

Jackson Soccer Club

DIVISION 5 (Microsoccer) Policies and Rules

The following information explains the policies and rules of the Jackson Soccer Club Microsoccer Intramural program. For items not covered here, please refer to FIFA's Laws of the Game. If you have any questions, please contact the Recreation Commissioner or Deputy Recreation Commissioner.

WHY MICROSOCCKER?

- Because we want our young soccer players to touch the soccer ball more often and become *more skillful* with it! (Individual technical development)
- Because we want our young soccer players to make *more quality decisions* during the game! (Tactical development)
- Because we want our young soccer players to be more physically *efficient* in the field space in which they are playing! (Reduced field size)
- Because we want our young soccer players to have *more involved playing time* in the game! (More opportunity to solve problems that only the game presents)
- Because we want our young soccer players to have *more opportunities to play on both sides of the ball!* (More exposure to attacking and defending situations)
- Because we want our young soccer players to have *more opportunities to score goals* (Pure excitement)
- The “small-sided” environment is a *developmentally appropriate environment* for our young soccer players. It's a **FUN** environment that *focuses on the player*.

The essence of microsoccer (small-sided soccer) is this - fewer people means more opportunity. Youth soccer at the youngest ages is characterized as one big pack moving with the ball. So, why have a pack of 12 or 14 kids around a ball when you could have 6? By reducing the numbers, players get more touches and therefore more chances to dribble, shoot, pass and score. They get more chances to be successful, which means there's more chance they will want to continue to play. Because of the developmental advantages microsoccer provides, it is the preferred way to play in many countries until age 13. It is also incorporated by professional teams as an efficient and effective way to train. Finally, it is a great way to reach the fringe player who is either afraid of packs or easily bored.

WHAT IS MICROSOCCKER

- Teams play 3 v 3 with no goalies on a 25 x 30-yard field.
- On game day, you will divide your team in half and play two games simultaneously on fields right next to each other. One coach “refs” one game and the opposing coach “refs” the other. Ideally, each team has an assistant who handles substitutions.
- Before the start of the game, introduce yourself to the other coach and then both of you should decide which field each of you will officiate and who will be the time keeper (one time keeper for both fields eliminates time discrepancies).

- Hopefully, many goals will be scored by both teams. This game isn't about who wins and who loses. There are no standings. *It's about player involvement, development and fun.*

The Coach As Referee

One coach acts as referee on the first field, and the coach of the other team refs the game on the second field. As there should not be too many intentional fouls occurring at this age level, your primary responsibility is to ensure that play flows and occurs in a safe manner. Any intentional rough play that does occur needs to be controlled. Why a foul was called should be briefly explained to the player.

- As the game is in progress, move with the play, and work to keep as clear a view of the ball as possible.
- If there is **excessive pushing, shoving, slide tackling, shirt grabbing or taunting**, you need to call the players in and tell them what kind of play/behavior is acceptable and what is not.
- If a **foul throw** is made, have them do it again and show them the proper technique. If they repeat the mistake, let it go. Don't correct them again and don't award the ball to the other team. Let them play. Reinforce the correct technique during practice.
- **Hand Ball:** If a player blatantly uses his/her hand to control the ball, stop play, explain the offense, award the ball to the other team. It's an indirect free kick (which means the ball cannot be shot directly into the goal before touching another player, from either team, first). If the hand ball is simply accidental, gently remind the offending player and let play continue.
- **All free kicks are "indirect kicks"** – encourage players to pass the ball to a teammate on the restart. Defenders should be at least 10 feet away from the ball.
- **Offside** is not enforced; however, *players should be discouraged from "goal hanging."* If a player ends up in an offside position through the course of normal play, then that is acceptable. They should not intentionally position themselves down the field and wait for the ball.
- **Goal kicks** should be taken from approximately 10 feet in front of the goal.
- Goals cannot be scored directly from **kick-offs**.
- **Praise all players, not just your own team!** You are the ambassador of good sportsmanship. If the opponent makes a goal, good pass or great defensive play, congratulate them as you would your own players.

