

Alliance Community Soccer Club

Tenderfoot Soccer Rules

Law 1- The Field of Play- One Small Field

Law 2 - The Ball: Size three (3).

Law 3 - The Number of Players: A match is played by two teams, each consisting of 4 or 5 players. There are NO goalkeepers (goalies) or other set positions. All players should have opportunities to score goals.

Law 4 - The Players' Equipment: ACSC shirt, shin guards, sneakers or soccer cleats and water bottle. Non-uniform clothing is allowed based on weather conditions, but players must wear ACSC jerseys on the outside.

Law 5 - The ACSC Referee is in charge of all calls.

Law 6 - The Duration of the Match: The match shall be divided into four (4) equal, eight (8) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Law 7 - The Start and Restart of Play: All game periods are started by the ACSC Referee at the fields blowing a whistle. Referees roll the ball into the field of play along the center line at the whistle, and after goals, and both teams try to win possession.

Law 8 - Offside: None.

Law 9 - Fouls and Misconduct: All fouls shall result in a direct free kick. The referee must explain ALL infringements to the offending player.

Law 10 - Free Kicks: All kicks are direct and all opponents are at least (2) yards from the ball until it is in play.

Law 11 - The Penalty Kick: None.

Law 12 - The Throw-In/Kick-In: Throw-ins should follow basic form: both feet on ground and ball over head. Players whose form is incorrect should have their mistake explained and then get a second chance or kick in rather than turning it over to the other team. A throw-in is considered as a direct free kick with the opponents two (2) yards from the ball until it is in play.

Law 13 - The Goal Kick: The goal kick should be taken anywhere within the goal area.

Opposing players must be in their own half of the field until the ball is in play.

Law 14 - The Corner Kick: Players execute a throw-in from the corner; opponents remain

If you have any questions: Tom Redd tredd002@neo.rr.com or 330-704-2455