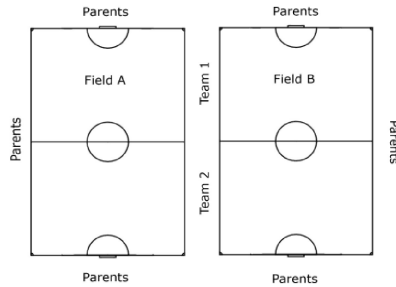


This section contains modifications to Laws of Soccer for Dribblers & Trappers.

Law 1 – Field of Play (Dribblers/Trappers)

Each team will play TWO simultaneous games on game day, each game being on a separate playing field.



Field Length: 25 yards to 35 yards. Field Breadth: 20 yards to 30 yards. Center circle: 4 yard radius. Only the center line and circle are drawn on the field.

There is no Penalty area. Instead, there is a 5-yard arc around each goal. No defender can be stationed in the arc area, however any and all players may enter the arc as play moves into the arc.

There is a 6 yard coaches and players area located between the two playing fields and this area is only for coaches and players.

Because fields are side by side, spectators are permitted behind the goal area.

Law 2 – The Ball (Dribblers/Trappers)

Ball size #3

Law 3 – The Number of Players (Dribblers/Trappers)

A match consists of 2 games played simultaneously on 2 separate playing fields between the same 2 teams. Each team will field 4 players for each game. There are NO GOALKEEPERS.

Substitutions are at any stoppage of play and are unlimited. All players shall play a minimum of 50% and as close as possible to the same amount of time. Coaches are not allowed on the field during play of the game. If a team's roster is fewer than 10 players, coaches can agree to play 3v3 games. Play shall not be stopped for an infringement of above.

Laws 5 & 6 – The Referees (Dribblers/Trappers)

One referee shall administer each of the two simultaneous soccer games. All infringements shall be briefly explained to the offending player.

Linesmen are not used in small sided games.

Law 7 – Duration of Game (Dribblers/Trappers)

The game will consist of two 20-minute halves.

Law 8 – Start of Play (Dribblers/Trappers)

Opponents must be at least four (4) yards from the ball at kickoff.

When a defending team, in their defending half has a restart the attacking team must retreat to the halfway line until the first touch of the ball. Restarts include goal kicks, free kicks and playing the ball in from the touch (side) line.

Law 10 – Methods of Scoring (Dribblers/Trappers)

No scores are kept or reported in 4v4 soccer.

Law 11 – Offside (Dribblers/Trappers)

There is no offside in the 4v4 small sided program.

Law 12 – Fouls and Misconduct (Dribblers/Trappers)

All intentional fouls will result in a direct free kick (DFK). (See Law 13-Free Kick) Slide tackles are considered dangerous play and are not allowed. The referee will explain ALL infringements to offending player(s). No Cards are shown for misconduct, but a referee can require a player to be substituted temporarily out of the game if they commit a cardable offense.

Law 13 – Free Kick (Dribblers/Trappers)

All kicks are direct and all opponents are at least four (4) yards from the ball until it is in play. Deliberately striking the ball with a player's head is considered dangerous play and is not allowed.

Law 14 – Penalty Kick (Dribblers/Trappers)

No penalty kicks will be awarded or taken during the game.

Law 15 – Throw-In (Dribblers/Trappers)

When the ball goes out of bounds, the game is restarted with a kick-in or dribble-in by the attacking team. There are no throw-ins in 4v4 small sided games.

Law 16 – Goal Kick (Dribblers/Trappers)

The ball should be placed 5 yards into the field of play, from the spot the ball crossed over the goal line. The opponent will fall back to mid field until the ball has been kicked.

Law 17 – Corner Kick (Dribblers/Trappers)

The ball should be placed in the appropriate corner spot for corner kicks.