



Mead Youth Soccer Rules- Preschool

Ball Size - 3

Number of Players on Field – 5 v 5

Goalkeeper - No

Game Duration – 2- 10-minute halves, 3 minutes between halves

Referees/Linesmen – Coaches officiate.

Throw-ins – Yes, both feet on the ground, on or behind the sideline, the ball thrown over the head with both hands

Mercy etiquette - if down by five goals, please play up one player

Safety- all players are required to wear shin guards during game.

Laws of the Games and Rule Modifiers

1. The Field
 - a. The field of play will be 40 yards by 30 yards. The Center Circle will have a radius of 3 yards. Goals will be placed on the center of each goal line. They will be staked to the ground. Goals will be 4ft by 6ft in size.
2. The Ball
 - a. The ball will be size 3. The home team will provide the game ball in order to start play.
3. The Players
 - a. There will be two teams with a maximum of 5 players on the field. If one team has less than 5, the other team should play with the same number of players. Substitutions should be made when the ball is not in play. All players should have equal playing time.
4. Equipment
 - a. Players are required to have shin guards. Cleats are not required, but they are encouraged. Jewelry of any kind is not allowed and must be removed. Using tape to cover jewelry is not permitted. Players must wear their blue/silver jerseys for all games.
5. The Referee
 - a. Games are coach officiated. Coaches are responsible for keeping time and making all calls on the field.
6. Other Match Officials
 - a. There are no other match officials. The Recreation Coordinator and other Mead Recreation staff will be onsite supervising.
7. The Duration of the Match
 - a. There will be two halves of 10 minutes with a 3-minute halftime.
 - b. Teams switch sides at half-time, Kick-off alternates at half.
8. The Start and Restart of Play

- a. The away team chooses either to get the ball or to defend a certain goal first; the home team chooses the other.
 - b. For kickoff, both teams must be on their side of the mid-field line prior to kick-off. The opponents must be 3 yards (outside the center circle) from the ball until it is in play. The player who kicked the ball cannot touch the ball again until someone else has touched it.
 - c. A dropped ball is awarded when there is an interference with play, a player is injured with no offense, or for any other reason to stop by that does not result in a free kick.
9. The Ball In and Out of Play
- a. The ball is out of play when it has wholly passed over the goal line or sideline on the ground or in the air.
 - b. If the ball touches a defender last and goes over the end line, the attacking team is awarded a corner kick.
 - c. If the ball touches an attacker last and goes over the end line, the defending team is awarded a goal kick.
 - d. If the ball goes out of bounds on the sideline, the team who did not touch the ball last is awarded a throw-in. Throw-ins must be behind the sideline where the ball went out of bounds, with both hands over the head and feet on the ground.
10. Determining the Outcome of a Match
- a. A goal is scored when the ball enters the goal and is completely over the line. After a goal is scored, the other team gets a kick-off at midfield. The score will not be kept.
11. Offside
- a. There are no offsides.
12. Fouls and Misconduct
- a. A direct free kick is awarded if a player commits any of the following offenses against an opponent: charges, jumps at, kicks, or attempts to kick, pushes, strikes or attempts to strike, tackles or challenges, and trips or attempts to trip.
 - b. A direct free kick means the ball is placed at the spot of the offense, and the player whom the offense was against gets to kick the ball. All players must be 3 yards away when the ball is kicked.
 - c. A direct free kick is also awarded if a player commits a handball offense (attempts to gain control of the ball with their hands or arms).
 - d. There will be no indirect free kicks. All free kicks are "direct" - in other words, a goal may be scored directly from the kick without having to be touched by another player.
 - e. We ask that at the end of the game, both teams line up on the touchline (a.k.a. sideline) facing each other, then proceed forward to shake hands with the opposing team and the referee.



Weather Cancellations & Lightning

- For obvious weather cancellations, the Town of Mead Recreation Coordinator will notify all coaches in a prompt manner. Game time decisions concerning Weather (i.e., rainouts, blizzards, tornadoes, etc.) will be made by Town Staff.
- Games that have been canceled will be rescheduled for the last week of the season. If two or more cancellations occur, the game will be rescheduled based on coaches' availability.
- When lightning is within 10 miles, all games and practices must stop immediately. All players, coaches, and spectators must take shelter in their vehicles.
- Teams will not be allowed to resume play until there have been at least 30 consecutive minutes since the last detection of lightning within the 10-mile radius. If lightning is detected within a 10-mile radius after the initial detection, the 30-minute postponement period will start.
 - If this occurs during practice, it will be up to the coach to make the call if they would like to wait to resume or send everyone home.
 - Town Staff will make game-time decisions.
 - "My Lightning Track" is a great app if you would like to download it.



