



# Newton Youth Soccer

## 4 v. 4 Playing Rules

### 2<sup>nd</sup> Grade

#### **I. The Field**

##### 1- Dimensions and Marking

The field of play will be between 30 and 40 yards in length and between 15 and 25 yards in width. The field is divided into 2 halves. The goal and touch lines will be marked by thick white lines or flat cones. No center circle required.

The goalkeeper area extends from the goal line to a parallel line 6 yards into the field. This area is bound the left and right touchlines and the keeper is allowed to use his hands within this area.

##### 2- Goals

The goals will be provided by NYS.

#### **II. The Ball**

A size three ball made of leather or other suitable material will be used.

#### **III. Number of Players**

The team roster normally has 6-8 players. Four players are in the field at one time. A keeper and 3 field players. To the extent possible all players will get equal playing time.

#### **IV. Duration of Game**

The game consist of 4 quarters, each **12** minutes in duration. Two minutes break between quarters and 5 minute break at the half will be allowed.

#### **V. Referee**

Referees are not required for games in this age group. However to the extent possible, referees will be provided. In the event of a game without a referee, coaches will nominate a volunteer.

#### **VI. The Start of Play**

The game starts with the ball placed in the centerpoint in the middle of the field and kicked forward.

#### **VII. Method of Play**

- 1- Goal kicks are taken 2 yards in front of the goal
- 2- Only the keeper is allowed during goal kicks. The keeper should wear a distinctive shirt to indicate he is the keeper.
- 3- After a goal is scored, the restart occurs at the centerpoint of the field.
- 4- After five minutes into each quarter, the players in the field may be substituted with the players on the bench.
- 5- Every player on the team will play keeper for at least one shift. When his team is in possession of the ball, the keeper is encouraged to play like a field player. He should not hang back in his goal.
- 6- All fouls will result in indirect free kicks with the opponent at lease 3 yards away. The coach should explain the infraction.
- 7- There are no offsides and no penalty kicks.
- 8- Balls crossing the touchlines will be restarted with throw-ins. Balls crossing the goal lines touched last by the defensive player will result in a corner kick for the other team.
- 9- Coaching from the sidelines should be minimal. Allow the players to play the game. A typical team format should have 2 forwards, 1 midfielder and a keeper.