Ball Size

Division 5 will use size 3

Match Duration

Division 5 will play two 20-minute halves
There will be a 10-minute halftime.

Number of Players

Each team will field 3 players – there is no goalkeeper. *Please do not make up your own rules regarding how many players are on the field.*

Playing Time

All players **MUST** play *at least* HALF of the match. This is a recreational league. Coaches are responsible for substituting the players in and out in a manner that allows all players equal playing time, without regard to winning or losing. You may **NOT** penalize a player some/all of their playing time for not coming to practice. If this rule is violated, it is the sole discretion of the Recreation Commissioner and Deputy Recreation Commissioner to determine the appropriate recourse. Such recourse may include forfeiting the match or removal as coach.

Player Substitutions

No “on-the fly” changes. Normal substitution times are before a goal kick, after a goal is scored, before a throw in (*you can sub on either team’s throw in*), and after an injury. Players going into the game should not enter the field until the players coming out leave the field.

Uniforms and Player Equipment

- A. All players will wear their team shirt and black shorts and socks that cover the shin guards. All shirts will be tucked into the shorts.
- B. All players will wear shin guards.
- C. All players will wear cleats (no metal cleats are allowed).
- D. During cold weather players may wear turtlenecks, or sweatshirts **UNDER** their jerseys. **NO** hooded sweatshirts may be worn. Long pants are also allowed under the shorts.

Jewelry

No player may wear any type of jewelry during his or her match. This includes earrings, watches, necklaces, hard hair clips, barrettes, or ponytail holders. Medical Alert bracelets will be allowed but may need to be taped down. Medically required devices such as insulin pumps must be cleared through the club and properly noted on the players medical release forms.

GAME CANCELLATIONS

- A. All coaches and players are to be at their scheduled game **NO MATTER WHAT THE WEATHER CONDITIONS**, unless you have been notified by the Recreation Commissioner/Deputy Recreation Commissioner or Division Coordinators. The **www.Jacksonsoccer.com** website will be updated ASAP. If you coach in more than one Division, don’t assume all games are cancelled until you are notified, because some fields may be closed while others are still open.
- B. If a game is rained out, please contact the other coach and decide on a couple of dates for your makeup. Then contact the Recreation Commissioner so that fields can be confirmed. Once you have an assigned date, you are expected to play that game.

Please make every effort to reschedule any cancellations. If for some reason the normal micro fields are not available, you can use Woodlane or Johnson parks and mark out your fields with cones. If you choose to do this, all we ask is that you inform us so we are aware that the game is being played

TEAM AND SPECTATOR LOCATION

- A. Both teams will be located on the sideline between the two fields they are playing on. All parents/spectators will be on the outer sidelines of the two fields. **NOBODY** is allowed to be sitting behind either goal, unless they are sitting in the bleachers that are at the one end of the fields at the Justice Complex.

- B. **COACHES ARE FULLY RESPONSIBLE FOR THE BEHAVIOR OF THEIR PLAYERS, AND THEIR PLAYERS' PARENTS.** Please speak to the parents of your players before the season starts, have them review the Parents Code of Conduct, and explain to them what you expect.

ROSTERS

Players **MAY NOT** be dropped or added or traded to/from any team by any coach. Contact the Recreation Commissioner or Deputy Recreation Commissioner if there is a problem.

THE LAWS OF THE GAME

Soccer is governed around the world by FIFA. There are 17 major rules, which are officially referred to as the *Laws of the Game*. Following is an adaptation of each law, modified by the Jackson Soccer Club for the youth game. Also refer to the Jackson Soccer Club Intramural Policies and Rules above for additional modifications. This document is intended to provide a common understanding of the rules and is in no way meant to represent the FIFA (official) laws. Where this description is unclear, the FIFA language should be used. For the complete and official Laws of the Game, visit <http://www.fifa.com/worldfootball/lawsofthegame.html>.

