

# Prince George's Soccer Initiative (PGSI) 4v4 Game Rules – U6 Division

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

**Games start per the schedule and have four 10 minute quarters with 2 minutes between quarters. Play resumes from the point where it stopped after the 1<sup>st</sup> and 3<sup>rd</sup> quarters. Play starts from the center spot at the beginning of the game and the second half.** If a team does not show up or is short players, other teams will be asked to lend players so games can be played. Games end no later than 5 minutes before the next game, **regardless of start time.** **Each team is responsible to help set up/take down the goals on their field.** Help set up, start on time, have more fun!

The field is 60' wide by 105' long with 3 foot-wide goals. **There is a half-circle no-player zone painted in front of the goal.** This zone keeps the goal mouth clear and avoids the need for goalies. No slide tackling. **Ball size is No. 3 only.**

Rules are FIFA rules with the following exceptions:

- **Opposing coaches should discuss these deviations from FIFA before each game to avoid misunderstanding**
- **If the ball enters the half circle no-player zone (we call it the “circle of lava”) and does not enter the goal the defending team is awarded a goal kick which is taken from the top of the half-circle.**
- **If an attacking player enters the half circle no-player zone the defending team is awarded a goal kick.**
- **If a defending player enters the half circle no-player zone and interferes with the ball, the attacking team is awarded a corner kick.**
- **No throw-ins, just kick-ins. No goals will be awarded from direct kick ins or from beyond the midline (no player touches the ball).**
- **No offsides; no goalie punts**
- **Goal kicks are taken from the half-circle; the opposing team stays 5 yards away from distribution.**
- **All fouls result in an indirect kick from the point of infraction. No yellow or red cards.**
- **No penalty kicks are awarded.**
- **Blow Out Rule: The team trailing by 4 or more goals may add an additional player. If the goal difference goes to 5, an additional player may be added. Goal difference of 6, yet another player may be added, etc. Extra players remain on the field until the goal differential is 1. If the trailing team does not have enough players to add, the leading team will take a player off the field.**

Games are run cooperatively by one Coach from each team. Each Coach will take turns every quarter managing the game as the Referee. **During each play period (quarter), only one Coach shall be on the field to maximize the learning experience and to keep the game flowing, no parents. The duty of the on-field coach is to referee the game and not to coach his players.** The Coach is required to have had a background check using the PGSI background check vendor and is officially designated by the team Club on the Team Registration form.

**Substitutions are allowed only at the beginning of a quarter, or anytime a player is injured or exhausted, not for game management.** This substitution rule lets the kids play without interruption.

For safety and fair play, rosters can be spot checked on the field by PGSI officials. For insurance reasons, players not on the roster can play only after the player is officially registered with their club and any additional fees are paid.

# Prince George's Soccer Initiative (PGSI) 5v5 Game Rules – U8 Co-Ed and All Girls Division

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

**Games start per the schedule and have four 10 minute quarters with 2 minutes between quarters. Play resumes from the point where it stopped after the 1<sup>st</sup> and 3<sup>rd</sup> quarters. Play starts from the center spot at the beginning of the game and the second half.** If a team does not show up or is short players, other teams will be asked to lend players so games can be played. Games end no later than 5 minutes before the next game, **regardless of start time.** **Each team is responsible to help set up/take down the goals on their field.** Help set up, start on time, have more fun!

The field is 84' wide by 120' long with 3 foot-wide goals. **There is a goal-box no-player zone painted in front of the goal.** This zone keeps the goal mouth clear and avoids the need for goalies. No slide tackling. **Ball size is No. 3 only.**

Rules are FIFA rules with the following exceptions:

- **Opposing coaches should discuss these deviations from FIFA before each game to avoid misunderstanding**
- **No goalies.** If the ball enters the goal box and does not enter the goal the defending team is awarded a goal kick.
- **If an attacking player enters the goal box no-player zone (we call it the “circle of lava”) the defending team is awarded a goal kick.**
- **If a defending player enters the goal box no-player zone and interferes with the ball, the attacking team is awarded a corner kick.**
- **Goal kicks are taken from the top of the no-payer zone; opposing team stays 5 yards away at distribution.**
- **No throw-ins, just kick-ins. No goals will be awarded from direct kick ins or from beyond the midline (no player touches the ball).**
- **No offsides.**
- **All fouls result in an indirect kick from the point of infraction. No yellow or red cards. No penalty kicks.**
- **Blow Out Rule: The team trailing by 4 or more goals may add an additional player. If the goal difference goes to 5, an additional player may be added. Goal difference of 6, yet another player may be added, etc. Extra players remain on the field until the goal differential is 1. If the trailing team does not have enough players to add, the leading team will take a player off the field.**

Games are run cooperatively by one Coach from each team. Each Coach will take turns refereeing games. **During each play period (quarter), only one Coach shall be on the field to maximize the learning experience and to keep the game flowing, no parents.** The duty of the on-field coach is to referee the game and not to coach their players.

The Coach is required to have had a background check using the PGSI background check vendor and is officially designated by the team Club on the Team Registration form. **Substitutions are allowed only at the beginning of a quarter, or anytime a player is injured or exhausted, not for game management.** This substitution rule lets the kids play without interruption.

For safety and fair play, rosters can be spot checked on the field by PGSI officials. For insurance reasons, players not on the roster can play only after the player is officially registered with their club and any additional fees are paid.

