

U6

Laws of the Game

1. The Field - Length no more than 30 yards nor less than 20 and its width not more than 20 yards nor less than 15 yards.

2. The Ball - size 3.

3. Number of Players - U6 plays 3v3. Teams may be co-ed and EVERYONE plays a minimum of 50% of the game. Players are required to attend 50% of practices to be eligible for 50% of game time. Short sided teams must play with an equal number of players on the field. Substitutions are allowed any time the ball is out of play *and* with the referee's permission.

4. Players Equipment - Players will dress in appropriate attire according to the weather, but must have their team shirt, socks and a good pair of running shoes. Soft-cleated soccer shoes may be worn. No shoe with a front toe cleat may be worn at any time. Shin guards are required for safety reasons and must be covered by a pair of high socks.

5. Officials - The Official's job is to keep the playing environment FUN, SAFE and focused on the child.

In addition officials keep time, enforce the rules, stop and restart the game. When the official stops the game because of a foul, ball out of play, goal or another reason, they will take the time to explain to the players why! This is their first experience with soccer, too, and the BEST time to educate all on the Laws of the Game.

6. Assistant Referees - Not used in the small sided game.

7. Duration of the Game - Four (4) eight minute quarters with two minute break between quarters and a five minute rest period at the half.

8. Start of Play - All players must be on their own half of the field with one team kicking off.

Before the game decide who will kick off to begin the game and then change the kick off team at the beginning of half. Kick off is intended to ensure possession and should go forward to a teammate. The ball is not kicked to the other team.

9. Ball In and Out of Play - When the WHOLE of the ball goes over the WHOLE of the boundary line, the ball is out of play.

10. Method of Scoring - A goal is scored when the WHOLE of the ball goes over the WHOLE of the part of the goal line into the goal. **In U6 score will not be kept.**

11. Offside - Offside is not used in the small-sided games.

12. Fouls and Misconduct - Fouls can and will occur even at this level. All fouls shall result in an **indirect free kick** with opponents at least 3 yards away.

- Kicks or attempts to kick an opponent.
- Trips or attempts to trip an opponent.
- Charges an opponent
- Strikes or attempts to strike an opponent

- Pushes an opponent
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
- Holds an opponent
- Handles the ball deliberately
- Plays in a dangerous manner; high kicks, laying on the ground, etc...
- Impedes the progress of an opponent.
- Slide tackles

Soccer is a contact sport and each action is dealt with as it occurs.

13. Free kicks - All free kicks will be indirect. That means a goal may not be scored until the ball has been played or touched by a second player from either team. All opposing players should be 3 yards away until the ball is played.

14. Throw-in - When the ball goes completely over one of the longer boundary lines last touched by a player on team "A", a player on team "B" shall throw the ball back into play. Once the ball is thrown in, a second player from either team must touch the ball prior to the in-bounding player.

15. Goal Kick - All goal kick situations will be brought to the corner and will be treated as a corner kick. Goal Kick – (This rule does not currently apply for U6.) If the team attempting to score a goal, kicks the ball over the goal line outside the goal posts, the opposing team puts the ball back into play with a goal kick. The kick can be taken anywhere in the goal box, kicked in any direction, and opposing players must stay 5-6 yards away.

17. Corner Kick - Use an indirect free kick with the opponents at least 3 yards away. If the team defending against a goal being scored, kicks the ball over the goal line outside the goal posts, the opposing team puts the ball back into play with a corner kick.

ALL REFEREE DECISIONS ARE FINAL.

