

# U6 Rules

Divisions:

**U6 [Preschool = 4yo & 5yo]**

**Ball Size = 3**

**Field 1**

Number of Players on the Field:

**7v7 (with goalie)**

*\*Number of players on the field may change at the discretion of the Complex Manager if both teams agree.*

Game Flow:

Play	Break	Play	Half Time	Play	Break	Play	Reset
8 min.	5 min.	8 min.	7 min.	8 min.	5 min.	8 min.	10 min.

Officials:

1. Marshfield Parks will provide at least 1 referee per game.
2. **Duties of the referee-**
  - a. Enforces the Laws of the Game
  - b. Keeps the official time of game
  - c. Stops play if there is a serious injury
  - d. Stops play if a player is guilty of a foul or misconduct
  - e. Controls all substitutions entering/exiting field
  - f. Keeps score
3. **All decisions of the referee are final**

Games:

1. Field of Play
  - a. Dimensions - The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The field used for Marshfield Parks Youth Soccer will have different dimensions than a standard field to suit the young ages of the participants.
  - b. Field Markings- The field of play is marked with lines. These lines belong to the areas of which there are boundaries. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. The field is divided by the halfway line. The center mark is indicated at the midpoint of the halfway line. A center circle is marked around the center mark. The goal and penalty area are also defined at each end of the field.
2. Substitutions
  - a. Substitution may only occur when play is stopped (goals, out of bounds, or injuries) and with the referee's permission.
3. Equipment
  - a. A player cannot wear anything that can hurt anyone on the field. (Example: jewelry, necklaces, bracelets, and/or football, baseball cleats, or metal spikes).
  - b. Marshfield Parks requires all players to wear shin guards and athletic footwear.
  - c. A T-Shirt will be provided for all players and coaches.
  - d. Soccer cleats or regular tennis shoes may be worn. Metal cleats are not allowed.

Start of Play

1. The referee will call for two captains to come to the center circle right before the game for a coin toss or Rock-Paper-Scissors. The team that wins kicks off.
2. **Teams will not switch sides at half time.**
3. Kick-off requirements:
  - a. From the center mark
  - b. Each team must be on their half of the field
  - c. Players from the other team must be outside the center circle
  - d. Ball is kicked and moves forward (into the other half of the field)

### In and Out of Play

1. The ball is always in play until: It completely leaves the field across the goal line or touch line or the referee signals for play to stop. The ball is still in play even if it hits a flag post, goal post, crossbar, or the referee.

### Scoring

1. A goal is scored when the whole ball completely crosses the goal line between the goal posts and under the crossbar.
2. An official score will not be kept

### Misconduct

1. For intentional hand balls, stop play and award a free kick to the opposing team. Restart with the whistle.
2. At this age group, only excessive force will be called as a foul. Stop play and award a free kick to the opposing team. Restart with the whistle.

### Throw-Ins

1. A throw-in is the way to restart play when the ball leaves the field by completely crossing over a touchline. The team which did not touch the ball last takes the throw-in.
2. The thrower stands off the field behind the touchline.
3. The ball is thrown over the head using both hands while the feet remain on the ground behind the touchline.
4. The ball is in play as soon as it is released from the thrower's hands and enters the field.

### Goal Kick

1. A goal kick is the way to start play again when the ball leaves the field across the goal line, last touched by an attacking player.
2. Opponents must stay outside the penalty area until the ball leaves the penalty area.
3. No one on either team can touch the ball until it is outside the penalty area.

### Corner Kick

**(For Fall 2022 we will test no corner kicks for U6 – all balls crossing the endline will result in a goal kick)**

1. A corner kick is a method of restarting play. A goal may be scored directly from a corner kick.
2. A corner kick is awarded when the whole of the ball, having last touched a player on the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored.
3. The ball is placed inside the corner arc at the nearest corner flag post. Opponents remain at least 10 yards from the ball until it is in play. A player of the attacking team kicks the ball and the ball is in play when it is kicked and moves. The kicker may not touch the ball until another player has touched it.

### Suspension of Players/Coaches

1. