

4 v 4 Format

Club Team Laws

MODIFIED - LAWS OF THE GAME	Rules
Field of Play – The field will be 30 x 40 yards with 2 small goals at each end. The outside post of each goal will be placed one yard from the intersection of the goal arc and goal line inside the goal arc on the goal line.	Two goals
BALL (Law 2)	Size 3
Numbers of Players (Law 3) – 4 v 4 with Goalkeepers. The goalkeeper must be designated with a shirt that does not match any field players. (Any color other than red or white). Substitutions are made at a stoppage after a referee acknowledges a player to enter from the mid line. Also, a coach may sub a player or a referee may ask for a substitute instead of using the carding procedure. Other substitutions are required based upon the score.	4 v 4 (INCLUDES GK)
Uniform (Law 4) - Club uniform, shirt tucked in, shin guards (covered by socks), shirt color (home team red), shoes (cleats or flats- no front or metal cleats)	Safety of Children (shoes, shin guards)
Referee (Law 5) – One center referee is requested to take the game. In the event that no referee can be found then a parent must fill-in as a referee.	One Referee or parent
Length of Game (Law 7) Halves 30 minutes.	60 Minutes
Kick Off (Law 8) Center of field, indirect - ball can be kicked in any direction and not be touched a 2nd time by same player.	Indirect kick (Defense outside circle)
Scoring (Law 10) 1. A goal may be scored in the net of either goal on the goal line. 2. If a team gains an advantage of 4 goals, the losing team may place an additional player on the field. If the advantage goes below 4 goals, the losing team must remove the extra player from the field.	1. To attempt to create a more fair and equitable match. 2. To remind coaches that the objective of the League is for the kids to have fun.

<p>Arc/box Rule (Law 10) - Only defending team goalkeeper is allowed in Arc/box. Defenders and attackers (outfield players) are not allowed to enter arc/box. Therefore a goal cannot be scored if the scorer is inside arc/box, if this occurs restart with a goal kick. If a defending teams player stops a clear goal in the arc/box a penalty is to be awarded for the attacking team.</p> <p>Common Sense -</p> <ol style="list-style-type: none"> 1. If outfield players are in arc and not affecting the play just politely remind them only GKs are allowed in there. 2. GKs can leave arc, please promote them to be part of the outfield play when possible. 	<p>1. Outfield players may reach in and drag the ball back out of the arc/box with their foot</p>
<p>Offside - (Law 11) – There is no offside enforced in the run of play.</p>	
<p>Fouls (Law 12) - Opponent 3 yards away from the ball. Placement of the ball must be at least 3 yards away from the goal arc. Direct Kicks - kicking, tripping, jumping, charging, pushing, slide tackling, holding another player and handling ball (goalies) Indirect kicks - pass back to goalies hands, and unfair play.</p>	<p>Indirect/direct free kick</p>
<p>Penalty Kick (Law 14) - PK from top of arc, all field players must stand outside goal arc during penalty kick. The goalkeeper may stand up to one yard from the goal line towards the kicker.</p>	<p>Direct Free Kick</p>
<p>Kick In (Law 15) - Opponent 3 yards away. The purpose of the kick is to get the ball back into play. Give a player a two chances prior to resumption of play if necessary. No penalty for foul kick.</p>	<p>Kick In Indirect</p>
<p>Goal Kick (Law 16) - When the ball crosses end line off of the offensive player, kick taken anywhere in/around goal arc - opponent Defenders must be retreat to build out line (past the half way line) from a goal kick to allow the ball back in play.</p>	<p>Indirect Free Kick</p>
<p>Corner Kick (Law 17) - When ball goes over goal line off of the defensive player, opponent 3 yards away from the ball.</p>	<p>Indirect Free Kick</p>
<p>Common Sense (Law 18) – Coaches must play all players at least 50% of the game. Safety first. Coaches may agree to play quarters if they both agree and inform the referee. KEEP PLAYERS OUT OF AND AWAY FROM THE GOALS AND NETS!</p>	<p>Enjoy the game</p>
<p>Heading (Law 19)- Deliberate heading of the soccer ball is not permitted in accordance with new US Soccer regulations.</p>	<p>Indirect Free Kick</p>

Scoring modification:

The intent of the rule is NOT to penalize players of the winning team by reducing the number of players on the field, and subsequent playing time, after the goal differential goes to 6. Rather, the intent is to remind coaches that when they go up by 4 goals it is time to start taking measures to make goal scoring more challenging for their team, BEFORE the goal differential goes to 6 goals.

There are numerous “restrictions” that the coach can impose. Moving “defensive players” up front is usually not one of them. This tactic usually results in even more goals being scored. On the other hand, “restrictions” such as requiring the ball to be touched by 3 players (or 4, or 5, whatever) before a shot can be taken can develop the team’s passing abilities, while not humiliating the other team. Requiring the team to pass the ball back into the defensive end and then bring it forward two times (or 3 times, or whatever) before a shot can be taken, can increase the defensive players’ comfort with handling the ball in their defending third. Numerous other examples could be cited. The point is, sometimes it becomes necessary for coaches to modify their players’ behavior in order to NOT run up the score. However, this can be done in such a way as to increase the players’ abilities in other aspects of the game.

While we all “play to win”; winning the match is not the objective of playing the game at the recreational level. Frankly, winning or losing a match by an overwhelming margin is the antithesis of the Club’s objectives. By learning to impose some fairly easy “restrictions” of play when the score does get overwhelming can be an opportunity for our players to develop other skills. It also reinforces the concepts of sportsmanship and fair play.

