



SSA Cobb Under 5 Rules and Regulations

LAWS OF THE GAME

Law #1: The Field of Play

- The field of play must be rectangular and shall be approximately 20 yards by 30 yards
- There shall be no penalty area, goal area or penalty kick mark
- The goal shall be approximately 6 feet wide and 4 feet high. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement
- No one (spectators or participants) shall be allowed behind the end lines during the course of a game

Law #2: The Ball

- Players shall use a size 3 ball

Law #3: Number of Players & Substitutions

- A match is played by two teams, each consisting of not more than three (3) players
- Minimum of two (2) players per side needed to start or continue the game
- There are no goalkeepers
- Each player must play a minimum of 50% of the total playing time, unless he or she is unable to do so, or at the parent's request
- Teams and matches may be coed
- Substitutions may occur at any stoppage and unlimited, and are recommended every 3-4 minutes, and at the end of each half
- If one team substitutes for an injured player, the opposing team may also substitute (one player for each injured player substituted)

Law #4: Player's Equipment

- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks
- For safety reasons, molded soccer cleats are strongly recommended, but tennis shoes are acceptable. No baseball, softball, or football cleats are allowed
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team shall wear the same color uniforms
- For safety, players may not participate with improper equipment



Law #5: Referees

- No referees are used. Instead the coach shall supervise the game for safety sake and will act as the game official

Law #6: Assistant Referees

- No Assistant Referees are used

Law #7: Duration of the Game

- A coach will act as official timekeeper
- The match day shall consist of two (2) games, each consisting of two (2) equal halves of ten (10) minutes
- There shall be a half-time interval of two (2) minutes
- There shall be a three (3) minute break between games

Law #8: The Start of Play

- Each team shall be represented at the field of play by a coach, assistant coach, or a parent appointed in his/her place for the duration of the game
- The opponents must be four (4) yards from the center mark while a kick-off is in progress
- The designated home team will begin with kick-off to start the match
- A kick-off will be taken to restart the game after a goal is scored

Law #9: Ball In and Out of Play

- The ball must be wholly over the goal-line or touch-line whether on the ground or in the air to be declared out of play
- New ball method is used to return ball back into play. Coaches/parents shall supervise the perimeter of the field and shall immediately roll a new ball to the appropriate team from where the ball went out of play

Law #10: Method of Scoring

- The ball must be wholly over the goal-line to be declared a goal. A ball sitting on the line is still in play (no goal has been scored)



Law #11: Off-Side

- There is no off-side

Law #12: Fouls and Misconduct

- If a child is being too rambunctious then the coach can make a substitution of that player to give the child a chance to calm down before returning to play

Law #13: Free Kick

- There are no free kicks

Law #14: Penalty Kick

- No penalty kicks will be taken

Law #15: Throw-In

- There are no throw-ins

Law #16: Goal Kick

- There are no goal kicks

Law #17: Corner Kick

- There are no corner kicks

RESTRICTIONS

- No team is allowed less than 6, nor more than 10, registered players at any given time

RECOMMENDATIONS

- Opposing coaches, players, and parents should shake hands after each match
- No slide tackles to be allowed in this age group