be used if needed.

VII. The Junior Referees

- SCOR utilizes Junior Referees for 2nd grade games
- Junior Referees are generally 11-13 year olds who are learning their craft along with the young players.
- All coaches should support and help Junior Referees throughout the game.
- All parents/fans should NEVER yell at or speak with a Junior Referee.
- A referee has the authority to enforce the Laws of the Game.
- A referee may refrain from calling a foul, if by doing so he/she would be giving an advantage to the team that committed the foul. At this time the referee may hold out both of his hands straight forward. This is a "Play On" or "Advantage" situation.
- The referee must stop the game if a player is injured. The coach should be requested on to the pitch in order to deal with the injured player (referees do not tend to injured players). Because there is no "stoppage time" at the rec level, time continues running.
- ***If a player is slightly injured (crying) the play will stop when the ball goes out of play and the referee should instruct the coach to substitute the injured child temporarily in order to ensure he/she is ok.***
- The appropriate re-start for plays stopped due to injury is a drop ball. This takes place at the location where the ball was when play was stopped (if it did not go out of play).
- On a drop ball, the players must wait until the ball hits the ground before touching it. The proper restart for not doing so is another dropped ball.
- The referee shall stop the game if the conditions become necessary to do so (see weather policy at the end of this manual).
- No yellow or red cards are given at the recreational level. If a player commits a foul in a manner that is dangerous to an opponent, referees should explain the foul committed as dangerous, and advise the player not to do so again. If the player commits a similar foul again, referees should request that coaches substitute that player and also explain the nature of

their fouls and advise them not to do so again. It is the responsibility of the coaches to ensure players learn how to play the game safely. Players can re enter the game thereafter.

VIII. Duration of the Game

- All games will consist of two, 20 -minute halves, running time.
- Halftime will be 5 minutes, but can be 5 mins longer if it is hot.
- Coaches may decide to play four-10 min quarters if players need more rest due to heat or limited subs. Breaks between Q1/Q2 and Q3/Q4 should be 2-3 mins. Break at halftime should be 5 mins.
- Start the clock when the kick off is put into play. Referees keep the time.
- Time should run for 20 minutes, there is no stopping the clock or added stoppage time at the end of the half or the game.
- Start the game on time.
- Call for team captains 5 mins before kick off.
- Flip a coin. Winner of the coin toss chooses to kick off or to defend one side of the field. In the second half the team that didn't kick in the first half, kicks off in the second half and the teams switch sides.
- **The next game must start on time so the ref needs to ensure games fit within the time slot.**
- If necessary, the referee should modify the match time to fit within the schedule. The referee should inform both teams' coaches of the decision to cut time due to a late start.

IX. Start of Play (kick-off)

- In second grade, coaches conduct a short warm up / practice prior to the start of the game. Therefore, games should kick off ~15-20 mins after their assigned start time (i.e. for Spring 2025, the boys games will kick off at ~8:15 and girls games will kick off at ~9:45).
- All players must be in their half of the field before the start of the game.
- The team not kicking-off must be at least ten yards from the ball (outside the circle if there is one).

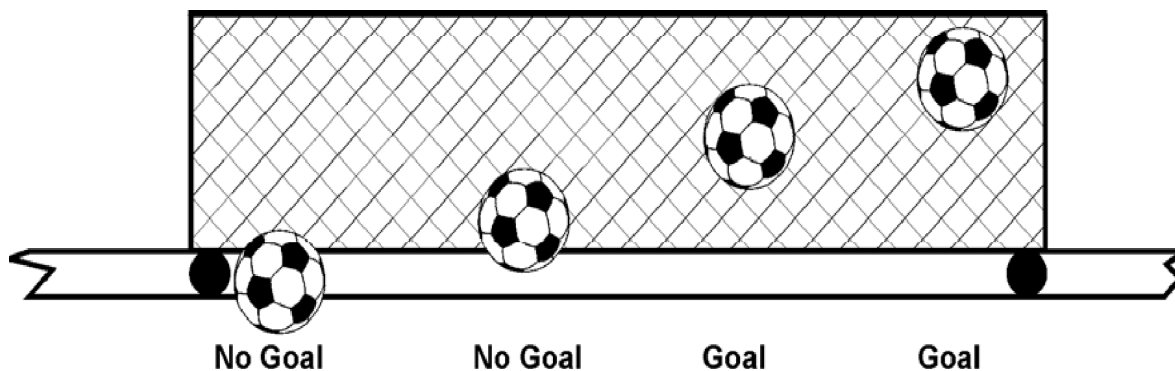
- The game is started on the referee's signal, once the player kicks the ball and it moves forward or backward into the field of play.
- The ball is in play as soon as it moves forward or backward, even if it moves slightly forward. ***In other words, blowing the whistle does NOT mean the attacking team may approach the ball; however the ref should start their watch.***
- The attacking and defending team must wait until the ball is kicked into the field of play.
- ***Good to know;*** the player who kicks-off cannot touch the ball again until another player has touched it. The appropriate restart for this infraction is an IFK (indirect free kick) for the opponent where the foul occurred.

