
TSA 4U Fall Soccer Rules

TSASOC-220814 Revision B



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Revision History

Name	Date	Reason for Changes	Ver./Rev.
Initial Release	9/11/17		A
M. Bennett	8/14/22	General updates; conform to structure of FIFA Laws of the Game	B

Overview

Players will have two 60-minute (approximate) soccer events per week. A soccer event consists of two teams on the field at the same time. A Head Coach from each team will lead each event. In the absence of an assistant coach, a parent (or other adult) may participate, at the Head Coach's invitation, when a player needs assistance in building confidence and/or skills. An event consists of approximately 25- minutes of team warm-up and practice, followed by a 5-minute break. The event will end with a 20-minute (playing time) game.

Game play is governed by the International Football Association Board (IFAB) Laws of the Game, as modified by the US Youth Soccer Official Under 5 Playing Recommendations, and as further modified by the Timbergrove Sports Association (TSA). The IFAB Laws of the Game may be accessed at: <https://www.theifab.com/>. The Laws of the Game, as modified for 4U soccer at TSA, are as follows:

1. The Field of Play

1.1. Dimensions

The field of play shall be a minimum 20 yards and maximum 35 yards in length, and a minimum 15 yards and maximum 25 yards in width. The field of play is divided into two halves by a halfway line with a center mark at the midpoint. No center circle is required for 4U. Goals shall be a maximum 6 feet in width and a maximum of 4 feet in height.

1.2. Field Markings

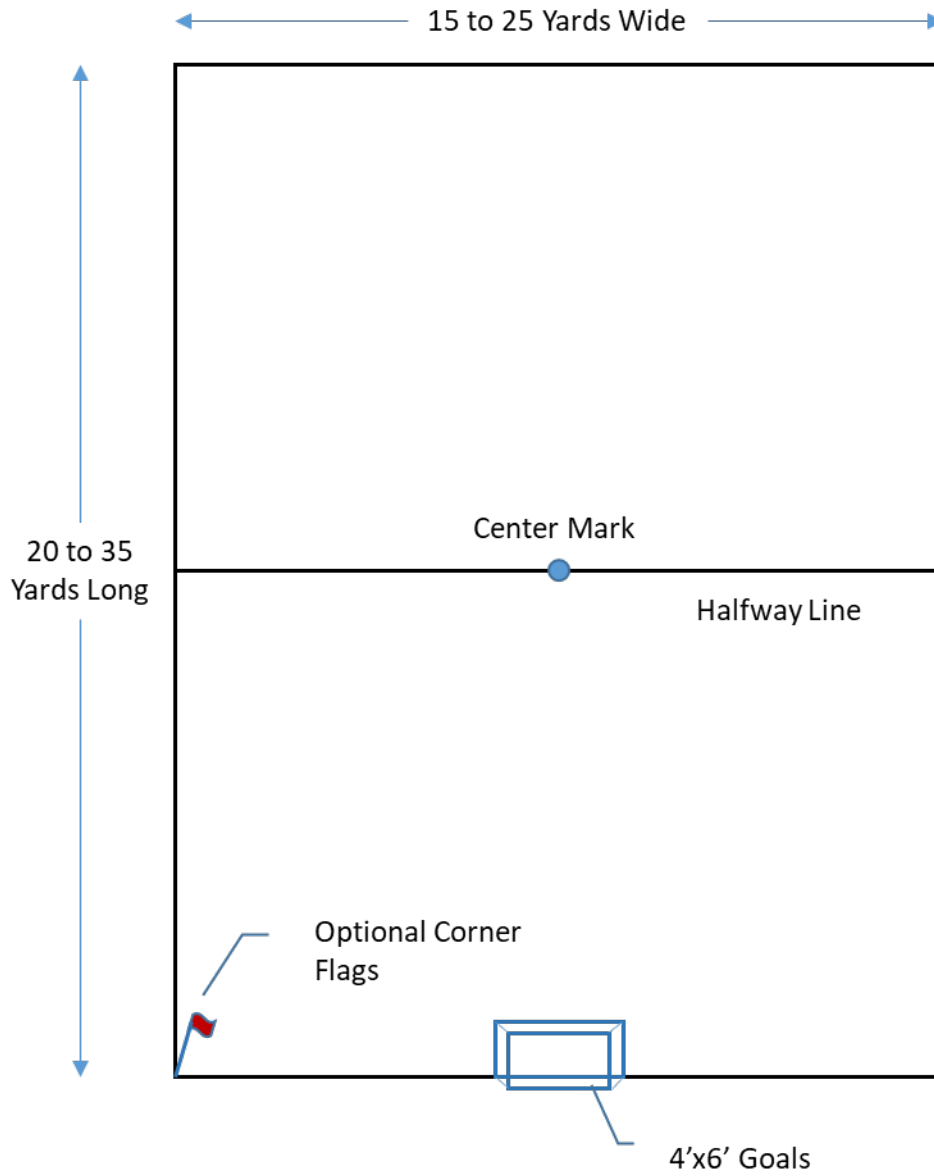
Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line.

