

Prince George's Soccer, Inc. (PGSI) 4v4 Small-Sided Soccer Fall 2013 Game Rules Kindergarten, 1st and 2nd Grade

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

Games start on the hour and have four 10 minute quarters with 2 minutes between quarters. If a team does not show up or is short players, other teams will be asked to lend players so games can be played. Games end at 10 till the hour, **regardless of start time.** Start on time, have more fun!

The field is 15 yards wide by 30 yards long with 6 foot-wide goals. **There is a half-circle no-player zone painted in front of the goal.** This zone keeps the goal mouth clear and avoids the need for goalies. Goal kicks are taken from the half-circle. No slide tackling. **Ball size is No. 3 only.**

- If the ball enters the half circle no-player zone and does not enter the goal the defending team is awarded a goal kick.
- If an attacking player enters the half circle no-player zone the defending team is awarded a goal kick.
- If a defending player enters the half circle no-player zone and interferes with the ball, the attacking team is awarded a corner kick.
- **No throw-ins, just kick-ins. On a kick in, or a goal or corner kick, opposing players need to be 5 yards away from the ball.** No goals will be awarded from direct kick ins or from beyond the sideline (no player touches the ball).

Games are run cooperatively by one Coach from each team. Each Coach will take turns every quarter managing the game as the Referee. **During each play period (quarter), only one Coach shall be on the field to maximize the learning experience and to keep the game flowing, no parents.** The Coach is required to have had the MSYSA background check and is officially designated by the team Club on the Team Registration form.

Substitutions are allowed only at the beginning of a quarter, or anytime a player is injured or exhausted, not for game management. This substitution rule lets the kids play without interruption.

Sportsmanship and Competition are important lessons for all of our players. When one of the teams is over matched in skills and falls behind by 4 goals, the trailing team will be allowed to add an additional player (if available) or the leading team will play down a player to help equalize the competition.

For safety and fair play, rosters will be spot checked on the field by PGSI officials. For insurance reasons, players not on the roster can play only after the player form is completed and any additional fees are paid.

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Prince George's Soccer, Inc. (PGSI) 5v5 Small-Sided Soccer Fall 2013 Game Rules 3rd and 4th Grade

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

Games start per the schedule and have four 15 minute quarters with 2 minutes between quarters. If a team does not show up or is short players, other teams will be asked to lend players so games can be played. Games end 10 minutes before the next scheduled game, regardless of start time. Start on time, have more fun!

The field is 20 yards wide by 40 yards long with corner goals. The 4' corner goals are set just inside an imaginary 18' wide junior size goal. Goal kicks are taken from the goal box. No slide tackling. **Ball size is No. 4 only.**

- Points are scored by getting the ball into one of the two corner goals. No points are awarded for balls that go between the goals. This develops good offensive and defensive play.
- If the goalie touches the ball outside the goal box, the attacking team is awarded a corner kick.
- Goal kicks are taken from the goal box line.
- Goalies are rotated after each score. Goal scorer becomes the goalie, and the scored-against goalie rotates out. All players should be a goalie before any player repeats. Exception is for goal scorers, who can be goalie repeatedly. Goalies change pennies before play restarts. Play does not stop for putting gloves on or off. The game flows and everybody plays in goal.
- **No throw-ins, just kick-ins. On a kick in, or a goal or corner kick, opposing players need to be 5 yards away from the ball. No goals will be awarded from direct kick ins or from beyond the midline (no player touches the ball).**

Games are run cooperatively by one Coach from each team. Each Coach will take turns every quarter managing the game as the Referee. **During each play period (quarter), only one Coach shall be on the field to maximize the learning experience and to keep the game flowing, no parents.** The Coach is required to have had the MSYSA background check and is officially designated by the team Club on the Team Registration form.

Substitutions are allowed only at the beginning of a quarter, or anytime a player is injured or exhausted, not for game management. This substitution rule lets the kids play without interruption.

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Prince George's Soccer, Inc. (PGSI) 6v6 (7v7) Small-Sided Soccer Fall 2013 Game Rules 5th and 6th Grade

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

Games start per the schedule and have two 30 minute halves with 5 minutes between halves. If a team does not show up or is short players, other teams will be asked to lend players so games can be played.

Games end 10 minutes before the next scheduled game, regardless of start time. Start on time, have more fun!

The field is 30 yards wide by 50 yards long with 18' wide junior size goals. No slide tackling. **Ball size is No. 4 only.**

- **If the goalie touches the ball outside the penalty box, the attacking team is awarded a corner kick.**
- **Goal kicks are taken from the penalty box line.**
- **Goalies are rotated after each score. Goal scorer becomes the goalie, and the scored-against goalie rotates out. All players should be a goalie before any player repeats. Exception is for goal scorers, who can be goalie repeatedly. Goalies change pennies before play restarts. Play does not stop for putting gloves on or off. The game flows and everybody plays in goal.**
- **Throw-ins only, no kick-ins.**
- **Offside rule applies.**

Games are run cooperatively by one Coach from each team. Each Coach will take turns every half managing the game as the Referee. **During each play period (half), only one Coach shall be on the field to maximize the learning experience and to keep the game flowing, no parents.** The Coach is required to have had the MSYSA background check and is officially designated by the team Club on the Team Registration form.

Minimize substitutions during the game to the beginning of a half, or anytime a player is injured or exhausted, not for game management. This substitution rule lets the kids play without interruption.

Sportsmanship and Competition are important lessons for all of our players. When one of the teams is over matched in skills and falls behind by 4 goals, the trailing team will be allowed to add an additional player (if available) or the leading team will play down a player to help equalize the competition.

For safety and fair play, rosters will be spot checked on the field by PGSI officials. For insurance reasons, players not on the roster can play only after the player form is completed and any additional fees are paid.

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