

Quadrangleague Soccer Rules of the Game Modified FIFA laws

Participating teams are required to be affiliated and insured through a recognized recreation agency, or with one of the USSF Youth Affiliated Organizations.

The Field

1. The field of play is recommended be rectangular and 30 x 40 yards
2. There shall be a halfway line dividing the field lengthways
3. There shall be a center spot located on the halfway line, at the midway point from each side line
4. There shall be a six yard diameter center circle, from the center spot, straddling the halfway line.
5. There shall be a six yard radius arc for each goal crease, emanating from the center point of the end line.
6. A penalty spot shall be 10 yards from the end line, directly in front of the goal.
7. A one yard corner arc shall be in each corner
8. The goals shall be the 6 feet PUGG size, centered on each goal line.
9. Team technical area is within 10 yards of the halfway line
10. Both teams technical area shall be on the same side of the field
11. Spectators shall be on the opposite side of the teams

The Ball:

1. Shall be made of leather or other suitable material
2. Shall be properly inflated
3. Size
 - a. Use a size four ball for U12 and below teams
 - b. Use a size five for U13 and above teams

Number of Players:

1. Maximum number of players on the field at any one time is four.
2. Games are played without goalkeepers.
3. Maximum number of players on the roster shall not exceed 18.
4. Substitutions
 - a. The number of substitutions made during the game is unlimited.
 - b. A substitution zone is designated as 5 yards on the side line, on either side of the halfway line, on the teams' side of the field
 - c. Substitutions can be made if the ball is in or out of play, and the following conditions are observed
 - I. The player leaving the field must do so in the substitution zone
 - II. The player entering the field must do so in the substitution zone, after the exiting player has completely left the field

Players Age Eligibility:

Players' age eligibility is determined by the player's age as of midnight of July 31, of the current year. A roster shall be submitted for each team. Parent's signature must be on the roster.

Players Equipment

1. Shinguards **must be worn** and are covered entirely by the stockings.
2. No jewelry can be worn.
3. No casts can be worn.
4. All players on a team must wear a jersey which is similar in color and style to their teammates.
5. Opposing teams shall wear jerseys that are contrasting in color. If color conflict exists the home team shall change jerseys.

Game Facilitators:

1. The head coach of each team shall be designated as the game facilitator
2. The home team game facilitator is responsible for setting up the field with goals.
3. Ensure that the field is safe to play on and the lines are clearly visible.

Referees:

1. Game facilitators will fulfill the role of referees
2. Keep time
3. Keep the game moving

Duration of the Game:

1. The game shall be 28 minutes with a running clock.
2. There shall be a break of four minutes between games

The Start of Play:

1. The home team takes the kick-off to start the match.
2. A kickoff is INDIRECT free kick and a goal cannot be scored until a second player of either team has touched the ball.
3. Opponents must be six yards from the center mark while kick-off is in progress. Opponents must be on their own side of the field.

Ball In and Out of Play:

The ball is out of play when:

1. It has completely crossed the goal line or touch line whether on the ground or in the air.
2. When play has been stopped by the facilitator.

Method of Scoring:

A goal is scored when the ball passes completely over the goal line and between the goal posts.

Fouls and Misconduct:

1. All fouls shall result in an INDIRECT FREE KICK with the opponents six yards away.
2. Player misconduct shall be addressed by the game facilitators.

Free Kicks:

1. An indirect free kick is taken when a facilitator stops play because of a foul on the field. The team that the foul has been committed against takes the free kick.
2. A goal may not be scored until the ball has been played or touched by a second player of either team.
3. Opponents must be six yards away before kick is allowed.

Crease Violations:

1. An indirect free kick is awarded, at the nearest penalty mark, if the opposing team player touches the ball within the opposing teams crease
2. An indirect kick is awarded, at the nearest penalty mark, to the opposing team if a player unintentionally touches the ball within his or her teams crease.
3. Penalty kick is awarded if the to the opposing team, at the nearest penalty mark, if a player intentionally touches the ball within his or her team's crease.

Kick-In:

1. A kick- in is taken when:
 - a. when the whole of the ball passes over a side line, either on the ground or in the air
 - b. and kicked-in from the place where it crossed the side line
 - c. to the opponents of the player who last touched the ball
2. The ball
 - a. must be stationary on the side line
 - b. may be kicked back into play in any direction
3. The player taking the kick-in
 - a. Has part of one foot either on the side line or on the ground outside the side line at the moment of kicking the ball.
4. The players of the defending team
 - a. must be at least six yards from the place where the kick-in is taken

Goal Kick:

1. A goal kick is used to restart play when the offensive team kicks the ball over the end line outside of the goal. The defensive team takes the goal kick.
2. If the ball comes to rest in the crease area and the offensive team is the last to touch it, a goal kick is awarded.
3. Goal kick may be taken within two yards of the goal, with in the goal crease.
4. Opponents must be six yards away from the ball.

Corner Kick:

1. Corner kicks are used to restart play when the defensive team touches the ball last before it goes over the end line outside the goal.
2. If the ball comes to rest in the crease area and the defensive team is the last to touch it, a corner kick is awarded.
3. The offensive team takes the corner kick.
4. All corner kicks are to be taken within the corner arc nearest where the ball went over the end line.
5. The ball is in play when touched or kicked
6. The kicker may not touch the ball a second time