## RULES AND GUIDELINES FOR K THRU $2^{\text {nd }}$ GRADE GAMES

DURATION OF GAME: Kindergarten, four 6-minute periods
$1^{\text {st }}$ grade, four 8 -minute periods
$2^{\text {nd }}$ grade, four 10 -minute periods
Take a 2-minute break between periods and 5-minutes at half time.
Teams may play more if they want, but the field needs to be empty 10 minutes before the next game time.

NUMBER OF PLAYERS: 3 vs. 3 for Kindergarten and $1^{\text {st }}$ and 4 vs. 4 for $2^{\text {nd }}$. No goalkeepers are used. All players should be encouraged to "play the ball".

PUTTING THE BALL IN PLAY: The traditional kickoff will be used. The three players on the kicking team are allowed in the center circle; the opposing three are outside the circle.

When the ball goes out of bounds, use a kick-in to put the ball in play for Kindergarten and $1^{\text {st }}$ grade. For $2^{\text {nd }}$ grade either a kick-in or throw-in may be used. If a throw-in is used the thrower may have two chances to throw in correctly. If the throw-in is not correct, the ball goes to the other team.

FOULS: Any intentional physical contact foul, such as pushing, grabbing, kicking, tripping, etc shall result in a free kick for the fouled team. Kick should be taken no closer than ten feet from the goal, and all players should be ten feet away from the kicker.

GOAL KICKS: When the ball is kicked beyond the goal line by the attacking team, a free kick is awarded the defending team. The ball is placed toward the side of the field about ten feet in front of the goal and taken like the free kick mentioned above.

CORNER KICKS: When the ball is kicked beyond the goal line by the defending team. A free kick is awarded to the attacking team. The kick is taken from the corner on the side of the field where the ball was when out of bounds and is taken as the free kick mentioned above.

PLAYER MISBEHAVIOR: If there is a behavior problem with any player, referees should warn the child, makes sure the coach is aware of such, and if the problem continues, the referee and coach should remove the player from the game temporarily. The player may return to play, and will be watched for continued misbehavior; if it persists, then the player shall not play the rest of the game.

SCORING: Score of the game is not kept. The emphasis of the game at this level is to encourage the players to "take the ball to the goal and try to kick it in the goal!"

REFEREES: The referees for these games will usually be high school aged youth. Coaches, please cooperate with them and consult as needed. These three levels of play are truly recreational and lowkey to enable the kids (and coaches and parents!) to truly enjoy a fun play-time and to develop some physical and social skills!

Thank you for your efforts and good sportsmanship!!
Sincerely,
LYSA

