

GSA MICRO RULES

FIELD DIMENSIONS:

Fields will be marked. Small goal box for goal kicks, center kick off circle, and build-out line for goal kicks.

GAME LENGTH:

Games consist of 2 20 minute halves. Referees are supplied by GSA and will control game clock. Referees stop the game / clock every 5 minutes during each half (3 times per half) for coaches to substitute players. Please do not ask for additional game time to allow for more substitutions as games need to stay as close to on schedule as possible. There will be a 5 minute break for half time. Substitution clock stoppages are to be no more than 1 minute.

POSITIONS:

Teams will play 4 V 4. There is no goalkeeper. Recommended positions include 1 defenders, 2 mid-fielders, and 1 forward. Defenders are not allowed to “camp” inside the goal box in front of the goal. Coaches are not on the field with the players.

PLAYING TIME:

Players are to be played an equal amount of time. Players should not play consecutive substitution shifts unless there are not enough players to make a full rotation. Players should rotate as much as possible through each field position.

PRE-GAME:

Check your schedule, designated coach on the schedule is responsible for picking up nets from designated location and delivering to the field, or dropping them back off to storage. Both teams should set up their benches / gear on the same side of the field, with parents on the OPPOSITE side. Referees will introduce themselves to each coach and will ask coaches to line their players up for equipment checks and a quick rule review. Referees will call for team captains for a coin toss. Try to let the players take turns each game being the team captain. Winner of the coin toss chooses either kick off or defensive end.

BALL:

A 3 size ball will be used for micro / kinder. GSA provides each team with balls and cones.

KICK OFF:

Kicking team must kick the ball forward or backward. Ball is in play once kicked. The player kicking the ball may not touch the ball again until another player has

touched it. Referees will allow for second chances to the kicking team if the kickoff is incorrect.

OUT OF BOUNDS:

A throw-in is awarded to the opposition of the team that last touched the ball prior to going out of bounds. The entire ball must cross the line for it to be considered out of bounds.

THROW-INS:

Throw-ins should be two hands on the ball, over the players head, with both feet firm on the ground behind the line. Referees will be lenient on throw-ins if they are close, but will allow re-throws for throw-ins that are obviously errant.

FREE KICKS:

Free Kicks are awarded for illegal contact with the ball (handballs), a foul, or excessive unsportsmanlike conduct. Free kicks are always indirect, meaning that they need to be touched by another player before scoring a goal.

CORNER KICKS:

A corner kick is awarded to the attacking team when the ball crosses the end line after it is touched by the defending team.

GOALS:

A goal is scored after the ENTIRE ball passes across the goal line between the uprights and below the crossbar. The ball is then kicked off by the team which was scored upon. Scores and official win / loss records are not kept.

OFFSIDES:

Offside is NOT called in Micro soccer.

SLIDE TACKLING / KICKING FROM THE GROUND:

Slide tackling is NOT allowed. Players will be warned to stay on their feet. Coaches are asked for the sake of player safety to make sure players do not attempt slide tackling. If a player falls, they must get up before kicking the ball. Again, for safety, they are not allowed to kick the ball from the ground position. Game may be stopped and a free kick awarded by referee in these situations.

STOP PLAY:

Play will be stopped by coaches and referees if a player is injured or in danger of being injured. Play can be stopped for explanation of rules to players and for second chances of throw-ins and kick offs. Remember, this stage of soccer is for learning.

GOAL BOX:

The goal box in front of the goal is for goal kicks. There are no goalies and defenders should not “camp” in this goal box.

GOAL KICKS / HALF FIELD RETREAT:

Goal Kicks are awarded to the defending team when the ball crosses the end line after it was last touched by the attacking team. The defending team kicks the ball into play from the goal box line. Once the ball is kicked, it is into play.

The opposing team on goal kicks must retreat to half field. This allows for the ball to get into play easier.

COACHES:

Coaches are to display sportsmanlike conduct at all times and be consistent with the coach code of conduct form signed at the start of the season. Coaches are to coach from the sidelines and not behind the goal. There is to be NO yelling at referees, players or opposing coaches. Be encouraging to all players. Be calm and kind with referees. Coaches are responsible to hold safe practices that involve all players & pass along information to player’s parents. Coaches are responsible to ensure that parent behavior is consistent with the parent code of conduct form signed at the start of the season. Remember, this is supposed to be fun!

PARENTS / SPECTATORS:

Parents must be on the side of the field opposite the players and are not allowed to be behind the goals or anywhere on the goal lines. No parent or spectator is allowed on the field from the time when the game begins until the game is completed. Parents may only enter the playing field if their child is injured and the coach or referee requests their assistance.