

RULES FOR MICRO LEAGUE

Zero Tolerance:

All individuals responsible for a team and all spectators shall support the referee. Failure to do so will undermine the referee's authority and has the potential of creating a hostile environment for the players, the referee, and all the other participants and spectators.

Consequently, Bellingham Soccer has adopted and modified the following rules:

1. No one, except the players, is to speak to the referee during or after the game. Exceptions: Coaches may ask questions before the game, call for substitutions and point out emergencies during the game, or respond to the referee if addressed.
2. Absolutely no disputing calls, during or after the game, no remarks to the referee to watch certain players or attend to rough play. NO YELLING at the referee, EVER, and no criticism, sarcasm, harassment, intimidation, or feedback of any kind during or after the game.
3. Violators may be ejected and are subject to disciplinary action by the Bellingham Soccer.
4. If coaches or spectators have questions regarding particular calls, rules, or a referee, or wish to give feedback regarding a referee, please direct this to your Town Director or Town Referee Coordinator for the game in question via www.bellinghamsoccer.org.

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General Rules:

Games will have four 12 minute periods with a 3 minute break between excluding the half, which will be 5 minutes. Three minute break between periods

Size 4 ball will be supplied by BSA and handled by ref

No standings and/or Score is kept

Substitutions are made on the fly

No goalie, just offense and defense with four players on the field at one time. No player is allowed to handle the ball in the zone of neutrality.

When ball goes out of bounds to restart is a kick in. Ref will help explain throw ins and corner kicks and goal kicks. Coaches should encourage different players to try each of these field operations.

The field is 30 yards wide X 40 yards long. There will be hash marks at the center line and 10 yard line respectively.

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Restarts:

Goal/Kickoff

The opposing team remains behind their 10 yard line.
All other players need to remain on their half.

Corner kick

Players are allowed to roam throughout the field. The kicker has the option to dribble the ball in or kick it.

Goal Kick

The team with possession has the ability to dribble it from the zone of neutrality or pass.
All opposing players need to remain in their half until first touch.

Infringement of Neutral Zone

Defender touch ball: A PK will be awarded from the center of the 10 yard line.
Attacker touch ball: A Goal Kick is awarded.

Revised 3-4-12