

U9 (1st and 2nd Graders)

4v4 Player Development Philosophy

- While playing, everyone should participate a minimum of 50% of the time
- With 4 players on the field, **having 6 players on each "team" when the "game" is played helps maximize participation and engagement.** **Max roster of 8 players**
- Remember that safety and fun are the top priorities so make adjustments as needed to ensure both are being promoted

4v4 Concussion Initiative

- Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed
- If the player leaves the field of play for additional evaluation, a substitution can be made in that moment
- The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
- Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game (since there is no referee in 4v4, this responsibility falls to the coaches and parents involved).
- **NO HEADING, NO PUNTING**
- If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense

4v4 Build Out Line (set at midfield)

- The opposing team must move behind the build-out line during a goal kick until the ball is put into play
- Once the opposing team is behind the build-out line, the PLAYER can pass the ball.
- After the ball is put into play by the player, the opposing team can cross the build-out line, and play resumes as normal

4v4 Box rule

- **New rule: U9 division box replaced by arch (6 feet).**
- **The players are NOT ALLOWED to be in the arch.**
- When the opponent's player kicks the ball toward the goal and the home player touches the ball in the arch, the goal will be awarded to the opponent's team.
- During the play, when the ball stops in the arch, the goal kick is awarded to the home team.
- **ALSO, WE ENCOURAGE PLAYERS NOT TO STAND ON THE TOP OF THE arch AND BE MORE ENGAGED**

4v4 Standards of Play

- Size 3 ball
- 4v4 **(no goalkeepers)**
- Shin guards are required.
- Substitutions are unlimited and can occur at any time
- 4 quarters (no more than 10 minute quarters)
- 2 minute breaks between quarters, 5-minute half time break
- Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
- Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner
- All free kicks are indirect (a goal cannot be scored directly from the kick)
- Opponents should be 12 feet away from the ball on all restarts
- No penalty kicks
- No offside
- Registered and certified referees are not needed at this level

- If there is no certified referee, coaches are expected to manage the game environment from the touchline using these standards of play and their best judgement

- Together, coaches and parents are expected to create and promote a fun and safe environment for the players



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