

# Micro Soccer League Rules

## Rules for all divisions:

- 1). All children must wear shin guards.
- 2). All children should play the same amount of time.
- 3). We will not keep score, and should not run score up if the situation presents itself
- 4). Rotate your kids so all teammates have a chance play with each other
- 5). No excessive, intentional rough play.
- 6). Each half will start with a center of field kick, which cannot score a goal. Kick should be directed to a teammate.
  - a). The defensive team cannot take the ball away from the offensive team until they have cross the half field line.
- 8). Teams will switch goals at halftime.
- 9). No headers or handballs allowed.
- 10). Games will consist of 4 - 10 minute quarters. On hot days, feel free to shorten quarters.

## Rules for specific divisions:

### **Kindergarten:**

- 1). All out of bounds shall be played in by a kick, at the point of exit. End field out of bounds should be moved to corner
- 2). No goalies allowed.
- 3). 4 vs. 4 games, ie; 4 children on the field for each team at one time.

### **1<sup>st</sup> & 2<sup>nd</sup> Grade**

- 1). All out of bounds shall be played in by a kick, at the point of exit. End field out of bounds should be moved to corner.
- 2). No goalies allowed.
- 3). 6 vs. 6 games, ie; 6 children on the field for each team at one time.

### **3<sup>rd</sup> & 4<sup>th</sup> Grade**

- 1). All out of bounds on sides should be played in by throw.
- 2). All end field out of bounds:
  - a). If offensive team kicks it out, goalie gets a free kick
  - b). If defensive team kicks it out, should be move to corner and offense kicks in.
- 3). Goalies are allowed.
- 4). 7 vs. 7 games, ie; 6 children on the field for each team at one time, plus 1 goalie.