Mead Youth Soccer Rules- Kindergarten

Ball Size - 3

Number of Players on Field – 5 v 5

Goalkeeper - No

Game Duration – 2- 12-minute halves, 3 minutes between halves

Referees/Linesmen – Coaches officiate.

Throw-ins – Yes, both feet on the ground, on or behind the sideline, the ball thrown over the head with both hands

Mercy etiquette - if down by five goals, please play up one player

Safety- all players are required to wear shin guards during game.

Laws of the Games and Rule Modifiers

1. The Field
 - a. The field of play will be 40 yards by 30 yards. The Center Circle will have a radius of 3 yards. Goals will be placed in the center of each goal line. They will be staked to the ground. Goals will be 4ft by 6ft in size.
2. The Ball
 - a. The ball will be size 3. The home team will provide the game ball in order to start play.
3. The Players
 - a. There will be two teams with a maximum of 5 players on the field. If one team has less than 5, the other team should play with the same number of players. Substitutions should be made when the ball is not in play. All players should have equal playing time.
4. Equipment
 - a. Players are required to have shin guards. Cleats are not required, but they are encouraged. Jewelry of any kind is not allowed and must be removed. Using tape to cover jewelry is not permitted. Players must wear their blue/silver jerseys for all games.
5. The Referee
 - a. Games are coach officiated. Coaches are responsible for keeping time and making all calls on the field.
6. Other Match Officials
 - a. There are no other match officials. The Recreation Coordinator and other Mead Recreation staff will be onsite supervising.
7. The Duration of the Match
 - a. There will be two halves of 12 minutes with a 3-minute halftime.
 - b. Teams switch sides at half-time, Kick-off alternates at half.
8. The Start and Restart of Play

- a. The away team chooses either to get the ball or to defend a certain goal first; the home team chooses the other.
 - b. For kickoff, both teams must be on their side of the mid-field line prior to kick-off. The opponents must be 3 yards (outside the center circle) from the ball until it is in play. The player who kicked the ball cannot touch the ball again until someone else has touched it.
 - c. A dropped ball is awarded when there is an interference with play, a player is injured with no offense, or for any other reason to stop by that does not result in a free kick.
9. The Ball In and Out of Play
- a. The ball is out of play when it has wholly passed over the goal line or sideline on the ground or in the air.
 - b. If the ball touches a defender last and goes over the end line, the attacking team is awarded a corner kick.
 - c. If the ball touches an attacker last and goes over the end line, the defending team is awarded a goal kick.
 - d. If the ball goes out of bounds on the sideline, the team who did not touch the ball last is awarded a throw-in. Throw-ins must be behind the sideline where the ball went out of bounds, with both hands over the head and feet on the ground.
10. Determining the Outcome of a Match
- a. A goal is scored when the ball enters the goal and is completely over the line. After a goal is scored, the other team gets a kick-off at midfield. The score will not be kept.
11. Offside
- a. There are no offsides.
12. Fouls and Misconduct
- a. A direct free kick is awarded if a player commits any of the following offenses against an opponent: charges, jumps at, kicks, or attempts to kick, pushes, strikes or attempts to strike, tackles or challenges, and trips or attempts to trip.
 - b. A direct free kick means the ball is placed at the spot of the offense, and the player whom the offense was against gets to kick the ball. All players must be 3 yards away when the ball is kicked.
 - c. A direct free kick is also awarded if a player commits a handball offense (attempts to gain control of the ball with their hands or arms).
 - d. There will be no indirect free kicks. All free kicks are "direct" - in other words, a goal may be scored directly from the kick without having to be touched by another player.
 - e. We ask that at the end of the game, both teams line up on the touchline (a.k.a. sideline) facing each other, then proceed forward to shake hands with the opposing team and the referee.



Weather Cancellations & Lightning

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- Teams will not be allowed to resume play until there have been at least 30 consecutive minutes since the last detection of lightning within the 10-mile radius. If lightning is detected within a 10-mile radius after the initial detection, the 30-minute postponement period will start.
 - If this occurs during practice, it will be up to the coach to make the call if they would like to wait to resume or send everyone home.
 - Game time decisions will be made by Town Staff.
 - "My Lightning Track" is a great app if you would like to download.



