



“MICRO-LAWS” Laws of the Game For 4 vs 4 teams in Micro Soccer Flagstaff Soccer Club

These modifications of the official FIFA “Laws of the Game” apply to THE FOLLOWING Flagstaff Micro Soccer leagues: **Mexico and Brazil.**

Micro Soccer is first and foremost meant to instill a love of the game. This is accomplished by improving skills while playing with appropriate rules and showing good sportsmanship. Rules should be applied with this in mind. Players are assigned to leagues and teams on the basis of age, relative experience and needs. The approximate ages for Mexico and Brazil is 7 ½ to 10.

Law 1 – THE FIELD OF PLAY

30 x 40 yard rectangle

There is no penalty box in Micro Soccer; the goal box line runs from side-line to side-line, about 5 to 6 yards out from the goal line.

Law 2 – THE BALL

The Micro Soccer ball is a size 4 for 4-versus-4 games

Law 3 – NUMBER OF PLAYERS

Maximum number of players on the field at any one time is 4, one of whom should be a goalkeeper.

Ideal number of players on the roster is 7. Maximum number is 8.

Teams and games are co-ed.

When the number of members of a team showing up for a game would force it to play down more than one player, coaches should work together (perhaps sharing players) to provide a fun and fair game for all. Teams shall not play up more than one player.

Law 4 – PLAYERS’ EQUIPMENT

Players shall not wear anything that is dangerous to another player (e.g., watches, bracelets, necklaces, hard hair keepers, hard casts, etc.). Shinguards must be worn at all games and practices and must be covered by socks.

Laws 5 and 6 – REFEREES AND LINESMEN

In 4v4 games, both coaches may facilitate the game from off the field. Linesmen are not used in Micro Soccer.

Law 7 – DURATION OF THE GAME

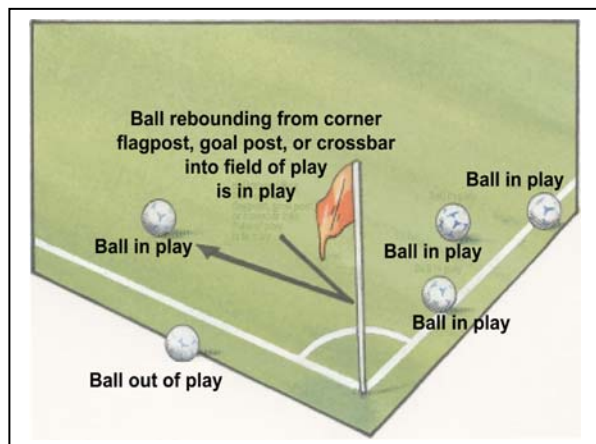
Each team will play 2 games on Game Day. Games last about 35 to 40 minutes. Substitutions may be made at any dead ball situation.. Players should play all positions and all players should play approximately the same amount of time.

A typical rotation approach is to simply circulate clockwise or counterclockwise through the positions with one player coming off play and the player who has been off the field coming on.

Law 8 – THE START OF PLAY

The winner of a coin toss or Rock-Paper-Scissors is awarded the kick-off. As in the “Laws of the Game,” the game is started with a kick-off from the center of the field.

After a goal is scored, the game is restarted with a goal kick from the Center Line. Opposing players must be at least 5 yards away from the ball.



Law 9 – BALL IN AND OUT OF PLAY

As in the “Laws of the Game,” the ball is in play until it has wholly crossed the goal-line or touch-line or the game has been stopped by the referee.

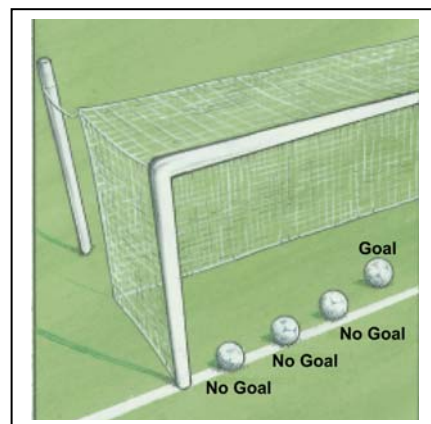
Law 10 – METHOD OF SCORING

As in the “Laws of the Game,” to score the ball must pass entirely over the goal line between the goal posts and under the cross bar.