# Prince George's Soccer Initiative (PGSI) 7v7 Game Rules – U10 Co-Ed and All Girls Division

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

**Games start per the schedule and have two 30-minute halves with 5 minutes between halves. Play starts from the center spot at the beginning of the game and the second half.** If a team does not show up or is short players, other teams will be asked to lend players so games can be played. Games end 5 minutes before the next game, **regardless of start time.**

The field is 84' wide by 120' long with a Junior size 6'x18' goal. No slide tackling. **Ball size is No. 4 only.**

Rules are FIFA rules with the following exceptions:

- **Opposing coaches should discuss these deviations from FIFA before each game to avoid misunderstandings**
- **Goalies can be changed at the half**
- **Goal kicks are taken from the goal box. Please use your judgment to increase parity in the games—for example, if a team is having difficulty executing goal kicks, players from the opposing team should be instructed to wait until a receiving player from the other team has possessed the ball before challenging.**
- **Coaches are encouraged to play all players in goal during the season.**
- **Throw-ins are used. Any throw-in violation is followed by a repeat attempt after instruction from the referee in the proper technique for throwing in (ball held in both hands, ball goes behind the head and thrown straight ahead with both feet on the ground and out of play when the ball is released).**
- **No offsides**
- **All fouls result in an indirect kick from the point of infraction. No yellow or red cards. No penalty kicks are awarded**
- **Blow Out Rule: The team trailing by 4 or more goals may add an additional player. If the goal difference goes to 5, an additional player may be added. Goal difference of 6, yet another player may be added, etc. Extra players remain on the field until the goal differential is 1. If the trailing team does not have enough players to add, the leading team will take a player off the field.**

Games are run cooperatively by one Coach from each team. Each Coach will take turns every quarter managing the game as the Referee. **During each play period, only one Coach shall be on the field to maximize the learning experience and to keep the game flowing, no parents. The duty of the on-field coach is to referee the game and not to coach their players.** The Coach is required to have had the MSYSA background check and is officially designated by the team Club on the Team Registration form.

**Substitutions are encouraged to occur only at the beginning of a quarter, or anytime a player is injured or exhausted, not for game management.** This substitution rule lets the kids play without interruption.

For safety and fair play, rosters can be spot checked on the field by PGSI officials. For insurance reasons, players not on the roster can play only after the player form is completed and any additional fees are paid.

# Prince George's Soccer Initiative (PGSI) 9v9 Game Rules – U12 Co-Ed and All Girls Division

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

**Games start per the schedule and have two 30-minute halves with 5 minutes between halves.** If a team does not show up or is short players, other teams will be asked to lend players so games can be played. Games end no later than 5 minutes before the next game, **regardless of start time.**

The field is 120' wide by 153' long with 18' x 6' wide goals. Note that this is the first age group in PGSI that uses the offside rule! **Ball size is No. 4 only.**

Rules are FIFA rules with the following exceptions:

- **Goal kicks are taken from the penalty box line**
- **Goalies are changed at the half. Coaches are encouraged to give different players experience in goal during the season.**
- **Blow Out Rule: The team trailing by 4 or more goals may add an additional player. If the goal difference goes to 5, an additional player may be added. Goal difference of 6, yet another player may be added, etc. Extra players remain on the field until the goal differential is 1. If the trailing team does not have enough players to add, the leading team will take a player off the field.**
- **No immediate red cards are given, only yellow cards are given. However, two yellow cards for a player will mean removal from the game. The team, however, will not play a player short.**

Games are run by provided Referees. Please meet with your Referee prior to the start of the game and review any special rules or instructions. The Referee has the final say with on-field calls. Please respect the calls of the referee even if you disagree with them. Any yelling, screaming, or bad behavior by coaches, players, or parents will not be tolerated. Our kids look to us as examples of good sportsmanship, and keeping a level demeanor in the face of a bad call is a valuable lesson for our children.

For safety and fair play, rosters can be spot checked on the field by PGSI officials. For insurance reasons, players not on the roster can play only after the player form is completed and any additional fees are paid.

# Prince George's Soccer Initiative (PGSI) 10v10 Game Rules – U15 Co-Ed Division

Small-Sided soccer is designed to be age-appropriate and to maximize passing and shooting (and fun).

**Games start per the schedule and have two 35 minute halves with 5 minutes between halves.** If a team does not show up or is short players, other teams will be asked to lend players so games can be played. Games end 10 minutes before the next game, **regardless of start time.**

The field is 153' wide by 315' long with full size goals. Coaches are encouraged to give different players experience in goal during the season. **Ball size is No. 5 only.**

Rules are FIFA rules with the following exceptions:

- **If the goalie touches the ball outside the penalty box, the attacking team is awarded a corner kick.**
- **Goal kicks are taken from the penalty box line.**
- **Blow Out Rule: The team trailing by 4 or more goals may add an additional player. If the goal difference goes to 5, an additional player may be added. Goal difference of 6, yet another player may be added, etc. Extra players remain on the field until the goal differential is 1. If the trailing team does not have enough players to add, the leading team will take a player off the field.**
- **No immediate red cards are given, only yellow cards are given. However, two yellow cards for a player will mean removal from the game. The team, however, will not play a player short.**

Games are run by provided Referees. Please meet with your Referee prior to the start of the game and review any special rules or instructions. The Referee has the final say with on-field calls. Please respect the calls of the referee even if you disagree with them. Any yelling, screaming, or bad behavior by coaches, players, or parents will not be tolerated. Our kids look to us as examples of good sportsmanship, and keeping a level demeanor in the face of a bad call is a valuable lesson for our children.

For safety and fair play, rosters can be spot checked on the field by PGSI officials. For insurance reasons, players not on the roster can play only after the player form is completed and any additional fees are paid.