

Arlington Soccer Club Rules Summary for Grade 2 In-Town Games Rev 3-9-2017

Size of team on field: 5v5

Size of the field: The field of play is one half of a 7v7 field. The goals are located on the touchlines of the 7v7 field, and the midfield line and one goal line of the 7v7 field serve as the touchlines for the Grade 2 field of play. Use the 7v7 goals.

Size ball: No. 3

Time: Two 30-minute halves (or four 15 minute quarters if there are few subs and it is a very hot day. This should happen infrequently), and a 5-minute half time break.

Important rules to remember:

In addition to the regular laws of the game, the following special rules will apply to ASC Grade 2 games.

1. No Penalty Kicks are awarded at this level. Instead of a PK, an indirect kick will be awarded approximately 10 yards from the goal line (referee's judgment for ball placement).
2. The goal area and penalty area lines aren't marked, so use your best judgment about where to place the ball. For goal kicks, place the ball 10 yards from the goal line. If there is a handball by the defending team in or near the goal, give the attacking team an indirect kick at a reasonable distance from the goal. Remind the player who swatted the ball that they can't do that.
3. All free kicks are **INDIRECT** and opponents should stand **10 yards** away from the ball.
4. **BRIEFLY** explain infractions to the offending player if they don't understand the call.
5. Goal Kicks - the opposing team will be required to move behind the midfield line on goal kicks made by the kicking team. The coaches can mark out a midfield line prior to the game by placing cones on the opposite sidelines of the field.
6. On goal kicks or on goalkeeper saves followed by a goalie punt, throw or drop kick, the ball must touch the field or a player in the defensive end of the field. If the ball crosses midfield without touching the ground or a player, the opposing team will be awarded an indirect kick at midfield.
7. The goalie is not allowed to use their hands when their teammate passes to them or makes a throw-in to them. If an infraction occurs, there will be a verbal warning to the keeper and player, but play will be allowed to continue. If there are several infractions by the same team and players, an indirect kick will be awarded to the opposing team at least 15 yards from the goal (don't set it up right in front of the goal). It is not expected that you will see pass backs to the keeper.
8. Players are given a second chance on throw-ins: explain what they did wrong the first time, and then just let it go if the second one isn't so hot either.
9. Off-sides rules do not apply.
10. Both teams can sub on any throw-in or goal kick (not on corners), after a goal is scored, half-time and injuries (injured player can be subbed and other team can sub one player too).
11. No slide tackles, kids must stay on their feet. In there is an infraction, the opposing team will be awarded an indirect kick and the referee should explain to the player that they need to stay on their feet. Coaches should also warn the player to stay on their feet. If the player continues to slide tackle, have the coach sub the player for one shift and the coach should talk to the player on the sideline.
12. Players should come to midfield for substitutions. Coaches should not assemble their bench at mid field.
13. Parents and players should be on opposite sides of the field. The two teams should be on the same side of the field. No one should be standing behind the goals or the endline.
14. All jewelry must be removed. Medical alert bracelets can be taped.
15. All other Laws of the Game apply.

Your role at this level is more like a coach to help the players learn the game and to keep them safe. Don't be afraid to use your whistle to get players' attention. If you find that a particular player is repeatedly being too aggressive, ask the coach to sub him out and give him/her a break.