X. Ball In and Out of Bounds

- The ball is out of play when it has **wholly** crossed the goal-line or touch-line, whether on the ground or in the air.
- On a throw-in, if any part of the ball passes over the touch-line, the ball is in play. In this case, the whole ball does not need to cross the touch-line completely.

XI. Method of Scoring

- A goal is scored when the whole ball has passed over the goal-line, between the goal-posts and under the crossbar.



- At the rec level, most goalkeepers are still learning the game. The referee should try to educate these young players at all times. Let the keeper know that a goal can be scored when:
 - The keeper receives the ball while within the goal (behind the goal line)”
 - The keeper steps backwards into the goal after receiving the ball.
- *There are no direct free kicks or penalty kicks in the 2nd grade league, therefore all free kicks are indirect, which means a goal cannot be scored without touching another player first. Encourage the player taking the free kick not to shoot directly on goal but rather pass or send the ball forward for teammates.*



XII. Off-Side

- **There is NO offsides in 2nd grade soccer.**
- For future reference, however, to be penalized for being offside, a player must, **at the moment the ball is kicked by a teammate**, be in an offside position, and become involved in the play. This can be done by interfering with an opponent or simply gaining an advantage by being offside.
- In order to be in an offside position a player must meet ALL the following conditions:
 - be in the opponent's half of the field
 - be ahead of the ball
 - have less than two players between himself and the opponent's goal-line (ie behind the last defender and in front (or behind) the goalie)

- A player in an offside position can be penalized for offside even if the ball deflects off of a defender, goalkeeper, the goal posts or crossbar (even the referee!).
- A player is **not** offside if receiving the ball directly from a:
 - goal kick
 - throw-in
 - corner kick

XIII. Fouls and Misconduct

There are NO direct free kicks (a free kick directly into the goal) in 2nd grade soccer.

Handballs and light pushing should result in verbal warnings during play.

More aggressive pushing or intentional and repetitive handballs should result in a stoppage of play and an explanation of the infraction. Play will resume with the other team getting an Indirect free kick (see definition below).

We need coaches to support junior referees here.

Coaches should monitor player actions closely and remove them from the game if further explanation or cooling off period is required.

We would like every player to understand and learn from their mistakes, not feel embarrassed for making them.

Indirect free kicks will also be awarded for the following infractions/fouls.

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent
- striking or pushing an opponent
- holding an opponent
- spitting at an opponent (player should be immediately substituted for and informed this is not acceptable or repeatable)

- slide tackling from behind or without making contact with the ball (**we strongly discourage slide tackling at this age**)
- handling (with hands) the ball deliberately (field players)
 - *Note: Not all hand balls are fouls. The referee determines if the ball played the hand or if the hand played the ball. There is no foul if the ball plays the hand (e.g. inadvertently hits a player's hand). Again, this is "in the opinion of the referee."*
 - **Good to know:** At the rec level, if a player is shielding him/herself from the ball and it hits their hands, this should not be considered a "handball".

Other fouls that should result in an indirect free kick:

- playing dangerously (on the ground)
- obstruction (impedes the progress of an opponent)
- prevents the goalkeeper from releasing the ball / running in front of the goalkeeper when they are trying to release the ball
- when a player commits any other offenses not previously mentioned for which play is stopped.
- Under the SCOR modifications: once a goalkeeper touches the ball, the attacking team must retreat to behind the build out lines. Otherwise a free kick is awarded to the defending team.

Goalkeeper fouls:

After making a save, Goalkeepers are only allowed to roll, pass with feet off the ground or throw the ball back into the field of play. They may throw it over hand or roll it underhand. They may NOT PUNT the ball.

- NOTE: When the goalkeeper gets the ball, defenders must move behind the build out line. We recommend goalkeeper roll the ball to a close by teammate within the buildout line who can begin to play the ball forward.
- Takes more than six seconds to release the ball (be VERY generous with this rule at the younger ages, should simply ask the Goalkeeper to play the ball out). We do want to teach goalies to get the ball back in play though.

- Touches the ball again with his hands after it has been released from his possession and did not touch another player
- **SCOR 2nd Grade Modification:** players may pass back to goalies with any part of their body (except hands!) and goalies may then pick up the ball with their hands.

XIV. Indirect Free-Kicks

- There are NO direct free kicks in 2nd Grade Soccer, which means no penalty kicks
- All kicks will be indirect free kicks
- ***A goal cannot be scored from an indirect free kick unless the ball is touched by another player before it goes into the goal. Yes, it can be deflected off a player then be played. Deflections off the referee or the goal post/crossbar do not count.***
- Defending players must be 10 yards away (about 5 paces on a small field) from a free-kick.

XV. Penalty-Kicks

- There are **NO penalty kicks** in 2nd grade soccer.
- Fouls inside the goal and penalty box area shall be awarded indirect free kicks on the edge of the penalty box near where the infraction occurred.

