



Developmental Rules of the Game

K-2nd

The K-2nd game is generally a player's first introduction to soccer. The emphasis is on creating a fun and safe environment for kids to develop their love of the game. Coaches serve as officials for these games, guiding the players and explaining the rules.

RULES

- 1) K-2nd game is 4-a-side (4 v 4).
- 2) Home team wears RED and Away team wears BLUE.
- 3) Each game shall have a designated timekeeper (Parent or Asst. Coach)
- 4) Games are 40 minutes long. The game shall be broken into eight (8) 5-minute periods with a 5 minute half-time as follows:
 - a. At the end of 5 minutes, the timekeeper shall notify the coaches by announcing "that's 5" and the break should be taken at the next stoppage of play (be it a goal or ball out of play).
 - b. Substitutions shall be made quickly during the break.
 - c. Play will resume from where it stopped at the break. (be it throw-in, goal kick or kick-off) and the next five minutes will be played.
- 5) Player positions must be rotated. Each player shall play both offense and defense during the match.
- 6) Players shall have equal playing time.
- 7) No Heading the ball or slide tackles are permitted at this age. Players should be encouraged to stay on their feet. Headers, slide tackles and handballs should not stop play. Instead, players should be reminded to keep their hands down and the game should continue to avoid unnecessary stoppage.
- 8) Defenders shall not stand in the 9' semi-circle during play unless defending an immediate attack. There are no goalies and no "puppy guarding". Defenders should be instructed to move up with attacking play.

9) Each ball played over the end line shall be returned to play as follows:

- (K & 1st) Every ball over the end line is a goal kick regardless of who last touched the ball. Attacking players shall return to behind the half line. Defending players shall return ball to the goal area (anywhere behind the goal line) and resume play by kicking it to another player. Attacking players shall not cross the half line until the pass is received by the second player.
- (2nd) If the attacking team was the last to touch the ball, play shall be resumed via a goal kick as described in (a) above. If the defending team was the last to touch the ball, a corner kick shall be taken. The attacking team shall place the ball on the corner of the field on the side of the goal where the ball exited play. The ball shall then be kicked into play to a player other than the one taking the kick.

10) Each ball over the sideline shall be returned to the line at the place that it left play and played as follows:

- (K-1st) The ball shall be placed on the sideline and be kicked in.
- (2nd) The ball shall be thrown into play. The thrower must 1) face the field of play, 2) have part of each foot on the ground at or behind the sideline at the moment the ball is thrown, and 3) throw the ball with both hands over the head. Players should be counseled regarding improper throw-ins, but play shall not be stopped, nor the ball turned over.
- Both throw-ins and kick-ins should be taken as quickly as possible to keep play going. Coaches should consider counting down from 3 (3, 2, 1!)

11) Uniforms (PYSL Jersey and shin guards) are required. Red socks, blue shorts and cleats are encouraged but not required.

12) Score shall not be kept. In order to ensure a positive experience for all, coaches **shall** take the following steps when their team is scoring considerably more goals than the other team:

- a. Rotate high scoring players to defense
- b. Insist on 5 completed passes before scoring
- c. Insist on 3 completed passes before crossing the half line