

Arlington Soccer Club Rules Summary for Grade 2 In-Town Games

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 (or in modification of) 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 approximately 10 yards from the goal line.
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 and Goalkeeper Possession - the opposing team will be required to move behind the midfield line on goal kicks and goalkeeper possession. 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). Pass backs to the keeper are rare at this age.
8. Players are given a second chance on throw-ins: explain what they did wrong the first time, give them a second chance, and then let them play after that even if the throw-in is not perfect.
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. If 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. The referee can ask coaches to sub an overly aggressive player to give them a break.
12. Players should come to midfield for substitutions. Coaches should not assemble their bench at midfield.
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 goal line.
14. All jewelry must be removed. Medical alert bracelets can be taped.
15. Once a team establishes a 3-goal lead, the losing team can introduce an additional player and an additional player for every additional two goal margin increase. For example, if the score is 3-0 the team with 0 can add 1 player, 5-0 add another player, 7-0 add another player. Players will be removed when the score is reduced by two and eventually when there is only 1 goal between them will the final additional player be removed.

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.