

## **MCYSA U-6 Soccer Rules (Fall 2006)**

### **Law 1-The Field:**

- A. Dimensions: The field of play shall be rectangular, its length shall be 75 feet and its width shall be 60 feet.
- B. Markings:
  - a. Distinctive lines not more than (5) inches wide.
  - b. A halfway line shall be marked out across the field.
  - c. A center circle with a four (4) yard radius.
  - d. Four corner arcs each with a two (2) foot radius.
  - e. Goal area: None
  - f. Penalty area: None
  - g. Flag posts: None
- C. Goals: The size of goals shall be 5 x 10 feet

### **Law II-The Ball: Size three (3)**

### **Law III-Number of Players:**

- A. Maximum number of players on the field at any one time is three (3).
- B. There are NO goalkeepers
- C. Substitutions:
  - a. Injuries
  - b. Only at the start of a new quarter.
- D. Playing time: Each player SHALL play a minimum of 50% of the total playing time
- E. Teams and games may be coed

### **Law IV-Players Equipment:**

- A. Footwear: Tennis shoes or soft-cleated soccer shoes
- B. Shin-guards are mandatory.
- C. No Jewelry is allowed (Including necklaces, rings, bracelets, rubber bands and earrings)

### **Law V-The Referee:**

- A. Both teams are allowed to have one representative (Parent/Coach) on the field during the game. The representative is not allowed to interfere with play.
- B. Only one of the representatives on the field will function as the referee. Teams will alternate referee duties. (For example, Team 1's representative will function as the referee during the first and third quarters. Team 2's representative will referee the second and fourth quarters.)
- C. All rule infractions shall be briefly explained to the offending player and a "Do-over" encouraged.
- D. A certified referee will function as a field coordinator and be available to answer any questions.

**Law VI-Assistant Referees:** None.

**Law VII-Duration of the Game:**

- A. The game shall be divided into four (4) equal, eight (8) minute quarters.
- B. There shall be two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four.
- C. There shall be a half-time break of five (5) minutes.
- D. Quarters may be shortened in duration to accommodate weather conditions.

**Law VIII-The Start of Play:**

- A. A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.
- B. The other team takes the kick-off to start the match.
- C. In the second half of the match, the teams change ends and attack the opposite goals.
- D. Opponent must be four (4) yards from the center mark while kick-off is in progress.
- E. A goal may be scored directly from the kick-off.

**Law IX-Ball in and Out of Play:**

- A. The ball is out of play when:
  - a. It has wholly crossed the goal line or touch line, whether on the ground or in the air.
  - b. Play has been stopped by the referee.

**Law X-Method of Scoring:**

- A. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

**Law XI-Off-Side:** None.

**Law XII-Fouls and Misconduct:**

- A. The following actions are considered fouls:
  - a. Deliberately kicking or attempting to kick an opponent
  - b. Deliberately tripping or attempting to trip an opponent
  - c. Charges an opponent
  - d. Deliberately striking or attempts to strike an opponent
  - e. Deliberately pushes an opponent
  - f. Deliberately holds an opponent
  - g. Spits at an opponent
  - h. Deliberately "Hands" the ball
- B. No cautions or ejection's shall be issued to players except by an independent neutral referee.
- C. All fouls shall result in a direct free kick.

**Law XIII-Free Kicks:**

- A. All free kicks are direct
- B. The kicker cannot touch the ball a second time until it has touched another player.
- C. If the ball is kicked into the opponent's goal, a goal is awarded.
- D. Opponents must be 4 yards from the ball until it is in play.

**Law XIV-Penalty Kicks: None**

**Law XV- Kick-In/Throw-In:**

- A. A kick-in is awarded when the whole of the ball passes over the side line.
- B. Kick-ins shall be used instead of throw-ins to put the ball back in play.
- C. The kick-in should be taken on the side line at the nearest point from where the ball was retrieved.
- D. Kick-in is considered as a direct free kick with the opponent four (4) yards away from the ball until it is in play.

**Law XVI-Goal Kick:**

- A. The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved.
- B. Opposing players must be four (4) yards away from the ball until it is in play

**Law XVII-Corner Kick:**

- A. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line and a goal is not scored in accordance with Law 10.
- B. The ball is placed inside the nearest corner arc.
- C. Opponents must be four (4) yards away from the ball until it is in play.
- D. The kicker cannot touch the ball a second time until it has touched another player.

**US Youth Soccer Recommendations**

- Opposing coaches and players should shake hands after each game.
- Spectator and team benches should be on opposite sides of the field.
- No alcoholic beverages or tobacco products will be consumed or allowed near the playing area.
- No slide tackles to be allowed in this age group.
- Parent/coaches, non-participating players and spectators should be there to enjoy and encourage the activity of the youngsters.
- No score or standings should be kept.

Team organization:

- A. Each team splits into two teams and plays on fields side by side against an opposing split team.
- B. Maximum roster size is 12 players.
- C. The coach will assign which field each child will play on prior to the game starting. Moving players from one game to another is allowed only if the opposing coach agrees and must be approved by the field coordinator.
- D. The coach shall refrain from playing his/her best players together on one field. Remember, the object is not to score the most goals but to have fun.