Mead Youth Soccer Rules- 1st- 3rd Grade

Ball Size – 4

Number of Players on Field – 7 v 7 (6 players + goalie)

Goalkeeper – Yes, must be wearing a colored penny

Game Duration – 4 – 10-minute quarters, 3 minutes between halves, 1 minute between quarters

Referees/Linesmen – 2 or 3 Center Referee(s), no linesman (no offsides)

Throw-ins – Yes, both feet on the ground, on or behind the sideline, the ball thrown over the head with both hands

Mercy etiquette - if down by five goals, please play up one player

Safety- all players are required to wear shin guards during games.

Laws of the Games and Rule Modifiers

1. The Field
 - a. The field of play will be 60 yards by 40 yards. The Center Circle will have a radius of 8 yards. Goals will be placed on the center of each goal line. They will be staked to the ground. The goals will be 6.5ft by 12ft in size.
2. The Ball
 - a. The ball will be size 4. The home team will provide the game ball to start play.
3. The Players
 - a. There will be two teams with a maximum of 7 (6 players + goalie) players on the field. If one team has less than 7, the other team should play with the same number of players. Substitutions should be made when the ball is not in play. All players should have equal playing time.
 - b. The goalie must wear a colored penny to be easily identified by the refs. They may use their hands in the penalty area.
4. Equipment
 - a. Players are required to have shin guards. Cleats are not required, but they are encouraged. Jewelry of any kind is not allowed and must be removed. Using tape to cover jewelry is not permitted. Players must wear their blue/silver jerseys for all games.
5. The Referee
 - a. There will be 1-2 center referees. Referees will keep time. We ask that coaches support calls made by the ref or discuss any disagreements in a calm manner – we are trying to teach good sportsmanship!
6. Other Match Officials
 - a. There will be no assistant referees. The Recreation Coordinator and other Mead Recreation staff will be onsite supervising.
7. The Duration of the Match

- a. There will be four quarters of 10 minutes with a 3-minute halftime. Time between quarters should not exceed 1 minute.
 - b. Teams switch sides at half-time. Kick-off alternates at half.
8. The Start and Restart of Play
- a. The away team chooses either to get the ball or to defend a certain goal first; the home team chooses the other.
 - b. For kickoff, both teams must be on their side of the mid-field line prior to kick-off. The opponents must be 8 yards (outside the center circle) from the ball until it is in play. The player who kicked the ball cannot touch the ball again until someone else has touched it.
 - c. A dropped ball is awarded when there is an interference with play, a player is injured with no offense, or for any other reason to stop play that does not result in a free kick.
9. The Ball In and Out of Play
- a. The ball is out of play when it has wholly passed over the goal line or sideline on the ground or in the air.
 - b. If the ball touches a defender last and goes over the end line, the attacking team is awarded a corner kick.
 - c. If the ball touches an attacker last and goes over the end line, the defending team is awarded a goal kick. Goal kicks may be placed anywhere in the goal box. All players must be outside the penalty area until the ball is in play.
 - d. If the ball goes out of bounds on the sideline, the team who did not touch the ball last is awarded a throw-in. Throw-ins must be behind the sideline where the ball went out of bounds, with both hands over the head and both feet on the ground.
10. Determining the Outcome of a Match
- a. A goal is scored when the ball enters the goal and is completely over the line. After a goal is scored, the other team gets a kick-off at midfield. Score will not be kept.
11. Offside
- a. There are no offsides.
12. Fouls and Misconduct
- a. A direct free kick is awarded if a player commits any of the following offenses against an opponent: charges, jumps at, kicks, or attempts to kick, pushes, strikes or attempts to strike, tackles or challenges, and trips or attempts to trip.
 - b. A direct free kick means the ball is placed at the spot of the offense, and the player whom the offense was against gets to kick the ball. All players must be 8 yards away when the ball is kicked.
 - c. A direct free kick is also awarded if a player commits a handball offense (attempts to gain control of the ball with their hands or arms).
 - d. There will be no indirect free kicks. All free kicks are "direct" - in other words, a goal may be scored directly from the kick without having to be touched by another player.
 - e. We ask that at the end of the game, both teams line up on the touchline (a.k.a. sideline) facing each other, then proceed forward to shake hands with the opposing team and then the referee.



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