

# STARS United Soccer 2010-2011 Rules

## Preschool & Kindergarten Division



Striving To Achieve Real Significance

- 4 players will be on the field at a time
  - No goalies
- Game consists of 2-15 minute halves
- Halftime is 5 minutes
- Use size 3 soccer ball



Striving To Achieve Real Significance

- Each team responsible for having a coach on the field as the “referee” (facilitator)
  - Main goal is to keep the game moving
- Each coach will have a ball or two in hand so that if a ball goes out of play the coach tosses another ball onto the field to team that is deserving of the ball
  - No goal kicks, corner kicks, or throw-ins
- No offsides called



Striving To Achieve Real Significance

- Every 5 minutes, play pauses and both teams make substitutions at same time
- Kickoffs take place after every goal and at start of each half
  - Ball must go forward and defense must stand outside of circle
- If foul occurs, team gets free kick
  - Can not score directly from a free kick; ball must be touched first



Striving To Achieve Real Significance

# STARS United Soccer 2010-2011 Rules

1<sup>st</sup> & 2<sup>nd</sup>  
Grade  
Division



Striving To Achieve Real Significance

- 6 players will be on the field at a time
  - 5 field players + 1 goalie
- Game consists of 2-20 minute halves
- Halftime is 5 minutes
- Use size 3 soccer ball
- 1 center referee provided
- Game starts with away team calling coin toss
  - Winner gets choice of ball first OR side of field
  - Switch sides and possession at halftime



Striving To Achieve Real Significance

- Kickoffs take place after every goal and at start of each half
  - Ball must go forward but can not score directly and defense must stand outside of circle
- Goal kicks taken from top of box
  - Defense must be 6 yards away from ball until kicked
- No throw-ins; Anything out of bounds on side line will result in kick-in off ground
  - Can not score directly from kick-in
  - Defense must be 6 yards away from ball until kicked
- Corner kicks can be scored directly



Striving To Achieve Real Significance

- No offsides called
- Substitute only on own team's possession OR if opposing team subs then both may sub
- If foul occurs, team gets free kick
  - Can not score directly from a free kick; ball must be touched first; defense must be 6 yards away from ball



Striving To Achieve Real Significance

# STARS United Soccer 2010-2011 Rules

3<sup>rd</sup> & 4<sup>th</sup>  
Grade  
Division



Striving To Achieve Real Significance

- 7 players will be on the field at a time
  - 6 field players + 1 goalie
- Game consists of 2-25 minute halves
- Halftime is 5 minutes
- Use size 4 soccer ball
- 1 center referee provided
- Game starts with away team calling coin toss
  - Winner gets choice of ball first OR side of field
  - Switch sides and possession at halftime



Striving To Achieve Real Significance

- Kickoffs take place after each goal and at start of each half
  - Ball must go forward but can not score directly
  - Defense must be outside of circle until ball kicked
- Goal kicks taken from top of box
  - Defense must be 8 yards away from ball until kicked
- Throw-ins and corner kicks are in effect
  - Can not score directly from throw-in
  - Can score directly from corner kick
- Offsides are in effect except on throw-ins



Striving To Achieve Real Significance

- Substitute only on own team's possession OR if opposing team subs then both may sub
- Free Kick
  - Foul results in direct kick; can score directly
  - Handball results in indirect kick; can not score directly; ball must be touched first
  - Defense must be 8 yards away from ball until kicked
- Foul/handball in box results in direct penalty kick from top of box
  - All players must be 8 yards behind ball until kicked



Striving To Achieve Real Significance

# STARS United Soccer 2010-2011 Rules

5<sup>th</sup> & 6<sup>th</sup>  
Grade  
Division



Striving To Achieve Real Significance

- 7 players will be on the field at a time
  - 6 field players + 1 goalie
- Game consists of 2-25 minute halves
- Halftime is 5 minutes
- Use size 4 soccer ball
- 1 center referee provided
- Game starts with away team calling coin toss
  - Winner gets choice of ball first OR side of field
  - Switch sides and possession at halftime



Striving To Achieve Real Significance

- Kickoffs take place after each goal and at start of each half
  - Ball must go forward but can not score directly
  - Defense must be outside of circle until ball kicked
- Goal kicks taken from top of box
  - Defense must be 8 yards away from ball until kicked
- Throw-ins and corner kicks are in effect
  - Can not score directly from throw-in
  - Can score directly from corner kick
- Offsides are in effect except on throw-ins



Striving To Achieve Real Significance

- Substitute only on own team's possession OR if opposing team subs then both may sub
- Free Kick
  - Foul results in direct kick; can score directly
  - Handball results in indirect kick; can not score directly; ball must be touched first
  - Defense must be 8 yards away from ball until kicked
- Foul/handball in box results in direct penalty kick from top of box
  - All players must be 8 yards behind ball until kicked



Striving To Achieve Real Significance

# STARS United Soccer 2010-2011 Rules

7<sup>th</sup> & Up  
Grade  
Division



Striving To Achieve Real Significance

- 8 players will be on the field at a time
  - 7 field players + 1 goalie
- Game consists of 2-30 minute halves
- Halftime is 5 minutes
- Use size 5 soccer ball
- 1 center referee provided
- Game starts with away team calling coin toss
  - Winner gets choice of ball first OR side of field
  - Switch sides and possession at halftime



Striving To Achieve Real Significance

- Kickoffs taken after each goal and at start of each half
  - Ball must go forward and can not score directly
  - Defense must be outside of circle until ball kicked
- Goal kicks taken from top of box
  - Defense must be 8 yards away from ball until kicked
- Throw-ins and corner kicks are in effect
  - Can not score directly from throw-in
  - Can score directly from corner kick
- Offsides are in effect except on throw-ins



Striving To Achieve Real Significance

- Substitute only on own team's possession OR if opposing team subs then both may sub
- Free Kick
  - Foul results in direct kick; can score directly
  - Handball results in indirect kick; can not score directly; ball must be touched first
  - Defense must be 8 yards away from ball until kicked
- Foul/handball in box results in direct penalty kick from top of box
  - All players must be 8 yards behind ball until kicked



Striving To Achieve Real Significance