

3rd Grade - Recreational Soccer

At this age OYAA wishes to encourage, reinforce and promote a player's success in using their technical/foot skills in practice and games. Coaches help refine the kids' ability to dribble, pass and shoot the ball using all surfaces of the foot through repetitions.

The player roles in attacking, defending, and transition moments are important. Proper throw-ins, goal kicks, indirect/direct kicks and offsides are enforced .

Throw-ins: The referee will not allow improper throw-ins. No, "do-over" throws allowed.

Offside: Off-sides violations are enforced. What is Offside Rule Video 1 Video 2 Video 3

Heading: Heading the ball is prohibited. Heading the ball intentionally is considered dangerous play; the referee shall award an indirect free kick for the opposing team.

Punting: Punting the soccer ball is not permitted. If a goalkeeper punts the ball it is considered a dangerous play; the referee shall award an indirect free kick at the top of the goal box for the opposing team.

Playing within the laws of the game is a focus, and the priority is to encourage individual players to take risks, embrace & praise success and failure equally as both experiences contribute to learning the game of soccer.

Players should have the opportunity to play all positions. No one player should play goalkeeper for more than half of a game.

Coaching Goals
Coaches…. talk with the players in a positive, caring and supporting manner. Make soccer Fun! Teach them to play in small groups, encourage good sportsmanship and caring for teammates and opponents. **Yelling at a player/team/referee/opposing team will not be tolerated and is subject to game suspension(s).** By the end of the season players should say "I know …":

Mechanics/Laws of the Game

- What Off-sides means? How to maneuver in space to stay open, get the ball.
- That a ball over the side-line/touchline requires a Throw-in
- After score kick-offs occur from mid-field
- A ball must completely cross the sideline or goal line before it is out of play
- That a ball out of bounds over the goal line is put back in play with either (a) a corner kick by the offensive team, or (b) a goal kick by the defensive team.

Soccer Savvy/ IQ; Player Skill Focus For Development

- 1v1 moves...get behind the defender...change of speed and change of direction
- Be aware of their surroundings (i.e. teammates). Can I dribble? Should I pass? Play Defense!!!



3rd Grade - The Basics

The Roster Size: 10 - 13 players

Player Equipment Recommendations

- **Soccer Ball size:** 4 Parents should invest in a soccer ball so the child brings to soccer practice/games
- **Shin guards** are required.
- **Soccer shoes** are recommended but not required
- **Jewelry and Watches**…. Players are not permitted to wear jewelry/ watches on the field. Players are not permitted to wear jewelry/ watches on the field. This includes earrings covered by tape/band aids. No earrings can be worn during a game.

The Field

- **Game Format:** 7 v 7 (each team has 6 field players + 1 goalkeeper)
- **Goal Size:** Goal is 6' x 18'
- **Field Set-up/ Dimensions:** 1 field (40 yards wide, 60 yards long)
- **Field Markings:** side-line, end-line, mid-field line. Center Circle. Goal area and Penalty area
- **Build Out Line:** when the goalkeeper has possession of the ball (goal kick/punt) the defending team must **automatically** move behind the build out; the defending team may advance over the build out line once the goalkick is take or the goalkeeper releases the ball from their hands.

The Game

- **Each team places 7** players on each field. 6 fields players and 1 goalkeeper
- **Player Rotations:** Recommend to rotate players at either 6 minute mark or at quarters …UNLESS…. there is an injury, the team has extra player, or the score is lopsided.
- **Pre-Game of Game:** a short 15-20 practice immediately before all games. Games start at the time posted on your team's schedule.
- **Game Length:** 12 minute quarters; 2 minute breaks between quarters. Halftime = 5 minutes.
- **Change Direction:** team changes attacking direction at halftime
- **The Clock:** only stops for serious injury
- **Coaches:** are not permitted on the field during the game.

Substitutions

- Substitutions are allowed at any stoppage, quarters, halftime, kick-off or injury. Substitutions are made at mid-field when the referee signals. On-the-fly substitutions (ie hockey) are not permitted.

Referees

- Referees are assigned to each game by OYAA. They manage the game clock.

Playing Time

- Every attempt must be made to play each child a minimum of 2 quarters per game

Practices

- One practice per week expected; more are allowed if able. Practices should last 60 to 75 minutes. Players should do their best to attend 1 practice per week.

Goal Kick Restart

- Goal kicks should be taken from the goal box (smaller box inside the penalty box). The ball no longer has to leave the penalty box so a goalkeeper's teammate can be inside the box to receive the pass from the goalkeeper.

Updated: April 2021



Rules for 3rd Grade Game play

(1) Referees and coaches can help explain each call to the offending player(s) during the game.

(2) Players may not handle the ball intentionally. Unintentional or protective hand ball is permitted.

(3) Defensive players must be at least 8 yards from the ball on any indirect free kick

(4) Proper Throw-ins are expected. Referees may demonstrate to help the players execute properly. The referee should allow play to continue after the second throw even if its incorrect.

(5) There will be a Goalie; must wear a unique color. She can only handle the ball inside the penalty area. A ball purposely kicked back to the goalkeeper by his teammate may not be played by the keeper with the hands. If the goalkeeper picks up the ball, the call is an indirect free kick for the opposing team.

(6) There are Direct and Indirect Free kicks: Direct Free kicks can go directly into the goal for a score. Indirect free kick should be touched/played by a second player (offensive or defensive) prior to a second touch by the kicker or a goal being scored.

(7) All infractions for hand balls, tripping, kicking, pushing, holding will result in the stoppage of play and explanation of the offense. Play resumes with an Direct free kick at the point of the infraction.

(8) All infractions for dangerous play and poor sportsmanship will result in the stoppage of play and an explanation of the offense. High kicks, playing the ball while the player is on the ground, slide tackles and violently charging are dangerous play. Play resumes with an indirect free kick at the point of infraction.

(9) A drop ball will be used at the point of infraction whenever a call is uncertain of for dual penalties. If close to the goal, move back 8 yards from goal-line

(10) After an injury, play resumes with a drop ball.

(11) Unsportsmanlike conduct, offensive language or gestures result in a warning. A second offense results in the player's removal from the game. The ball is put back in play with a drop ball where the play stopped. Repeated offenses (multiple times per game or multiple games should be reported to the OYAA Director of Soccer).

(12) If a ball crosses the sideline, play resumes with a Throw-in at the point where the ball crossed the line and left the field of play.

(13) If a ball crosses the End-line in its entirety, it is put back in play with a kick by the opposing team. The kick shall be taken from the corner if it was last played by the defending team and from a spot 6 feet in front of the goal if last played by the attacking team.

(14) Spectators must sit on the opposite side of the field across from the players/coaches. Parents may not sit behind the goal. This can be distracting to the goalkeeper and/or the opposing team.

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(15) Coaches may offer players instruction from their team's bench area. Coaches may not

- walk over into the opposing team's bench area
- stand behind either goal to coach the goalkeeper of field players
- enter the field of play during the game to provide instruction

(16) A penalty within the penalty area results in a direct free kick (penalty kick) at the penalty mark. The goalkeeper must stay on the goal line until the kick is taken. The distance of the Penalty Kick is to be 8 yards.

(17) Intentional / blatant fouls will result in a yellow card warning or in extreme cases a red card (send off).

(18) A second yellow card results in a red card send off. A player receiving a red card will be held out of the next game.