

Dakota United Soccer Club

Recreational League

2nd and 3rd Grade Rules

Game Time:

Consists of 2 equal halves of 25 minutes. A 5-minute half-time should be given between the halves.

Jamboree Game Time:

Consists of 2 equal halves of 12 minutes. A 3-minute half-time should be given between halves.

Number of Players:

6 players per team (including a goalkeeper) on the field at one time. Always use the same number of players for each team!

The Ball:

A size 4 ball is used for grades 2nd and 3rd.

Substitutions:

We encourage equal playing time, but also substitute when players appear tired. The referee must be notified before a substitution can occur. By having the substitute players stand on the half way line, the referee can see that players are ready to come in at the next stop in play.

Officials:

The referee is in charge of all game activity and is to make sure each team abides by the rules. **The referee's decision is final.** It is the referee's responsibility to keep the game clock, check for injuries, and remind the players of proper game conduct.

Linesman or Side Referees:

There are usually two linesmen (volunteer parents) – one for each sideline. The main responsibility is to assist the referee by calling the ball out of bounds.

Players Equipment:

The usual uniform of the soccer player is a team shirt (provided by Dakota United), shorts, calf socks, shin guards, and shoes. Shin guards and calf socks are required. Nothing dangerous to another player may be worn. Cleats, usually made from rubber, plastic, aluminum, or leather, can be worn, but are not required. The goalkeeper must wear a different color than his/her teammates. All jewelry must be removed before play can start.

Kick Off:

Kick off occurs at the start of each half with teams alternating who starts with the ball. A kick off is also used to restart the game after a goal. The team who did not score, kicks off at the center line. Opponents need to be at least 5 yards away from the ball. Teach players to be 10 steps away. The player who takes the kick off cannot touch the ball a second time until the ball has been kicked by another player.

Ball in and out of Play:

After the ball has wholly crossed the sideline or goal line, it is out of play. Any ball which strikes the referee, goal post, corner flag, and remains on the soccer field is still in play.

Throw-ins:

After the ball has crossed the side line, the team that did not touch the ball last is awarded the throw in. The ball is thrown in with both hands in one continuous motion, starting from behind the head. Both feet must stay on the ground, on or behind the line when the ball is being released. If they do not execute the throw in correctly, explain to them the correct way – then award the throw in to the opposite team.

Goal Kick:

Awarded to the defense when the ball (after being touched by the offense) crosses the goal line, but not resulting in a goal. The ball is to be placed anywhere in the goal area and must travel outside the penalty area before it can be touched by another player from either team. Opponents need to be 5 yards away from the ball.

Corner Kick:

Awarded to the offense when the ball (after being touched by the defense) crosses the goal line, but not resulting in a goal. An offensive player takes the kick from inside the quarter circle nearest the corner flag where the ball went out of play. A goal may be scored directly from the kick. Opponents need to be 10 yards away from the ball as it is kicked. The kicker may not kick the ball a second time until touched by another player.

Offside:

There is **NO** offside called for 2nd and 3rd grade games!

Free Kicks:

The two basic kicks awarded by the referee are:

- 1. Direct Free Kicks:** A goal can be scored directly from the kick or passes to another player.
- 2. Indirect Free Kicks:** The ball must touch another player before a goal can be scored.

Penalty Kicks:

A penalty kick is awarded after a serious rule infraction by the defense which takes place inside the penalty area. It is a direct kick taken 12 yards from the goal line. All players except the goalie and the kicker must be outside the penalty area. The goalie must stand on the goal line.

Fouls and Misconduct:

These are some fouls for which a referee can award a **DIRECT KICK** to the offensive team:

1. Kicking an opponent.
2. Tripping an opponent.
3. Jumping at an opponent.
4. Charges an opponent.
5. Strikes an opponent.
6. Pushes an opponent.
7. When tackling an opponent, you make contact with the player before the ball.
8. Holds or spits at an opponent.
9. Handles ball deliberately with hands excluding goalkeeper.

These are some fouls for which a referee can award an **INDIRECT KICK** to the offensive team:

1. Dangerous play.
2. Charging an opponent away from the ball.
3. Opponent obstruction when not playing ball.
4. Charging the goalkeeper except when the goalkeeper:
 - a. is holding the ball
 - b. is obstructing an opponent
 - c. has passed outside his goal area.
5. When the goalkeeper is in the penalty area, releases the ball, and touches it again before a player from the other team has touched it.
6. The goalkeeper deliberately touches the ball with his hands after it has been purposely kicked or thrown to him by another teammate.
7. The goalkeeper indulges in time wasting.