



## ***U6 Level - The Laws of the Game Modified***

### **LEARNING EXPECTATIONS**

1. Learn how to dribble a ball.
2. Learn how to pass the ball to another player.
3. Learn how to shoot the ball into the goal.
4. Learn how to keep the ball inside the playing field.
5. Learn how to throw the ball inbounds with both feet behind the touch line, using two hands on the ball and throwing overhead.
6. Learn the importance of playing nice – and not to kick, trip, hit, push, or hold another player.
7. Learn to play so others won't get hurt and not to say mean things to anyone.
8. Learn that soccer is a really fun game!

### **Equipment**

1. Shin guards, completely covered by socks, must be worn for all games and all practices.
2. All players must wear athletic shoes or soccer cleats (no toe cleat).
3. No boots or sandals will be allowed.
4. Size "3" soccer ball will be used for U6 games.
5. No jewelry is allowed. This includes but not limited to earrings, necklaces, rings, bracelets, bobby pins, watches or anything else the referee deems to be of danger to anyone on the field. You are also not allowed to tape over any jewelry for any reason.

### **Field**

1. 25-35 yds (length)
2. 15-25 yds (width)
3. Goals should be no larger than 4 feet (height) x 6 feet (width) and should be anchored securely to ground.
4. Corner flags are not needed

### **Games**

1. 4v4 (no goalkeepers)
2. Play consists of four (4) 10 minute quarters with 1 minute break between quarters; 5 minute halftime break.
3. Each player will play a minimum of 50% of the game.
4. Four-Point Rule: If one team is ahead by four points, the team that is behind can add a player to the field, up to two players. That player will be taken off the field as the point spread lessens. (i.e. Score of 6-2 = second team add 1 player, Score 7-2, second team = add 2 players) It is the coach's responsibility to know when a player needs to be added. The team ahead by four points may also place restrictions on their players such as passing 4 times before shooting on goal, only shooting with left foot, etc. The goal is to demonstrate good sportsmanship and not have blow out games.

### **The Referee**

1. Registered and certified referees are not needed at this level.
2. Since there is no referee, coaches are expected to manage the game environment from the field using these standards of play and their best judgement.
3. Together, coaches and parents are expected to create and promote a fun and safe environment for the players.

### **Start & Restart of Play**

1. Conform to FIFA, with the exception of distance due to the size of the field.
2. Players will be corrected following a two-touch start and allowed to re-kick.
3. Kick offs, throw ins, and corner kicks are used to start or restart play.
4. Kick-ins and/or dribble-ins are also acceptable in place of throw ins.
5. Corner kicks should be taken in the general vicinity of the respective goal or corner.
6. Opponents should be 10 feet away from the ball on all starts and restarts until the ball is in play.
7. Optional for U6: IYSA recommends using the “new ball” system in which all restarts come from the coaches on the field or touch lines acting as referees. Each coach carries 1-2 soccer balls and when the ball goes out of play then the nearest coach quickly initiates a “new ball” that is immediately in play.

### **Ball in and Out of Play**

Conform to FIFA

### **Offside**

There is no offside offense.

### **Free Kicks**

1. There are no free kicks.
2. There are no penalty kicks.

### **Throw In**

Both feet are behind the touch line on the ground, uses both hands, and delivers the ball from over his/her head. Kick-ins and dribble-ins are also acceptable in place of a throw in.

### **Substitutions**

A player may be replaced at any time without a stoppage in the game.

### **Scoring**

No official score or standings will be kept or recorded.

### **Travel**

Travel should be minimal and players should not be participating in tournaments, showcases, etc. at this level.

### **Concussion Initiative**

1. Deliberate heading is not allowed in 4v4 games.
2. If a player deliberately heads the ball in a game, a throw in should be awarded to the opposing team from the sideline closest to the spot of the offense.
3. Per U.S. Soccer Concussion Initiative, if a player is suspected to have a head injury the coaches and/or parents are instructed to stop play to allow for treatment/evaluation as needed.
4. The player with the suspected head injury may not return to the game unless a Healthcare Professional or Certified Athletic Trainer has cleared the player.
5. Any coach or parent insisting on returning the player to the game without approved clearance will result in the coaches and/or parents ending the game.

### **Fouls and Misconduct**

A throw-in will be awarded to the opposing team if:

1. A player deliberately heads the ball in a game.
2. A player kicks, trips, strikes, pushes or holds an opponent
3. A player uses his hands on the ball
4. A player plays in a dangerous manner
5. A player spits at an opponent, uses foul language or verbally assaults a player/coach - For these last offenses a player will be removed from the game for a time.

NOTE: A handball is when the “player plays the ball, not the ball plays the player”. If the player uses any part of the shoulder down to his fingertips to direct the ball, it is a handball. Instinctive, self-protective reactions are not penalized at this young age. Accidental contact (ball striking hand or arm) is not an offense.