

GREEN WHITE RULES Fall of 2010

Sportsmanship and Referee Issues: Player, coach or spectator poor sportsmanship or player or referee harassment will not be tolerated. No one should argue with or question the referee's calls during or after the game. If a spectator is guilty of unsporting behavior, the referee will warn the coach to control his spectator and the referee can issue a yellow card to the coach. An incident following the imposition of a yellow card will result in the issuance of a red card to the coach. If a spectator causes the coach to receive two red cards in a season, the spectator may be barred from attending games for the rest of the season. Failure to comply with this barring may lead to forfeiture by the team or suspension of the particular player associated with the spectator. Cards can be issued after the game as well as during the game. **Spectators may be asked to leave the field or have their spectator privileges revoked at any time by League Officials, without any cards being issued.**

Safety: Coaches should check his/her players for safety prior to game. Players found in violation of safety guidelines will be sent off the field without substitution capabilities. No regular eyeglasses, bracelets, watches, rings, earrings, necklaces, or metal of any kind in the hair. Socks must be over shin-guards. Jerseys must be tucked in. Proper uniform is required, including matching socks. Mouth guards are encouraged. Everyone must vacate the field upon seeing lightning and can not return until twenty minutes of the last lightning seen.

Redos—bad throw-ins will not be turnovers—referee will call the bad throw in and instruct player on proper form. After 2nd bad throw-in, referee may determine a turn-over to keep play moving.

3 or more goal rule - Applies to all Divisions except kindergarten. A team losing by 3 goals may add a player. For each add'l goal scored by the leading team, the other team may add another player. When losing team has exhausted its roster or at the request of the losing team, leading team must remove a player each time that the losing team is eligible to add player(s). Most dominant player from leading team is to stay behind mid. When the difference is two goals, both teams can go back to original number of players.

Rule	Kindergarten *special rules	1 st Grade	2-3 Grade	4-5 Grade	6,7,8 Grade
Period Duration	8 OR 6 x 5 min.	4 x 10 min.	4 x 10 min.	2 x 25 min.	2 x 25 min.
Goal Size	Pop-up	Short 7v7	Short 7v7	Large but Narrow Lanes	Large
Period Start	Kick off	Kick off	Kick off	Kick off	Kick off
Offside	Does not apply	Does not apply	Does not apply	Rule applies	Rule applies
Slide Tackling Illegal	IFK.	IFK.	IFK unless DFK for serious foul	IFK unless DFK for serious foul	IFK unless DFK for serious foul
Fouls	IFK/No PKs	IFK/ No PKs	FIFA Rules	FIFA Rules	FIFA Rules
Goal Kick	Taken anywhere on goal line. Other team behind center line.	By the rule	By the rule	By the rule	By the rule
Ball Size	3	3	4	4	5
Players	4 max / 2 min	6 max / 3 min	6 max./ 4 min.	9 max / 6 min	11 max / 7 min
Field Size	65 x 110 feet	40 x 60 yards	40 x 60 yards	60 x 100 yards	70 x 100 yards
Travel Players	N/A	N/A	No more than 2 on field at one time unless losing	No more than 2 on field at one time unless losing	No more than 2 on field at one time unless losing
Coach on Field?	One allowed	One allowed -only as needed	Sideline only, keep on one side of half line	Sideline only, keep on one side of half line	Sideline only, keep on one side of half line
Spectators	Opposite side of Team	Opposite side of Team	Opposite side of team	Opposite side of team	Opposite side of team
Subs	Dead Balls	Dead Balls	Goal kicks, goals, throw ins, injury, yellow carded player	Goal kicks, goals, throw ins, injury, yellow carded player	Goal kicks, goals, throw ins, injury, yellow carded player

MPGW GIRLS INSTRUCTIONAL LEAGUE SOCCER RULES – OUTDOOR—SPECIAL RULES--Kindergarten

A. Number of players: The maximum number of players for one team on the field at any one time is four (4). THERE WILL BE NO GOALIES. Play will be either 3 v 3 (each team with 6 or less players) or 4 v 4 (one team having more than 6 players). Coaches have discretion with this but players must play at least 1/2 of the game.

B. Strategy/Development: Games are to be played in a non-competitive low-stress atmosphere. The emphasis should be on having fun playing the game, while learning the basics of soccer. The score shall not be kept for either field.

C. Start of game The Visitor team kicks off and the kick off alternates after each period. All kicks will be indirect kicks (goals cannot be scored directly off the kick but must first touch another player of either team). Also, the person taking the kick cannot retouch the ball until another player from either team has touched the ball. Defending players must be at least four yards from the ball on their half of the field at the kick-off.

D. Goal kicks: Goal kicks will be taken anywhere from the goal box. If the ball does not cross the penalty box line, the ball will be kicked again closer to the penalty box. Any player from the offensive team can take the kick and **the opposing team MUST be behind the mid-field marker on their half of the field until the ball is touched again by the offensive team.** The kicking team can kick the ball in any direction on a goal kick.

E. Free kicks: Only indirect free kicks (goals can not be scored directly off the kick, it must be touched by another player) will be awarded for fouls or rules calling for a free kick. Any free kick within the penalty box, will be moved to the top of the penalty box.

F. Penalty kicks: No penalty kicks will be awarded. Any fouls occurring against the defensive in the penalty box will result in an indirect kick taken at the top of the penalty box.

G. Substitution: Any players sitting out at the conclusion of one period must enter the game at the beginning of the next period. Player substitution will be done on a rotation system.

H. 3 Point Rule - If the score differential is three or more, the player with the most goals scored (dominant) is not permitted to cross mid-field line until the score is less than a three score differential. The team behind in the score may add an extra player. This creates a one player advantage for the team behind.

I. Players can not enter the semicircle surrounding the goal.

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