

## Coed 1-2 Division – Basic Rules of Play

- Games will be 7 v 7 with goalkeepers.
- If one team has just 6 or 7 players, both teams will play 6v6. If one team has less than 6 players, coaches should combine teams to play a scrimmage until both teams can field a side.
- The game is run with **2, 24-minute halves** with a 5-minute half time and no extra time.
- The games are refereed. NO intimidation or mistreatment of referees will be tolerated.
- **Coaches are not allowed on the field.** They should not come on while the clock is running except for injuries. The coaches should remain on the sidelines, on their own half, and come into the field of play only when needed to assist a player. Do not come on to ‘set up positions’ during the game.
- Substitutions can occur at any time, and are “on-the-fly” by running a player off the field, and then running the substituting player on to the field, both through the center of the field on the sideline. The game will not stop for substitutions while the ball is in play. If a coach would like to substitute multiple players, ask the referee to allow so when the ball is not in play, and at the discretion of the referee.
- On the field players should be mixed coed. But done so as best as can be accomplished by the coach based on the team roster and without wearing out players. The intent is playing time for all.
- An injured player does not have to leave the field unless bleeding or the game is stopped to assist.
- No loss of possession on a bad first throw-in. The referee will offer a quick instruction and have the player retake the throw-in. On a second bad throw-in loss of possession will occur. A bad throw-in is at the discretion of the referee. These games should be instructional but we don’t want to hold up the flow of the game too much.
- All fouls are awarded indirect kicks; **no penalty kicks or direct kicks.** For fouls occurring within the penalty box, the indirect kick will be awarded just outside the penalty box. If a team scores off an indirect kick without the ball being touched by anyone, it is not a goal, and a Goal kick is awarded.
- Offside calls are not normally made. Will only be considered if a player continually stays by the goal with no one around (cherry-picking), the coach had already been warned, and the player becomes involved in the play.
- **Goalkeepers are not allowed to punt or drop-kick the ball.** If the goalkeeper punts or drop-kicks the ball, an indirect free kick will be awarded to the opposing team outside of the penalty box, beyond the penalty box line that's parallel to the goal line and closest to where the offense took place. *This is a US Soccer adopted Player Development Initiative.*
- **No slide tackles** (light warning at first, indirect kick if intentional or repeated).
- **No heading** (drop ball awarded to team with last possession if unintentional, indirect kick if intentional). *This is a US Soccer Guideline.*
- On Goal Kicks and when the goalkeeper has possession, opposing players must move to beyond the build-out line, until after the first pass has been received. Play is supposed to start by playing the ball to a teammate and working the ball up field. We want to help the kids learn to play the ball out.
- On Goal Kicks the ball must leave the Penalty Box before it can be touched. Re-kick if touched.
- Cards are not issued for dangerous play and inappropriate conduct but coaches will be requested to substitute players to address instances.
- **Shin guards are mandatory.** Socks matching the uniform color are to be worn *over* shin guards.
- Size 3 soccer ball.