

# BWSA Division Rules

## Spring 2018

Coaches and Referees work together to make the game fun!

### General Notes

- Any games needing to be rescheduled must be approved by the referee coordinator.
- Coaches need to let the referees know if there are any medical concerns among their players prior to the start of the game.
- If the number of players on the field needs to be adjusted, coaches need to come to an agreement and let the referee know.
- Respect the referees – email any concerns to the referee coordinator.

### Mercy Rule

- If a team becomes 5 goals ahead, the trailing team may add a player until the goal differential becomes 3 or less.
  - Think about creative ways to challenge your players to keep the game competitive.
    - IE: Left foot only, minimum touches before a pass or shot on goal, etc.
  - Just remember, the goal is to educate the players and to keep kids of varying skill levels interested in soccer.

## Pre-K

- Officials Team: One timekeeper
  - The official will keep time, check players in at the beginning of game and whistle restart after a goal scored.
- Fields #9, 10, 11, and 12
  - Field Size 20X30
- Ball Size: 3
- 4 v 4, no goalkeeper
- 4 – 8-minute quarters
  - Substitutes at approx. 4-minute mark.
  - Short breaks between each quarter and at the half.
  - Do not swap goals at the half.
- Coaches can stand in their half of the field to help with mechanics, etc.
- No throw-ins – coaches are to restart play or allow players to kick in from the touchline (depending on player skill level.)
- No heading!
- If there isn't an assistant coach, try to get a parent to assist with sideline control.
- Mercy Rule doesn't apply in this division. Coaches are encouraged to help players find creative ways to score once a game becomes lopsided.

## Kindergarten

- Officials Team: One timekeeper
  - The official will keep time, check players in at the beginning of game and whistle restart after a goal scored.
- Fields # 13 and 14
  - Field Size 20X40
- Ball Size: 3
- 5 v 5, no goalkeeper
- 4 – 10-minute quarters
  - Substitutes at approx. 5-minute mark.
  - Short breaks between each quarter and at the half.
  - Do not swap goals at the half.
- Coaches can stand in their half of the field to help with mechanics, etc.
- Players may throw or kick the ball in to restart play.
- No heading!
- If there isn't an assistant coach, try to get a parent to assist with sideline control.
- Follow the Mercy Rule

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

- Officials Team: 1 referee
  - The official will keep time, check players in at the beginning of game.
  - The official will be looking for and enforcing the following:
    - Proper FIFA restarts for fouls, corners and goal kicks
      - DFKs, IFKs, PKs, CKs, GKs
      - Goal kicks can be taken anywhere inside to goal area.
    - Throw-ins – two tries then other team takes possession
    - Protect the keeper/benefit of doubt to the keeper.
    - Keeper cannot punt/dropkick.
    - No slide tackling or reckless behavior.
    - No heading!
- Fields #5 and 6
  - Field Size 25X40
- Ball size 3
- 6 v 6, includes a goalkeeper
  - Minimum 4 to start the game.
- 4 – 12-minute quarters
  - Substitutes at approx. 6-minute mark.
  - Short breaks between each quarter and at the half.
  - Do not swap goals at the half.
- Coaches are not permitted on the field.
- Follow the Mercy Rule.

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

- Officials Team: 2 referees
  - Officials will keep time, check players in at the beginning of game.
  - Officials will be looking for and enforcing the following:
    - Proper FIFA restarts for fouls, corners, and goal kicks
      - DFKs, IFKs, PKs, CKs, GKs
      - Goal kicks can be taken anywhere inside to goal area.
    - Throw-ins – two tries then other team takes possession
    - Protect the keeper/benefit of doubt to the keeper.
    - Keeper cannot punt or drop kick.
    - No slide tackling or reckless behavior.
    - Call fouls.
    - No heading!
- Fields #15, 16, and 17
  - Field Size 35x50
- Ball Size: 4
- 7 v 7, includes a goalkeeper\*\*.
- 2 – 24-minute halves
  - 5-minute halftime, SWAP GOALS
- Free substitutions on goal kicks, after goals, and possession throw-ins.
- Follow the Mercy Rule.
- Discourage offside/"cherry picking" players.

\*\*At the coaches' meeting, it was agreed to play 6v6 due to team sizes.

## 5th & 6<sup>th</sup> Grade

- Officials Team: 2 referees
  - Officials will keep time, check players in at the beginning of game.
  - Officials will be looking for and enforcing the following:
    - Proper FIFA restarts
      - DFKs, IFKs, PKs, CKs, GKs
      - Goal kicks can be taken anywhere inside to goal area.
    - Protect the keeper/benefit of doubt to the keeper.
    - No slide tackling or reckless behavior.
    - Call fouls.
    - No heading!
    - Offside is enforced!
- Fields #7 and 8
  - Field Size 50X80
- Ball Size: 4
- 9 v 9, includes a goalkeeper.
- 2 – 30-minute halves
  - 5-minute halftime, SWAP GOALS
- Free substitutions on goal kicks, after goals, and on possession throw in.
- Follow the Mercy Rule.

## MSSA

- Officials Team: 2 licensed referees
  - Laws of the Game fully enforced
    - Slide tackling allowed
    - Heading allowed.
    - Substitutions allowed on opponent throw-in if opponent is also substituting
- Fields #1 & 2
  - Field Size 50x110
- Ball Size: 5
- 11 v 11
- 2 – 35 minute halves
  - 5 minute halftime