



Tiny Tikes Soccer Rules

Novi Parks U4 League

Revised Fall 2019

PHILOSOPHY

Novi Parks' leagues and activities are formed and operated on the principles of good sportsmanship, fair play, and healthy activity. Our community atmosphere allows players and coaches to focus on fundamental player development and fun. The success of the program is made possible with the great support of volunteer coaches. This program is strictly recreational; therefore, all players are to receive equal playing time in games.

Note: Any child who is not registered is NOT allowed to participate in any practice or competition for reasons of liability for the family and Novi Parks.

PARENTS' ROLE

- A parent for every child is expected to help during each session
- Parents will be allowed on the field during the practice portion to assist their child
- Coaches and parents will facilitate the sessions and control the games
- The practice plan and game rules will be provided to all parents

EQUIPMENT

- A reversible team jersey will be provided by Novi Parks
- Shin guards are recommended, but not required
- Players can wear gym shoes or soccer cleats (*metal cleats are not allowed*)
- Size 3 soccer balls and cones will be provided at each session.

NUMBER OF PLAYERS AND PARTICIPATION

- Games will be played in a 3v3 or 4v4 format (no goalies)
- Parents are to make sure that all players participate in at least ½ of each game

PRACTICES

- All teams will participate in a 25 minute warm-up/practice prior to game play
- The provided practice plan should be followed at each session
- The main goal of Tiny Tikes Soccer is to introduce children to the skills needed to play soccer in a fun environment

DURATION OF GAMES

- Time will be kept by a parent (stopwatch will be provided)
- Games will consist of two 10-minute running halves with rotations every 5 minutes
- There are no timeouts
- No score will be kept

SUBSTITUTIONS

- Teams can substitute on throw-ins, corner kicks, or goal kicks
- The clock will not be stopped for substitutions

GAME RULES

Kick-off:

1. Teams will flip a coin to determine who kicks off first. The winner of the coin flip kicks off first. The other team kicks off the second half.
2. Parents will designate a player to "kick-off."
3. The kicker can't touch the ball a second time until another player touches it.
4. When a goal is scored, the game is restarted with a kick-off from center field by the team forfeiting the goal.

Throw-ins:

1. The ball is considered out of play when it passes entirely over any sideline on the ground or in the air.
2. The throw-in is taken by an opponent of the player who last touched the ball before it went out of play.

Corner Kick:

If the ball passes over the goal line (outside the actual goal) when last touched by a defending player, then a player from the attacking team will take a kick-in from the corner nearest where the ball went out of play.

Goal Kick:

1. A goal kick will be awarded to the defending team, when the entire ball crosses the end line having last been touched by an attacking player.
2. The ball will be kicked from the ground at the corner of the goal box, on the half of the field nearest to where the ball left the field of play.
3. The goal kicker may not touch the ball again until another player touches it.

Fouls and Hand-balls:

1. A foul should only be called if a player is perceived by the facilitator as blatant and intentional. Any player who commits a blatant and intentional foul will be removed from play for the remainder of the period.
2. A hand-ball will be called when a player (other than the goalie) touches the ball with any part of their arm, from the shoulder down. Facilitators will stop and award the opposing team control of the ball.

Other Rules:

1. There will not be any penalty kicks.
2. Heading the ball is not allowed.

No scores or standings will be kept. These games are strictly for fun.