

# Scooter Shooters Simplified Rules

Scooter Shooters is a fun division; however, it is also challenging for our coaches. Players in the Scooter Shooters division should be learning how to properly kick a soccer ball (passing and “scoring”), they should be learning to keep the ball in play, and they should be learning to keep their arms down and hands to themselves. Please do your best to give them a positive path forward by teaching them what the penalties are, without enforcing free kicks and penalty kicks. Players should also learn to respond to a coach’s whistle and begin learning to spread out.

Regarding **Law 3: Number of Players**; players often lose interest quickly. While we do our best to adhere to Law #3, please understand that players may run off the field, it is up to the player’s parent to assist the coach in helping the player back to the field. If a parent cannot help their player back to the field, it is unlikely that each player will receive an equal amount of playing time.

## Law 1: Field of Play (in yards, adjusted to availability)

- 15 yds X 25 yds; approximate
- Approximately equal to the U12 Penalty Area

## Law 2: The Ball

- Size 3 Soccer Ball

## Law 3: Number of Players

- 4v4; no goalies
- All players should have equal playing time
  - o Exceptions to the Law:
    1. A player arrives late
    2. A player becomes injured
    3. A player is not wearing proper soccer equipment (see Law 4)
    4. See the note at the beginning of this document regarding playing time
- Substitutions welcome at any time
- For every four goals a team is ahead, the opposing team may add an extra player; up to 2 players may be added

## Law 4: Player Equipment

- Players must wear
  - o Shoes (tennis shoes or cleats)
  - o Shin guards
  - o Socks (completely covering shin guards)
  - o Shirt
  - o Shorts
  - o NO JEWELRY (of any kind, unless medical alert taped to body)

- NO RIGID CASTS allowed
- NO HATS

### Law 5: Referee

- No assigned referees
- Only 1 coach from each team may be on the field to assist players in keeping the ball in the area of play and to direct their team

### Law 6: Assistant Referee

- No assistant referees assigned or used in Scooter Shooters

### Law 7: Duration of Game/Session

- Each session is no longer than 1 hour long
- Each session contains 30 minutes of practice followed by a 30 minute scrimmage

### Law 8: Start and restart of Play

- Ball at approximate center, players on their own side of the half, coach blows whistle to signal start of play
- Player taking kick-off may only kick the ball once and may not touch the ball again until another player touches the ball
- NO dropped balls

### Law 9: Ball in and out of Play

- Ball is out of play when it COMPLETELY crosses the touch line or the goal line
- Coach may roll ball back into play provided the roll does not give their team advantage

### Law 10: Method of Scoring

- Ball must completely cross the goal line between the goal posts for a goal to legally count

### Law 11: Offside

- Not enforced

### Law 12: Fouls and Misconduct

- There are no fouls in Scooter Shooters
- It is the coaches and parent's commitment to direct their players to keep their hands to themselves and to not be too aggressive on the field
- **Parents should help their child's coach direct their players to keep their hands to themselves and to not be too aggressive on the field**

### Law 13: Free Kicks

- All kicks are direct
- Opposing players to be at least 3 yards from the ball during a free kick

### Law 14: Penalty Kick

- Does not apply to Scooter Shooters

### Law 15: Throw-in

- Does not apply to Scooter Shooter

### Law 16: Goal Kick

- Does not apply to Scooter Shooters

### Law 17: Corner Kick

- Does not apply to Scooter Shooters

### Scooter Shooters Director Contact Information

You can contact our Scooter Shooters Director, Sarah Lanyon, via email at [CoachSarah313@gmail.com](mailto:CoachSarah313@gmail.com). Turnaround time for most emails is 24-48 hours.