

Littleton Soccer Club

6 v 6 Rules of Play

(Revised 2/2007)

Dimensions

- 6 v 6 field of play is rectangular with length being 45 - 55 yards and the width being 25 - 35 yards.

Markings

- Fields will be marked with touchlines (sidelines), goal lines (end lines) and a goalkeeper's area. The goal box area is marked and goalkeeper will be allowed to use their hands ONLY inside the box. In the event that the goalkeeper handles the ball outside of the box the opposing team will be awarded a free indirect kick. We STRONGLY encourage that each player play at least one half of one game in the goal during each season but NO MORE than 4 halves during any one season. U8 is MUCH too young of an age group to force one player to play in the goal too often. We encourage all players to try the position for their own development.

Size of Goal

- The goal shall be 6 feet tall and 16 feet wide. (Please note that for fall 2006 season only we will be using 8v8 size goals which are a little larger than the above mentioned dimensions. We are working with our field providers to correct this by the spring 2007 season.)

The Ball

- U4 – U8 players play with a size 3 ball

Number of Players and Roster Sizes

- U8 teams play with 6 players on the field for each team 5 field players and one goalkeeper. A maximum of 10 players on a roster.

ALL PLAYERS MUST GET AT LEAST 50% PLAYING TIME EACH GAME!!

Duration of Game

- 6 v 6 teams shall play **TWO** 20 minute halves with a 5 minute halftime. **PLEASE NOTE THAT THE CLOCK IS RUNNING. THERE ARE NO TIME OUTS OR STOPPAGES WITH THE CLOCK.** The goal is to have a consistent progression for players as they advance to older age groups which also play two halves with a short half time. As noted above, all players will get ample playing time as rosters are limited to 6 players. We recommend that players show up 15– 20 minutes before game time.

- Please be considerate to the teams that follow you, here is a timeline for a 9:00am game start time:
 - 8:40 – 8:55 players arrive at fields
 - 9:00 – Kickoff, clock starts and runs continuously until half time
 - 9:20 - Half time, players come in get water and ready to go!
 - 9:25 - Clock begins for second half
 - 9:45 – Game over players shake opponents hands, get snacks etc.
 - 9:55 – All parents and players should be off of the field to allow the next two teams to begin warm-up.

Substitutions

- Substitutions are allowed on ANY stoppage of play, with the exceptions of fouls/infractions. This is to ensure that players get equal playing time. It is NOT however recommended that coaches substitute more than every 8 or 10 minutes so that each player gets into the flow of the game. Coaches are allowed to substitute on any of the following stoppages;
 - When the ball has gone out of play including goal kicks, corner kicks and throw-ins from the side. Both teams can substitute on either team's restart. After a goal has been scored by either team

Fouls and player misconduct

- In the event that a player commits a foul such as a hand ball, push or any other infraction. We recommend that the referee or 'facilitator' give the player positive and calm feedback before considering calling a FOUL on a small child. BUT in the event that a foul is called, ALL restarts and free kicks will be INDERECT. There are no penalty kicks or direct free kicks for 6 v 6 teams.

Uniform

- Littleton Soccer Club is sponsored by Adidas and our uniform provider is Soccer Stop. Players are required to wear the official Littleton Soccer Club uniform. Individual teams cannot purchase tank tops or other t-shirts printed with team names etc. all teams/players are required to wear the club jersey. Under **NO CIRCUMSTANCES** should youth players wear uniforms or any other equipment with his/her name printed on the outside. This is for you child's safety.
- Players are not permitted to wear hair control devices with hard parts, jewelry of any sort or any other item that may be dangerous.
- Players are **CONDITIONALLY** permitted to wear the following;
 - Religious medals or medical tags which are taped to the body
 - Splints, casts, braces or other joint support devices that, on both coaches' opinion are not dangerous and/or are padded with pliable material to eliminate the dangerous condition.
- Footwear; molded soccer cleats or tennis shoes are permitted. No sharp edges allowed.
- Shin guards are **MANDITORY** during all games and practice sessions. Socks must completely cover the guards.

