



CHALLENGE LEAGUE GAMES

- **THE BASICS**
 - **Objective**
 - Have Fun
 - Learn and Play Soccer
 - **Ball** Size 4 for all age groups
 - **Number of Players**
 - 4 v. 4 for 1st and 2nd grade boys and girls.
 - **Equipment**
 - Shin guards are mandatory and must be worn inside socks: **referees must enforce this rule with no exceptions!**
 - Equipment that is dangerous (e.g., jewelry, metal hair pins, watches, etc.) is not permitted. The referee is the sole judge in this matter. Just got ears pierced? Too bad!!
 - Soccer shoes (with or without cleats). Metal or screw-in cleats are not permitted.
 - Reversible red and white jersey, shorts, and team socks
 - **Structure: (see the game day coordinator for questions)**
 - Two 20 minute halves (4 x 10 minute quarters may be used during hot weather, or when a team has no subs).
 - Free and unlimited substitutions are permitted (**substitution only at dead ball situations with referee approval**)
 - **Coaching**
 - The objective of this soccer program is to have players grow to love the game of soccer and improve in their skills and understanding.

- Games are the time for GENTLE guidance from the Coach. No Shouting and No Whining.
- Coaching at games is encouraged. Constant shouting of directions and micromanaging of players on the field is not.

PLAYING RULES FOR SYSA 4v4 CHALLENGE GAMES

- NO GOALKEEPER
 - Substitutions only with the referee's permission at a dead ball.
 - Start of Play: there is no coin toss. Referee appoints one side to kick off. Other side kicks off at the start of the second half.
 - Kicker may not kick the ball a second time until another player touches the ball.
 - Opponents must be 5 yards from the center mark (same for all restarts).
 - No official score will be recorded.
 - There is no offside.
 - All re-starts are indirect (no direct free kicks).
- ☐ **Fouls and Misconduct: FIFA Rules (see below for exceptions).**
- Referee may explain infractions to the offending player.
 - There shall be no penalty kicks (since there is no penalty area).
 - No slide tackling is allowed, but players can legally slide to play the ball if, in the opinion of the referee, there is no danger of injury to an opponent
- ☐ **Ball In and Out of Play:**
- No Throw-Ins: Balls are kicked back into play at the spot where it crossed the touch-line.
 - Goal Kicks: Goal kick is taken by defending team from any point within a radius of about 5-6 yards from their own goal. Opponents must retreat at least 8-10 yards in order to allow player to successfully return the ball into play. Referees are asked to manage this situation actively.
 - Corner Kick: No change.