

MSI 2nd Grade Program Coaches “Cheat Sheet”

Note: it is suggested that coaches meet with the referee prior to the start of each game, and review the Game Logistics and Game Rules with them, since they obviously are different than regular FIFA Laws of the Game that are used for the older kids’ games that they typically referee. MSI typically trains Junior Referees in the specific rules for the 2nd grade program, but the Covid-19 pandemic has necessitated the use of adult referees for all games rather than any youth.

Setup Requirement:

- Bring 2 bags of PUGG goals and 1 Stake Bag to the field
- Place 4 PUGG goals into position (2 at either end of the field, on the end lines, centered on the 4-yard by 2-yard Goal Area)
- Open Stake Bag, and use 2 stakes to anchor each goal into place (place the stakes on the back rim of the PUGG goals, approximately 1/3 and 2/3 of the way around)
- Hammer the stakes into the ground such that no sharp edges protrude, but not so deep that they are impossible to remove
- Please avoid driving the stakes “through” the fabric of the PUGG goals; rather, “gather” the fabric a bit, then run the stake through holes in the netting and have the curved portion of the stake go over the rim of the PUGG goal to hold it down

Takedown Requirements:

- Remove stakes from 4 PUGG goals and place all into the Stake Bag, along with the hammer
- Fold up the 4 PUGG goals, and place 2 into each of the PUGG goal bags (place the 2 goals into the bag at the same time, not one after the other)
- Take the 2 bags of PUGG goals and the 1 Stake Bag home; bring it back the next week and “Setup” the field for the first game of the day.

Game Logistics (abbreviated version):

- 7v7, no goalkeepers
- 4 quarters of 10 minutes each; 2-minute break between quarters, and 5-minute break at halftime
- Kickoffs alternate each quarter
- Defend one end of the field for the 1st half, switch ends for the 2nd half
- Players may not “camp out” as pseudo-goalkeepers in front of the goals

Game Rules (abbreviated version):

- Offside law is suspended (will NOT be used)
- Kick-in’s will be used when the ball crosses the sideline (NO throw-in’s)
- Referees will call “obvious fouls”, while trying to let minor infractions go and keep the game flowing for the kids, recognizing that players this age are still learning to control their bodies
- Free kicks will be “indirect”, meaning that a goal may not be scored on the first kick of the ball
 - Exceptions are that goals may be scored “directly” from kickoffs, corner kicks, and penalty kicks (just like “the real game”)

- Defending players must be 8 yards away from the ball on kick-in's and free kicks (if the free kick is to occur closer than 8 yards to the Goal Areas, the free kick should be backed up to an 8-yard distance)
- Corner kicks will be taken from the "Center Arc", in between the two PUGG goals (this avoids massive clustering of players, and introduces another element of "thinking" for players)
- Goal Areas as an "exclusion zone" ... in order to provide an enhanced opportunity to score goals, there will be a 4-yard by 2-yard Goal Area painted in front of each goal, which shall double as an "exclusion zone". Players may not enter the exclusion zone before the ball does AND subsequently kick the ball; however, they may "follow the ball" into the zone and either kick it into the goal or clear it away.
- Substitutions no longer are "on the fly"; rather
 - Goal Kicks, Corner Kicks, and Kickoffs ... both teams may substitute, with the permission of the referee
 - Kick-in's ... the team in possession may substitute, with the permission of the referee; if they do stop the game for a substitution, the other team may also substitute
- Penalty Kicks ... will be awarded in two situations
 - If a foul is committed on a "breakaway" or "clear goal-scoring opportunity"
 - If a defending player enters the Goal Area before the ball enters, and subsequently clears out a ball that the referee believes had a good chance to go into the goal
 - Penalty Kicks shall be taken from the penalty spot, and are "dead ball" situations; if the goal is scored, play re-starts with a kickoff; if the shot is missed, play re-starts with a goal kick