

# VILLAGE INTRAMURAL LEAGUE

## FIFA RULE MODIFICATIONS

### 2<sup>ND</sup> GRADE RULES

LAW II – Number four (4) ball will be used.

LAW III – A. Maximum number of players on the field at any one time is six (five field players plus a keeper)

B. Maximum number of players on the roster should not exceed ten (10).

C. Substitution can be made on either team's throw-in or stoppage of play.

D. Playing time: Each player SHALL play a minimum of 50% of the total playing time.

LAW V – A. The Referee shall briefly explain all rule infractions to the offending player.

LAW VI – A. Linesman: Each coach shall select an ADULT linesman to assist the referee on line calls.

LAW VII – A. Duration of the game: The game shall be divided in four (4) equal, ten (10) minute quarters. This may be changed after the first two weeks to play two halves.

B. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four.

C. There shall be a half-time break of five (5) minutes.

LAW XI – A. Off side: Off side will only be called, if it is blatant at the discretion of the referee. Coaches should make sure that players do not “hang out” at the opponent's goal. Please contact your division leaders if you need a definition of offside.

LAW XII – A. Fouls and Misconduct: All fouls shall result in an **indirect free kick** with opponents five (5) yards away.

B. Goalkeepers can take up to 6 seconds before putting the ball in play.

C. The referee or coach must explain ALL infractions to the offending player.

LAW XIV – A. Penalty Kicks: No penalty kicks are to be taken during these games.

LAW XV – A. Throw-ins: An improper throw-in will be taken again until it is performed correctly. The referee shall explain the proper method before allowing the player to re-throw.

LAW XVI – A. Goal Kick: Taken from the goal box. The ball must cross the penalty line to be in play. Goal kicks will be taken over again until the ball

crosses the penalty line.

LAW XVII – A. Corner Kick: Opponents must be five (5) yards away and same as  
LAW

XVI.

The keeper must be switched at the half with at least 2 players playing keeper per game. All players should play keeper at least once during the season.

If a team goes up by 5 goals the game will be ended. A second game will then be commenced for the remaining time. The team that wins the first game should make every attempt to keep the score close. This includes playing weaker players and/or playing one or two players down.

The score of the second game should not exceed a differential greater than 3 goals if it is in the favor of the winner of the first game. If this occurs the coach of the winning team risks not being asked to coach in the future.

If a player is injured the referee should halt-play. All other players should sit down while the coach of the injured player attends to her. Once the injured player is able to leave the field play will resume with the referee conducting a drop kick. All players should stand and clap for the injured player before play resumes.

There will be no standings in this division.