Ball in and out of play and restarts

- The ball is out of play only when it has wholly crossed the goal line or touch line, whether it is on the ground or in the air.
- All free kick restarts will be **INDERECT** meaning that before the ball goes into the goal one other player must touch the ball in order for the goal to count.
- **Throw-ins** – A throw-in will be awarded to the opponents of the player who last touches the ball before the entire ball passes over the touch line (sideline), either on the ground or in the air. Any player on the team may take the throw-in. The ball may be thrown in any direction from the point where it crossed the line. The player will use both hands with equal force and will throw the ball from behind and over the head in one movement while keeping both feet on the ground. A part of each foot shall either be on the touch line or on the ground outside of the touch line. The ball is in play when any part of the ball crosses the plane of the touch line. The player taking the throw-in may not play the ball until it has been touched by another player. A goal shall not be scored direct from a throw-in. An improper throw-in shall result in a restart by the same player after the referee gives the player a warning and some guidance. In the event that the player does not follow proper throw-in mechanics on the second try then the throw-in will be awarded to the opposing team. It is helpful for players to get some feedback such as “keep your feet down” or “use both hands” etc. The goal is to teach players not penalize them!
- **Goal Kicks** – When the entire ball passes over the goal line having last been played by one of the players on the **ATTACKING** team the result is a goal kick for the defending team. The player on the defending team is allowed to kick the ball from any point in the goal box, but we encourage that players set the ball on the top of the box furthest away from the goal that they are defending. We also encourage that you allow your goalkeeper to take all goal kicks. We also require that the defending team 10 yard away so that the player taking the goal kick has some success when restarting the play. The player taking the goal kick is not allowed to kick the ball twice; another player on either team must touch the ball after the restart. In the event that the player taking the goal kick kicks the ball twice, the referee should allow that same player to try again! In the event that the ball stops before it leaves the goalkeepers box the goal kick will be taken again. A goal is not allowed to be scored on a goal kick as all restarts are indirect.

(Note to coaches: Please allow your players to take the goal kicks from anywhere within the goalkeepers box. If you have a player who is very good at ball striking, ask them to move the ball back closer to their own goal for the kick. If you have a player who struggles with ball striking encourages them to more the ball all the way to the top of the goalkeepers box so they have success!!!)

- **Corner Kicks** – When the defending team kicks the ball out over their own goal line the result is a corner kick for the attacking team. The ball will be placed anywhere within a yard of the corner area for the kick. If another player from the defending or attacking team touches the ball after the corner kick and the ball goes into the goal, then the attacking team shall be awarded a goal. In the event that the ball goes in directly off of the kick, the goal shall not count as all restarts are indirect. Players on the opposing team shall remain a minimum of 5 yards away from the player taking the corner kick, once the ball has traveled the distance of its own circumference; any other player besides the player taking the corner is allowed to touch the ball. The player taking the corner kick is not allowed to touch the ball twice in a row, in the event that this happens the player shall be allowed to try a second corner kick.
- **Fouls**
 - All ages; no player shall kick, strike, trip, jump or knee another player. Players shall not intentionally touch with the intent to control the ball with their hand or arm. Players may make shoulder to shoulder contact (legal charging) while playing the ball. A player without control of the ball may not keep another player from playing the ball, this is obstruction. No player shall kick above the waist or otherwise play dangerously. In the event of an infraction, a free kick will be awarded.
 - **Please note that coaches and other adults are not allowed to be on the field or placed anywhere near the goal line. All coaches and spectators should be placed on the sideline at least 3 yards away from the sideline. We also encourage all adults to embrace that children in these young ages do commit fouls but many of these are due to a lack of body awareness and control not due to malice or intent. Fouls are common but for the most part not intentional.**

Passing Back to the Goalkeeper

When the ball is passed back by a teammate back to the keeper, the keeper is not allowed to pick up the ball with his/her hands, rather the goalkeeper must use his/her feet to pass or clear the ball. In the event that the keeper does use hands we ask that the referee give a warning and allowing the goalkeeper to take an indirect free kick from the point that the ball was handled. Each keeper shall get two warnings per game and after that an indirect free-kick shall be taken from the spot where the goalkeeper handled the ball. At the U9 level goalkeepers WILL NOT be given warnings, so we encourage all referees and coaches to ‘review’ but not obsess on this rule!

Offsides

- There are no offsides for the U5 – U8 age groups. There is NO NEED to introduce the concept to your players.