

FOXBORO SOCCER ASSOCIATION

Rules of Game – Town Soccer

(By Grade Level)

Kickers

3V3 play

Coaches are allowed on field; only if they do not interfere with the game.

Two 20-minute halves/one 5-minute half time

Grade 1

4V4 play

For first 4 games of season, coaches are allowed on the field to assist with positioning and explaining calls. From the fourth week on, no coaches allowed on the field.

Two 25-minute halves/one 5-minute halftime

Grade 2

6 v 6

Two 25-minute halves/one 5-minute half time

Penalties, Throw Ins, Kicks and Goalie Rules

Kick-Offs (Micro fields): The opposition must retreat to their own 6-yard line and cannot move forward until the kick has been taken. The kick-off must be played forward.

Kick- Offs (6v6 fields): The game starts with each team in its own half of the field and the defending players at least 10yards from the ball until it is kicked-off forward.

Throw Ins: When a throw in is taken both feet must be planted on the ground behind the touch line. The ball should also be thrown with both hands over the player's head.

Corner Kicks: Corner kicks are taken when the ball is kicked out of bounds on the goal line last touched by a defending player. It will then be kicked back in by a player on the opposing team from the corner on the side of the goal that it went out of bounds on. The ball must be inside the corner arc. Opponents must be at least 5 yards (for microfield) and 10 yards (for 6v6 fields) from the ball until the ball is kicked. The player taking the kick cannot play the ball a second time until another player has made contact with the ball or a free kick is awarded. Goals may be scored directly from a corner kick.

Goal Kicks: Goal kicks are taken when the ball goes out of bounds on the goal line last touched by an attacking player. The goalie or a teammate may take the kick from inside the goalie box. The ball must cross the quarter field line before another player can touch it if the ball **is** touched before it is over the line the goalie or other defending player may take the kick again.

The team not in possession shall withdraw to its defensive half of the field and may not enter its offensive half of the field until the ball is played. Should the team in possession put the ball in play before the opposing players have taken position in their defensive half, play will continue (ie quick kick).

The ball must touch the ground or be touched by any player in the defensive half of the field (it can NOT be kicked over the half line)

Goalie Rules: A goalie may touch the ball with their hands at any time inside the quarter field line. Should the goalie go beyond that line and touch the ball with their hands it shall be considered a hand ball (see below for hand ball rules).

Handball: If a ball is touched at any time by a player (other than the goalie: see rules above) with their hands, forearm or upper arm it shall be considered a penalty and result in a free kick for the other team. Should the ball be touched accidentally and does not interfere with play; play will continue without penalty. Should the ball be touched intentionally within the goalie box, it shall be considered a penalty and result in a penalty kick for the other team.

Penalties: (All Levels) There will be absolutely no tolerance of pushing, shoving, tripping, kicking, slide tackling, playing dangerously, or abusive language during game play. Any inappropriate behavior listed above will result in a penalty. Refs should remind players to watch their elbows, hands, forearms and kicks during play.

Penalty: Referees will call inappropriate aggressive play. If you witness any aggressive acts listed above, blow your whistle and give both the player & the coach a warning. 2nd time, blow your whistle, announce the penalty (ex: "slide tackle #8 blue"), stop play and give ball possession to other team at spot of penalty. **For Micro (4v4)** any penalty inside the penalty box will result in an indirect kick from the nearest spot of infraction outside the penalty box. If rough play keeps happening throughout the game, speak to coaches.

Penalty Kicks (6v6 only): Penalty kicks are taken for any of the above fouls occurring within the penalty area. The kick will be taken from 8 yards. All players except for the shooter and the goalie must stand beyond the midfield line. The play is dead after the shot is taken (no rebounds). If a goal is scored, a kick-off will follow and if the ball goes over the end line, it will result in a goal kick.

Free Kick: Free kicks are assessed at the spot of the infraction for any of the above fouls. All players must remain ten feet from the ball until after it is kicked. There are no direct kicks allowed: goals cannot be scored off a free kick without being touched by another player. **EXCEPTION:** Fouls in the penalty area always result in a Penalty Kick.

Substitutions: Coaches may substitute players on any throw in or goal kick. Coaches should try to substitute approx. every three minutes to provide equal playing time.

Thank You!

If you have any questions, problems or concerns, please don't hesitate to contact me. Have a great season!

Shane Palmer
Town Referee Coordinator
spalmeri@foxborosoccer.org
Cell 617.233.6807