

**MICRO SOCCER for Kindergarten**  
**Updated 8/31/2016**

1. **Field size:**

- Approximately 75' x 100'; markings are goal lines, touch (side) lines, and a half way (midfield) line, with a center circle (8' diameter).
- Portable goals are 3' wide x 4' high and are centered with goal posts on goal line.

2. **Game basics:**

- Player equipment: team jersey & shorts, protective shin guards **that are completely covered by the socks**, and shoes (molded bottom; no replaceable cleats or metal cleats). No jewelry, watches, medallions, earrings, casts or exposed metal braces are allowed. Referee checks-in each team (with a coach of that team) before game. Correct equipment deficiencies prior to (that) player participating.
- Three (3) players per side on the field at a time; must have 3 to play. (Recommended team size is 6.) Every Play should play 2 quarters
- Ball is size #3.

3. **Time and player management:**

- Four quarters of 7 minutes. Coaches may adjust length of quarters (by one or two minutes) by agreement **before the game** in light of weather conditions, number of players present, and remaining time until next scheduled match.
- **There are no times out**, but for injuries or field problems. Keep the clock running.
- 1 coach for each team should be on the field.
- Break between quarters and half is 2-3 minutes; depending upon weather.
- Substitutes: No substitutions during quarters unless injuries occur.
  - There should be zero pushing between the players! If a player is pushing other players they should be removed from game and their behavior corrected, then they can be put back into the game.
  - There are no goalies! All players on each team should be covering another player or be guarding the ball. Coaches will be responsible for make sure players do not guard the goal.
  - No Headers. Treat as dead ball and give position to other team.

4. **Starts and restarts; ball in play:**

- Kick-off: Taken from the mid-line, to start each half and restart after a goal. Every quarter starts with a kickoff. **No goal may be scored on a kickoff.** At the time of the kick, all players must be on their respective sides of the field, and all defensive players must be outside the center circle. The ball must move forward to be in play, but must be touched by another player (on either side, **but not the kicker**) prior to scoring a goal.
- **Out-of-bounds:** The ball must be **completely** out of bounds (in the air or on the ground) to be out;
- **Restarts:** Method depends upon the reason the ball went out of play. Out on:
  - Touchline (sideline); restart with a **kick-in** by the opposing team (8' rule). Restart with an **Indirect Free Kick** (e.g. no direct kick into the goal that results in a score—**the ball must touch another player first**).
  - Goal line: if out on the offense, the defense restarts with goal kick from anywhere on or 1' behind the goal line outside the Penalty Zone. The other team will be on the half field line and play defense from there. If the ball went out on the defense; the offense restarts with corner kick (from within the corner arc). No goal may be scored **directly** from this corner kick.
  - Note: Micro-Soccer does not use the throw-in for any restart.
- **Foul:** All fouls are restarted with an **Indirect Free Kick**
- **Player restarting cannot play the ball to his/her self.** There must be a second touch.
- Defense must respect the 8' "required distance" from the ball on any restart, however;
  - If an attacking free kick is within 8' of defensive Penalty Zone, move the kick back to 8' away. Exception to this rule is the goal kick where the defending team starts to guard the offensive team at half field.
- All other situations (injury, dog or small child on field, etc): **Do not use the dropped ball to settle "close" calls. Make the call and facilitate a quick restart (without debate).**
- Restarts (except for kick-offs) should occur within 5-10 seconds of ball going out. Caution first, then award a like restart to the opposing team. Use common sense with varying ages.
- Ball is in play once it is legally played from a restart. Correct only "advantage gaining" violations.

5. **Method of Scoring**

- **A goal is scored when the ball (that is in play) is legally played by an offensive player from his/her attacking side of the mid-line** into the opposing goal.
  - To score a goal, the ball must be completely over the goal line (as with balls out-of-bounds), and cannot result from a handball, or other attacking player foul.
  - Restart on disallowed goal: treat as goal kick