XVI. Throw-ins

Throw-ins are awarded when the ball goes outside the field of play by crossing the sideline. **The entire ball must go over the line to be out of bounds.**

The ball is awarded to the team that did not touch the ball last. The team that touched the ball last before it went out of play becomes the defending team.

Referee should blow the whistle (loudly!) for a ball that goes out of bounds and point in the appropriate way / direction to instruct the teams on how to restart play.

- A ball that goes out of bounds on sidelines: point in direction the ball should be thrown and say the color of the team who should throw
- A ball that is kicked over the touch line by the offensive team: blow whistle, say “goal kick” and point to the corner of the goal box.
- A ball that is kicked over the touch line by the defensive team: blow whistle, say “corner kick” and point to the corner of the field closest to where the ball went out.

On throw-ins, defenders must stand a few yards back of the thrower.

The thrower, at the moment of delivering the ball must:

- face the field of play
- have part of each foot on the touch-line or out-of-bounds.
- have at both feet on the ground
- use both hands and deliver the ball from behind and over his/her head using equal weight of both hands.
- Stepping on the touchline while throwing in is NOT illegal.

Teaching the throw-in: https://www.youtube.com/watch?v=r_yTZ9YZBVw

Additional information:

- A goal may **not** be scored directly from a throw-in.
- Both feet must remain on the ground at all times. Jumping up in the air is illegal because one or both feet will not be on the ground.
- **SCOR 2nd Grade Modification:** ONE re-try for an illegal throw and then after a second illegal throw, a throw-in is awarded to the other team. Our objective is for every player to learn proper technique, not become fearful of taking throw ins.

XVII. Goal-Kicks and Build Out Lines

When the attacking team kicks the ball over the goal line (but not scoring a goal), a goal kick is awarded to the defending team. The entire ball must be over the line to be considered out of play.

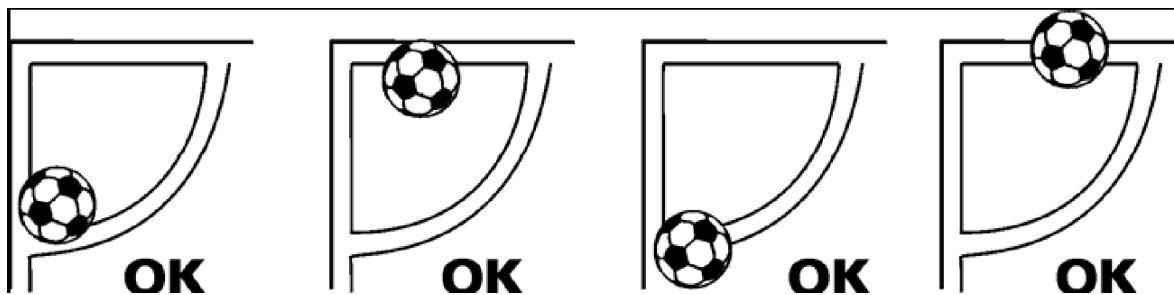
Build Out Lines are the lines halfway between the center line and the goal line. If Build Out Lines are not painted on the field, coaches may mark them with cones.

When a team is awarded a goal kick, the defending team must retreat beyond the Build Out Line and await the goal kick.

- When taking a goal-kick, the ball may be placed anywhere within the penalty area but approximately six yards from the goal line.
- The kicking team (the team taking the goal kick) can stand anywhere, including in the penalty area.
- The opposing/defending team must stay behind the build out lines until the ball is played.
- If opposing/defending team may not cross the Build Out Line (before ball is initially played), if they do, play is stopped and the goal kick is retaken.
- Build out line explanation: <https://www.youtube.com/watch?v=cu-F0ywBYsw>

XVIII. Corner-Kick

- When the defending team touches the ball out and the entire ball travels over the goal line (but not into the goal), a corner kick is awarded to the attacking team.



- The ball is in play as soon as it is kicked and moves.
- Defending team should stand at least 6 yards (3-4 paces) from the corner to allow the corner kick.
- Shots taken from the corner kick that go into the goal directly or upon deflection count as goals.

SCOR recommends coaches teach “short corner kicks” to offensive teams. A short pass from one player to another close by to begin play.

<https://www.youtube.com/watch?v=uv0rthih2Ag>

XIX. Scoring

Scoring goals in 2nd grade soccer is for fun and for introducing the idea of competition.

The score is likely to be kept among the players but should not be a focus for coaches other than to attempt to keep the scoring balanced and in spirit of good sportsmanship for the benefit of all.

If a team is scoring at will against an opponent, coaches should do their best to make the experience more balanced. Possible solutions are to move players to other positions on the field, use the goalie position strategically, consider swap of players on opposite teams to balance play, and encourage more passing before scoring.

The idea is to have everyone leave the field happy and excited about the game just played.

XX. Golden Law !

Have fun!

Please remind all coaches, parents, players and yourself before every game to just have fun. Do not be afraid to make mistakes and simply do your best. We all appreciate your effort!