

Arlington Soccer Club Rules Summary for Grade 2 In-Town Games

Size of team on field: 5 v 5

Size of the field: The field of play is across one half of a 7v7 field. Use 7v7 goals. Use cones to mark the midfield.

Size ball: No. 3

Time: Two 30-minute halves with 5-minute half time break. Running time (no timeouts, no stoppage time).

In addition to (or in modification of) the regular laws of the game, the following will apply to ASC Grade 2 games.

1. Educating players about the rules is an important part of the referee's job at this age. Briefly explain the rules if players appear confused (15 seconds should be enough—do not interrupt the flow of the game).
2. Free Kicks: All free kicks are INDIRECT and opponents should stand **10 yards** away from the ball.
3. Penalty Kicks: NO Penalty Kicks are awarded at this level. Instead of a PK, an indirect kick will be awarded approximately 10 yards from the goal line (referee's judgment for ball placement).
4. Goal Kicks:
 - Place the ball 5 yards from the goal line—lines are not marked, so goalkeeper/referee use their judgement.
 - Defensive team must retreat to the midfield line. Cones on each side are helpful to mark the midfield line. The ball must touch the field or a player in the defensive half of the field. If the ball crosses midfield without touching the ground or a player, the opposing team will be awarded an indirect kick at midfield.
5. Goalkeeper Possession:
 - The goalie may punt, throw, or kick the ball to teammates. The 8-second rule applies after opposing team is at midfield.
 - Defensive team must retreat to the midfield line. Cones on each side are helpful to mark midfield. The ball must touch the field or a player in the defensive half of the field. If the ball crosses midfield without touching the ground or a player, the opposing team will be awarded an indirect kick at midfield.
 - Deliberate pass-backs or throw-ins to the goalkeeper are rare at this age. If the goalie uses their hands to pick up a deliberate pass or throw-in, give a verbal warning and let play continue. If it happens again, give an indirect free kick at least 15 yards from the goal
6. Throw-in: Players are given a second chance on throw-ins: explain what they did wrong the first time, give them a second chance, and then let them play after that even if the throw-in is not perfect.
7. Offside: Off-side rules do not apply.
8. Substitutions:
 - Both teams can sub on any throw-in or goal kick (not on corners), after a goal is scored, at half-time and at injuries (injured player can be subbed and other team can sub one player too).
 - Substitutions should occur at midfield, not off the bench. The referee controls the substitution process.
9. Slide Tackles and Aggressive Play are prohibited.
10. Heading: Intentional heading is prohibited at Grade 6 and below; the consequence is an Indirect Free Kick for the opposing team. If a ball hits the player in the head and there is any potential injury, referee immediately stops play; the restart is an uncontested drop ball. If a ball hits the player in the head accidentally and there is no injury, then play continues.
11. Spectators: Parents and players should be on opposite sides of the field. The two teams should be on the same side of the field. No one should be standing behind the goals or the goal line.
12. Jewelry: All jewelry must be removed. Medical alert bracelets can be taped. No earrings, friendship bracelets, watches.

Lopsided Game Management: It is the coaches' responsibility to prevent and to manage lopsided scores. Referees can remind coaches of this policy if the score differential is 4 goals or more. Winning coaches can take several actions: Reduce the number of players on the field; Put stronger players on defense, in goal, or on the bench; Encourage possession rather than shooting. Losing coaches can add one extra player for every goal differential above 3. Coaches can also swap players and use pinnies. The goal is to have an evenly-matched game. Referees should NEVER use their whistle or their authority to influence the outcome of the game.