Goal Area: N/A for 4U
Flag Posts: optional for 4U
Corner Arc: N/A for 4U

1.3. Goals

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar.

Figure 1: Field Dimensions



2. The Ball

Size 3 ball.

3. The Players

3.1. Number of Players

A team roster consists of 4 to 6 players. A match is played by two teams, each consisting of 3 players in the field of play. There are no goalkeepers.

A team roster consists of 6 players.

If the Head Coaches desire due to no-shows, they may use a Jamboree format. Jamboree means teams are formed at the event depending on the number of players attending the event and the head coaches assign players to teams.

3.2. Number of Substitutions

Substitutions are unlimited and may be made at any stoppage of play with authorization from coach-referee.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. No player shall exceed 75% playing time unless all other players exceed 60%. It is the coach's responsibility to abide by this rule.

4. The Players' Equipment

Conform to IFAB Laws of the Game. Non-uniform clothing is allowed based on weather conditions, but uniforms must distinguish teams. Shin guards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

5. The Referee

Coaches will serve as the referees. All rule infringements shall be briefly explained to the offending player by the coaches.

6. Other Match Officials

None.

7. The Duration of the Match

The match shall be divided into four 5-minute quarters. There shall be a 2-minute break after the first and third quarters, and a 5-minute halftime break.

8. The Start and Restart of Play

Conform to IFAB Laws of the Game, with the exception that the opposing team is be at least eight (5) yards from the ball until it is in play.

9. The Ball In and Out of Play

Conform to IFAB Laws of the Game.

10. The Method of Scoring

Conform to IFAB Laws of the Game. Although, no official score is kept, if a team is winning by five or more goals, the team ahead is encouraged to practice passing skills and refrain from racking up more goals.

11. Offside

None.

12. Fouls and Misconduct

If a player commits a foul (intentionally touching ball with hands, pushing, hitting, tripping, etc.), a free kick shall be awarded the opposing team at the spot of the foul. All free kicks are direct kicks.

If a player is being too rambunctious, the Head Coach from that team shall explain the infringement to the offending player. No caution or send off shall be issued. (Note: Keep the game flowing and fun. Try to prevent as many stoppages as possible.)

13. Free Kicks

Conform to the IFAB Laws of the Game, with the exception that the opponents are to be at least eight (5) yards away from the ball until it is kicked.

14. The Penalty Kick

None.

15. The Throw-In

There are no throw-ins. The ball is out of play when the whole of the ball passes over the sideline on the ground or in the air. When the ball goes out of play on the sideline/touchline, the ball shall be placed at the point on the sideline where it passed out of play. The opponents of the player who last touched the ball before the ball passed out of play may dribble or pass the ball in bounds from this location.

All opponents must stand at least 2 yards (6 feet) from the point on the sideline where the ball is dribbled or passed into play.

16. The Goal Kick

Not applicable for 4U.

17. The Corner Kick

Not applicable for 4U.

Concussion Initiative

If a player is suspected of having a head injury, the player may not return to that game. As with any injury, TSA recommends that the player seek medical attention as soon as possible.