Law 11 – OFF-SIDES

There are no off-sides called in this level of Micro Soccer.

Goal Scored/Not Scored



Law 12 – FOULS AND MISCONDUCT

Soccer is a contact sport and there will be some jostling and bumping to get to the ball; this is allowable.

Occasionally fouls will occur. As in “Laws of the Game,” fouls include:

- (1) kicking or attempting to kick a player
- (2) tripping an opponent
- (3) jumping at an opponent
- (4) charging an opponent
- (5) striking or attempting to strike an opponent
- (6) pushing an opponent
- (7) making contact with an opponent before contacting the ball when tackling
- (8) holding an opponent
- (9) spitting at an opponent
- (10) handling the ball deliberately (except for the goalkeeper in the goal box)
- (11) playing in a dangerous manner
- (12) charging fairly when the ball is out of the players reach
- (13) obstructing an opponent when not playing the ball
- (14) charging the goalkeeper
- (15) as goalkeepers: picking up a ball that has been kicked to them by one of their own teammates, or picking the ball up again after having released it into play.

When a foul occurs, the referee shall stop the game. The referee should give a VERY brief explanation, without slowing the flow of the game and then restart the game with a free kick at the point of the foul.

Although yellow and red cards are not used, a player may be sent off by the referee for reasons listed in the “Laws of the Game.”

Law 13 – FREE KICK

All fouls result in the opposing team being given an indirect free kick from the point of the foul. The ball is placed on the ground and kicked. The other team must stand at least 5 yards away. Only indirect free kicks are taken in Micro Soccer; the ball must be touched by a player other than the kicker before a goal can be scored.

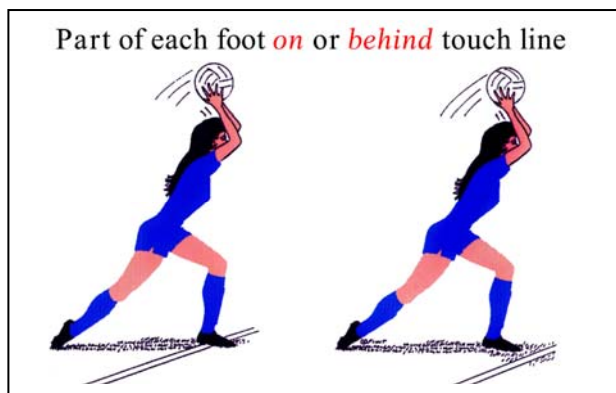
Law 14 – PENALTY KICK

There are no penalty kicks in Micro Soccer.

Law 15 – THROW-IN

As in the “Laws of the Game,” when the ball goes out of play over the sidelines, restart the game with a throw-in. The throw-in must be delivered by both hands from behind and over the head with each foot either on the touch-line or on the ground behind it. Opponents may be at any distance they choose on throw-ins. A goal cannot be scored directly from a throw-in.

In 4-versus-4 games an incorrect throw-in should result in change of possession.



Foot Placement for throw-in

Law 16 – GOAL KICK

As in the “Laws of the Game,” when the ball goes out of play over the goal line and the attacking team last touched the ball, restart the game with a goal kick. The ball is placed on the ground anywhere in the goalkeeper’s area and must be stationary when kicked. Opposing players must stand at least five yards from the ball. The ball must exit the goalkeeper’s area before it can be played by another player. A goal cannot be scored directly from a goal kick.

Law 17 – CORNER KICK

As in the “Laws of the Game,” when the ball goes out of play over the goal line and the defending team last touched the ball, restart the game with a corner kick by the attacking team. The corner kick shall be taken from the corner of the field, from within the field, and within a yard of the corner cone. Opposing players must stand at least five yards from the ball. A goal can be scored directly from a corner kick.