



## CSAA 4<sup>TH</sup> GRADE SOCCER SPECIAL RULES

CSAA Soccer adheres to the National Federation of High School Rules except for the special rules listed below. All CSAA teams must also abide by all policies and procedures in the CSAA Handbook.

**Official Rosters** must be turned in to the CSAA office before the first league game. Any additions must be communicated to the CSAA office in writing and the coach must be certain the roster is current at all times. Changes shall also be reported to the league manager for league games. **Players may be added** to the roster at any time during the regular season. No additions may be made to the roster after the end of the regular season. Make sure to have enough players on the roster for post season play.

**Approved shin guards** must be worn at all times, and they must meet the standards outlined in the NFHS rule book. **Team socks shall be one solid color, and all be the same.** See the NFHS rule book for further details and information.

The **official ball** for the 4<sup>th</sup> grade divisions is size 4, SS4 or LE 40.

**4<sup>th</sup> Grade Division** games will consist of eight (8) players and a team must have seven (7) players to start a game. This division will not have league standings and no post season tournament. The CSAA considers this league a non-competitive league and encourages equal playing time for all participants.

**New for 3/4th grade** - "No intentional heading of the ball allowed at the 4th grade level. Play is restarted at spot of infraction by opposing team. If inside goal area the ball is placed on goal area line parallel to goal line nearest to spot of infraction."

**Offside Rule** – Offside is not called at this level unless blatantly obvious as determined by referee discretion. This **is not** an arguable call!

**Mercy Rule** - does not apply to the 4<sup>th</sup> grade division.

**Game Times** are listed on the schedules. There will be a maximum of 10 minutes from the regular scheduled starting time as a grace period before a forfeit is called. The **4<sup>th</sup> Grade Division** will play 20-minute halves with a 5-minute half time break.

### **Only 3 coaches allowed on the sidelines during CSAA games.**

A player or coach disqualified or **receiving a Red Card** related to a CSAA soccer game automatically receives a one game suspension. The disqualified party must also contact the CSAA soccer director and the CSAA Executive Director for re-instatement before they are allowed to play or coach again in any CSAA sponsored event. A **disqualified player** must remain in the bench area and under the close control of the coach for the remainder of the game. A **disqualified coach** must leave the immediate facility. Any coach who remains in the viewing area of the game for any period of time after receiving the red card will be suspended indefinitely.

If a head coach receives a Red Card, **there must be an official assistant coach available** for the game to continue. The assistant coach must be certified with a coach's code form on file and be listed as an

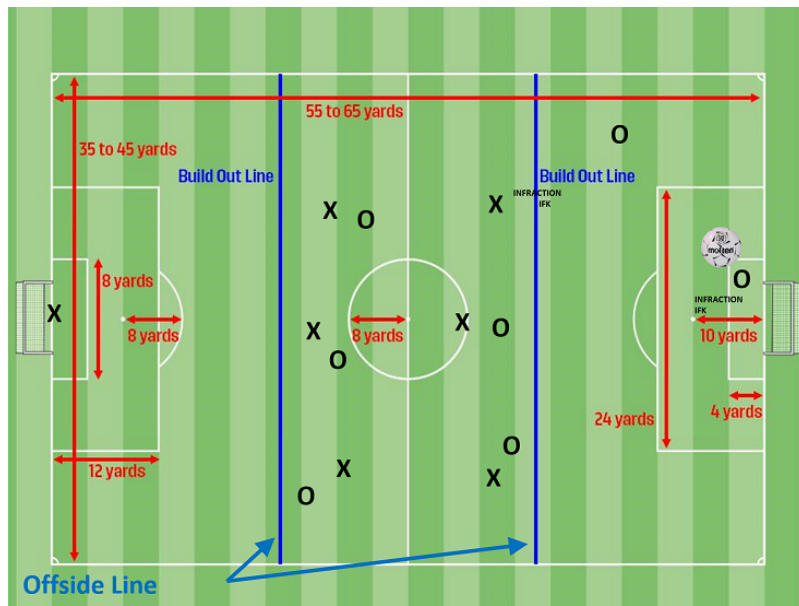
assistant on the roster. If an official assistant coach is not present, the game will be terminated and be considered a forfeit by the offending team.

Only players and coaches are permitted in the technical area as defined in the rulebook. When the technical (bench) area is not marked, lines defining the area shall be assumed to exist. Players and coaches are required to stay in the area for the duration of the game.

### **Build Out Line:**

**Line WILL NOT need to be marked on your field**

**Officials will establish placement with coaches**



- The spirit of this rule is to encourage 3rd/4th grade teams to learn how to play the ball forward from the first third. Traditionally keepers have been able to just punt the ball across the midway line which was a detriment to the players learning how to progress the ball forward from defense to mid field to the attackers.
- When the goalkeeper (Team O) has the ball in his/her hands during play, the opposing team (Team X) must move behind the build-out line until the ball is released from the goalkeeper's possession and crosses the penalty area.
- Once the opposing team is behind the build-out line, the goalkeeper can release the ball by passing (NOT dribbling), throwing, or rolling the ball to a teammate who is on his/her side of the build-out line or beyond the build-out line.
- PUNTS and DROP KICKS are not allowed from the keeper.
- After the ball is released from the goalkeeper's possession and crosses the penalty area, the opposing team may cross the build-out line and play resumes as normal.
- The goalkeeper releasing the ball from possession or the player taking the goal kick does not have to wait for the opposing players to move behind the build-out line.
- The play from the goalkeeper or from the goal kick can be played to a teammate beyond the build-out line.
- **2018 FALL Season UPDATE** - on Goal Kicks, the ball must be kicked and cross the penalty area before the opposing team can cross the build out line to attack the ball.