

Candy League Rules

PREFACE

The intent of Candy League Soccer is to introduce children to the very basic principles of soccer in a non-competitive environment. Fun and participation are the key ingredients. In an attempt to keep the game fun without competitive tendencies, no score or league standings will be kept. To promote more participation during the game, a Micro Soccer format will be used which allows only three (3) players on the field for each team.

WHY MICRO SOCCER?

- One ball among 6 players improves the opportunity for all players to dribble, pass and score.
- Good players are less likely to dominate play
- Three per team promotes the form of a triangle - the basic team unit in soccer
- Young children relate to one or two friends at a time better than six people.

DEFINITIONS AND RULES OF THE GAME

The game will consist of two parts. The first part will consist of a dribbling drill and the second part will be a Micro Soccer scrimmage.

Dribbling Drill

Place five cones 6 feet apart in a straight line. The referee will blow the whistle to start the drill. Each player must dribble between the cones and return the ball to the next player in line. The intent is to complete the drill in the shortest amount of time.

A coach is permitted to lead or direct a player around the cones. The coach may not touch the player or the ball. The player may start zig-zagging through the cones in either direction.

Scrimmage Game

- The standard field of play will be 20 yards by 30 yards.
- A size #3 ball will be used.
- Three players per team without a goal keeper.
- Coaches are not permitted on the field during play. Coaches must remain on the player's side of the field, on their side of the half way line. Fans are not permitted on the player's side of the field.
- Two - eighteen minute halves with play stoppage called every three minutes to substitute players. Play stoppage to be only long enough to substitute players (15 seconds max.) with continual rotation of players. Clock will be stopped during substitutions. All players are required to play an equal amount of time unless injury, illness, or disciplinary action is required in which case the opposing coach will be notified.
- Only one referee will be assigned to each game. The referee will be responsible to keeping time and to stop play at three-minute intervals. Home team is responsible for running a backup clock.
- The referee will stop play every three minutes, independent of possession or scoring opportunities, for substitution.
- Substitutions will be made during each three-minute stoppage. Coaches are to have substitute players waiting at the halfway line to expedite transition. Players will enter after the referee gives permission.
- The team who had possession of the ball when play was stopped, retains possession after substitutions. Play will be restarted by an indirect kick taken from the spot on the field where the ball was stopped at the end of play.
- All free kicks will be indirect. The kicking player shall not play the ball a second time until another player has touched it. The opposing team will allow ample space (at least four yards) for a free kick. The ball will not be considered in play until it has rolled a distance equal to one circumference of the ball. The kick will be retaken if any infringements of this rule occur.
- A five-minute break will be taken between halves. Teams will switch directions after half time.
- Each half of play will begin with a kickoff from the halfway line. A flip of a coin will decide who kicks off first. Teams will alternate kickoffs for each half. A goal cannot be scored from a kickoff.

- After a goal is scored, the ball is brought out to the 4-yard line for a free kick by the team scored against. The team that scored the goal must not cross the halfway line until the opposing team crosses the halfway line with the ball.
- When the ball goes out of bounds, whether across the touchline or the goal line, a throw-in is required. All throw-ins will be taken from the nearest touchline. The player will be given as many attempts as required to throw the ball in properly. No corner kicks or goal kicks.
- In case of rule violation, the opposing team is awarded possession of the ball at the point where the violation occurred. Play will be started with an indirect kick. If the violation occurs within the four-yard box, the play will be restarted outside the four-yard line.
- In case of an injury, the referee will stop the play immediately. The clock will stop for injuries. The coach is allowed on the field to address the injured player after the referee stops play, and signals permission to enter. Fans are not to enter the field except in situations when requested by the coach.
- The laws of SAY soccer will apply except as modified herein

Candy Field Dimensions