- Law 1 The Field of Play.** The field is a rectangle divided in half with a goal centered at each end. There is a circle surrounding the center of the field. The four corners of the field are marked with small arcs used when taking a *corner kick* (Law 17). In microsoccer, we do not use the *penalty area* and the *goal area* markings.

- Law 2 The Ball.** A size 3 ball is used for this age group.

- Law 3 Number of Players.** Each team will field 3 players (no goalkeeper).

- Law 4 Player's Equipment.** Players must wear a shirt, shorts, shinguards, socks, and footwear. Players cannot use equipment or wear anything dangerous to themselves or another player (including jewelry). The referee has final authority on whether equipment is unsafe.

- Law 5 The Referee.** The referee controls the game and enforces the Laws of the Game.

- Law 6 Assistant Referees.** Assistant referees are not used in microsoccer..
- Law 7 Duration of Match.** The length of the game will be two 20-minute halves.
- Law 8 Start and Restart of Play.** The game is started with a *kick-off*, which means a player touches the ball and then lets someone else touch it before he touches it again. If this doesn't work out right, the ref lets the child try it again. Generally, you will have a coin toss before the game. The winner of the toss gets to choose which goal his team will attack. The other team gets to kick-off. To start the second half, the teams switch ends and the other team gets to kick-off. Keep in mind that all the players on the other team must wait outside the circle in the center of the field until the ball is touched. And players from both teams must be on their own half of the field before the ref will allow the kick-off, and they can't cross the line until the ball is touched. *In microsoccer, players cannot score directly off of the kick-off.*
- A *drop ball* is a method of restarting play after a stoppage that becomes necessary for any reason not covered by the Laws of the Game. The referee will drop the ball, usually between two players. The ball is in play after it touches the ground, and the ball cannot be touched by a player until after it touches the ground.
- Law 9 The Ball In and Out of Play.** The ball goes out of play when the *whole ball* crosses the imaginary plane that extends from the sideline or endline to the sky. On the ground or in the air, remember that the whole ball has to completely cross the line. This is the same for goals. Technically speaking, a ball that crosses into the goal is now out of play.
- Law 10 Method of Scoring.** A goal is scored when the *whole ball* has crossed the goal line and into the goal and no infringements to the Laws were committed by the scoring team.
- Law 11 Offside.** Offside is not enforced in microsoccer. However, players should be discouraged from blatant "goal hanging."
- Law 12 Fouls and Misconduct.** You can't use your hands and you can't be nasty to players on the other team. You can't kick, hit, jump at, charge, spit at, swing at, trip, push, pull, or scream at the other team's players. Any of these things may result in a player being sent off the field for the rest of the game (Red Card). There are lesser offenses that result in a Yellow Card. Two Yellow Cards in 1 game equals a Red Card. It is very unlikely that any cards would be needed at this age level.
- Law 13 Free Kicks.** When play is stopped for a foul, the other team starts things back up with a *free kick*. All kicks in microsoccer are *indirect kicks*, which means the ball must touch someone else first before entering the goal for the goal to count. The defending team cannot crowd the kick and must be at least 10 feet away from the ball.
- Law 14 The Penalty Kick.** There are no penalty kicks in microsoccer.
- Law 15 The Throw In.** If the ball goes out of bounds on the sidelines, a player from the other team must throw it back into play. Both feet must be touching the ground and part of each foot must be on or behind the sideline. The ball comes from behind and over the head with both hands and can be taken immediately.

Law 16 The Goal Kick. When a team kicks the ball over the other team's endline, but not in the goal, a goal kick is used to get the ball back into play. The ball should be placed about 10 feet in front of the goal and then kicked into play. It needs to be touched by another player before the player taking the kick can kick it again.

Law 17 The Corner Kick. If a team kicks a ball out across their own end line, the other team is given a corner kick from the corner nearest where the ball went out. One player kicks the ball into play and cannot touch it again until touched by another player. Defenders should be at least 10 feet away from the ball.

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