

Prior Lake Soccer Club (PLSC)

In-House Soccer Laws of the Game

Field of Play (sizes may vary)

Grades 4-6: Field size 50 yds X 90 yds. No coached on the field.
The Ball

Grades 4-6: Size 4.
Players Equipment

1.
Shin-guards MUST be worn.
2.
Athletic tie shoes or approved soccer shoes.
3.
No jewelry. Medic alert tags must be taped down.
4.
Hair barrettes are OK.
5.
Players shall not wear anything that is dangerous to themselves or other players.

Number of Players

Grades 4-6: Standard Soccer: 8 players on each team.

Goalkeeper

1. Grades 4-6: Goalkeeper may use his hands on the ball only within the penalty area. Goalkeeper has 5 seconds to release the ball so that another player may play it. (Lenience grades 2 and 3).
Unlimited steps

2.
The goalkeeper may not use his hands if the ball was purposely passed to him by the feet of a teammate. He may only play the ball (with his feet). There are no restrictions if the ball is passed to the goalie using the head. The penalty is an indirect free kick not a penalty kick.

Referees

1.
Grades 4-6: Referees shall officiate and exercise powers granted to them by the Laws of the Game.

Duration of game

The length on the games shall be two 25 minutes periods, with 10 minutes half time.

1.
Grades 4-6: Recommended substitutions every 5 minutes.
Start of Play (kick-off)

1. The kick-off is decided by coin toss.

2.
All players must be on their side of the fields.
3.
Opposing players shall remain outside center circle.
4.
Ball must be kicked into opponents half of field.
5.
The kicker shall not play the ball a second time until another player has touched it.
6.
Change sides after halftime.
7.
After a goal is scored, the game will be restarted with a kick-off by a player of the team scored upon.

Ball in and out of play

1.
Ball is out when it has wholly crossed either the touchline or goal line, whether in the air or on the ground.

Scoring

1.
Grades K-6: A goal is scored when the ball passes wholly over the end line between the goal posts and under the cross bar provided no law infraction has taken place.
2.
Grades K-6: A goal cannot be scored directly from a goal-kick, throw in, a throw from a goalkeeper, or a in-direct free kick, the ball first must be touched by another player of either team.
Goals can be scored directly from a corner kick.
3.
Grades 4-6: Goals can be scored directly from a direct free kick or penalty shot.

Offside

1.
Grades 4-6: A player is offside if less than two defensive players are between him and their defending goal line when the ball is last played by one of his own team. One of the defensive players is usually the goalkeeper. Offside shall not be judged at the moment the player receives the ball but at the moment the ball is passed to him. Therefore he is not offside if he enters and offside position during the flight of the ball.
3.
A player can only be offside on opponent's side of the field.
4.
A player cannot be offside if he receives the ball from a goal kick, free kick, corner kick, drop ball or a throw-in.

Fouls and Misconduct

- 1.

Direct kick offenses: Kicking, tripping, and jumping at, violent charge, charging from the rear (unless obstructed), hitting or spitting, pushing, holding, hand-ball.

2.

Penalty kicks offenses: A direct kick offense committed by a defensive player within the penalty area.

3.

In-direct kick offenses: Dangerous play, charging (fairly) when the ball is not within playing distances, illegal obstruction, charging the goalkeeper.

4.

Yellow card: Repeat offenses, ungentlemanly conduct, dissent, and exit/entry foul.

5.

Red card: serious foul, abusive language, and a second caution warning.

Free kick

1.

A free kick is taken at the spot of an infringement.

2.

Direct free kick can score directly (grades 4-6 only).

3.

Indirect free kick must be touched by another player from either team (including the goalkeeper) before it can score. If it is not touched and enters the goal a goal kick is awarded to the defending team.

4.

The player taking the free kick may not play the ball again until another player touches it.

5.

Opposing players must be 5 yards (K-1) and 10 yards (2-6) away.

Penalty kicks Grades 4-6

1.

A penalty kick shall be taken from the penalty mark.

2.

All players, with the exception of the kicker and goalkeeper, shall be outside the penalty area and at least 10 yards from the penalty-mark until the ball is deemed in play.

3.

The goalkeeper must stand on the goal line (without moving his feet) until the ball is deemed in play.

4.

The kicker must kick the ball forward and may not play the ball a second time until another player touches it.

5.

The ball shall be deemed in play as soon as it is kicked.

Throw-in

1.

Both feet touching the ground outside the touchline.

2.

Two hands behind and over the head facing the direction of the throw.

3.

The player taking the throw-in may not play the ball until another player touches it.

Grade 4-6: Improper throws are retaken once after explaining error.

Goal Kick

1.

Goal kick is awarded to the defending goal if the ball goes out across the goal line last touched by an offensive player.

2.

Grade 4-6: From any point within the goal box. The opposing team must be out of the penalty box.

The ball must be kicked out of the penalty box before either team can play it. If the ball does not pass out of the penalty box the kick must be retaken.

4.

The goalkeeper of player kicking the goal kick may not play the ball twice.

Corner kick

1.

A corner kick is awarded to the offensive team if the ball goes out across the goal line last touched by a defensive player.

2.

Opposing player must be 5 yards (K-1) and 10 yards (2-6) from kicker.

3.

The player taking the corner kick may not play the ball again until another player touched it.

4.

A goal may be scored directly from a corner kick.