

MCRC

Mustang In-House Soccer

Mini-Kicks Soccer Program

The Mini-Kicks Soccer Program is a Development Soccer Program run by the Maryland City Recreation Council (MCRC). The Mini-Kicks Soccer Program is divided into two different age groups – (Please Review the Rules Below for Each Age Group):

- 3-4 year old age group – Developed as an introduction to Soccer for players that are 4 years of age and under – All Players are Pre –school aged.
- 5-6 year old age group – Developed for players that are 5 or 6 years of age and have been introduced to the sport of soccer – All Players are in Kindergarten, First Grade and sometimes second (depending on their age as of Sept 1st) .

Note to Coaches:

The Mini-Kicks Soccer Program is an Instructional Soccer Program – The players should be developing their soccer skills as well as their sportsmanship. Be a good role model for both your players and the players on the other teams.

Reminder to All Coaches – Please make sure all Soccer Goals are secured so that they do not tip over during games and practices.

Team Mascots are encouraged...But Team Mascots MUST remain on the Team Sideline During the Games...DO NOT place, attach, sit, or hang a mascot in/on/to any soccer goals before, during, or after games...Even though the mascots encouraging one team – They are distracting the other team.

If you have any questions on concerns – Please Contact the Mini-Kicks Soccer Coordinator: John Venit (301) 725-7711 / E-Mail is my Best Contact - dpws@aol.com

Rules of Play:

3-4 Age Group

- Play will consist of 5 players vs 5 players including goalies (Play can be 4 vs 4 depending on how many players from each team are at the game) – **Exception: If one team has 7 players at the game and the other team has 4 players – Then you will play 5 vs 4.**
- Equipment: Size 3 ball
- Player Equipment: All players must wear uniforms (Shirts) of the same color, shin-guards and socks that cover the shin-guards, cleats are optional (Baseball cleats or cleats with a center toe cleat are prohibited) – A player equipment check will be performed during team warm-ups by the Team Head Coach.

- One coach per team (usually head coach) will be permitted on the field at a time. Coaches should meet before the start of the game to verify the rules. The coaches must stay near the sideline and will not be permitted in the middle of the field (These coaches will also share duties of the referee). In addition, each team should also use assistants as follows:
 - One assistant coach be placed behind or next to the goal to instruct the defense and goalie
 - One assistant coach to be on the sideline with the extra players and to be responsible for making substitutions
 - One Team Manger who organizes the team snack, ensures reports are sent to the local newspapers, and makes phone calls (or Sends Emails) to the players when a game is cancelled due to bad weather conditions
- The referees (Head Coaches) will use a whistle to start and stop play during a game. The referee is expected to stop play for safety reasons and to instruct players.
- The referee will stop play for throw-ins, corner kicks, goal kicks, and intentional handballs (**BUT The Clock will continue to Run**). The referee will also stop play as soon as the goalie touches the ball.
- In addition, the referee will stop play for intentional fouls such as pushing or tripping. If a player is involved in an intentional foul – The referee/coach **MUST** explain the foul to the player and the ball will be put back in play by the opposing team (usually by a free kick or a throw-in)
- Penalty shots will **NOT** be permitted!
- **Games will be four periods and each period will be 6 minutes (continuous clock) – Do Not Stop the Clock unless there is a time-out or an injury.**
 - Warm-Up: 10 minutes
 - Quarter 1: 6 minutes
 - End of Quarter Break: 2 minutes
 - Quarter 2: 6 minutes
 - Half Time: 5 minutes (Switch Goals)
 - Quarter 3: 6 minutes
 - End of Quarter Break: 2 minutes
 - Quarter 4: 6 minutes
- Games **MUST** start on time and end on time (Note: A 10 minute warm-up period has been factored into the schedule – a game scheduled for 11:00 am game must start play by 11:10 am.
- Each coach may take a 1 minute timeout each period for substitutions.
- Every player **MUST** play at least ½ of the game...at least one quarter must be played on offense.
- Game Scores will not be kept and all 3-4 games will end in a tie.
- All games will end by players shaking hands at midfield and congratulating the other team.
- Safety, Sportsmanship, Instruction, and Fun are our biggest concerns.

5-6 Age Group

- Play will consist of 7 players vs 7 players including goalies (Play can be 5 vs 5 depending on how many players from each team are at the game) – **Exception: If one team has 12 players at the game and the other team has five players – Then you will play 7 vs 5.**
- Equipment: Size 3 ball
- Player Equipment: All players must wear uniforms (Shirts) of the same color, shin-guards and socks that cover the shin-guards, cleats are optional (Baseball cleats or cleats with a center toe cleat are prohibited) – A player equipment check will be performed during team warm-ups by the Team Head Coach.
- The Mustang Soccer Program will provide Referees for the 5&6 games. Coaches should meet with the Referee before the start of the game to verify the rules. The coaches must stay on the sideline and will not be permitted on the field. In addition, each team should also use assistants as follows:
 - One Coach and/or (a Parent) is permitted next to or behind the goals. This Coach **must** stay off of the field of Play!
 - One Team Manager who organizes the team snack, ensures reports are sent to the local newspapers, and makes phone calls (emails) to the players when a game is cancelled due to bad weather conditions.
- The referees will use a whistle to start and stop play during a game. The referee is expected to stop play for safety reasons and to instruct players.
- The referee will stop play for throw-ins, corner kicks, goal kicks, and intentional handballs. The referee will also stop play as soon as the goalie touches the ball.
- In addition, the referee will stop play for intentional fouls such as pushing or tripping. If a player is involved in an intentional foul – The referee/coach **MUST** explain the foul to the player and the ball will be put back in play by the opposing team (usually by a free kick or a throw-in)
- Penalty shots will not be permitted!
 - **Games will be four quarters and each quarter will be 10 minutes (continuous clock) – Do Not Stop the Clock unless there is a time-out or an injury.**
 - Warm-Up: 10 minutes
 - Quarter 1: 10 minutes
 - End of Quarter Break: 1 minute
 - Quarter 2: 10 minutes
 - Half Time: 5 minutes (Switch Goals)
 - Quarter 3: 10 minutes
 - End of Quarter Break: 1 minute
 - Quarter 4: 10 minutes
- Games **MUST** start on time and end on time (Note: A 10 minute warm-up period has been factored into the schedule...a 10:00 am game must start play by 10:10 am).
- Each coach may take a 1 minute timeout each period for substitutions.
- Every player **MUST** play at least ½ of the game...at least 10 minutes **MUST** be played on offense.
- **Game Scores will NOT be kept**

- All games will end by players shaking hands at midfield and congratulating the other team.
- Safety, Sportsmanship, Instruction, and Fun are our biggest concerns.

Note:

Team Volunteers – Each team also needs at least two Assistant Coaches to help the Head Coach with Practices and Games and a Team Manager to coordinate after game snacks/drinks and to contact the players in case a game is cancelled.