

Sherwood Youth Soccer Club

Game Guidelines for GK-G1 (Kindergarten and 1st Grade)

General

Games are meant to be a learning experience. Coaches are expected to be on the field and referee the games. The club wants the coaches to use the games as a way to teach, so provide the players with guidance as they play, but also just let them mix it up and have fun.

Field

Games are played at Hopkins Elementary. Each team will be split among two fields to play another Sherwood team.

Game Times

Games are broken down into 10 minute quarters. The visiting team will switch the fields that their team groups are playing on. This allows the players to play against a different group of opposing players.

Game Format

3 v 3, which means 3 players on the field. There is no goalie.

Equipment

All players must wear shin guards with socks covering the shin guards. No jewelry allowed. Players need to be wearing soccer cleats. Players are also expected to wear their uniform.

Rules

- Kick Off:** Kick off's are taken to start the game or when a goal is scored. Players should be educated that the ball needs to travel forward and the player kicking the ball cannot kick it again until another player (opposing or teammate) has touched the ball. Encourage the kids to pass the ball to their teammate to start the kick-off, even if they quickly lose it to the opposing team. If they kick it backwards or try to kick it twice, allow for a replay of the kick-off. Opposing players need to be outside of the circle on the kick-off.
- Throw-in:** The ball will be put back into play on the sidelines by using a throw-in. Reinforce proper throw-in techniques, like keeping their feet planted, staying behind the line and throwing the ball over their head, but allow them to repeat a throw-in if necessary to help work on those skills. Just continue play after the repeated throw-in to keep the game flowing.
- Goal Kick:** This happens when the opposing team kicks the ball over the defending team's goal line. Goal kicks can be taken from the goal line or directly in front of the goal. In order to help the team move the ball up the field, the opposing team should stay behind the midline (center line) until the ball is kicked.
- Corner Kick:** This happens when the defending team kicks the ball over their own goal line. Corner kicks should be taken from the corner closest to where the ball went out of bounds.
- Fouls:** If a foul occurs on the field that a coach feels requires stoppage of play, then you can setup a free kick. There are no direct kicks (shot on goal) allowed at these ages. All free kicks must be indirect (played to another player before shooting on goal).
- Offside:** There is no offside at this age. Please encourage players to get involved in the play and not guard the goal. Encourage them to go to the ball versus just running to the goal.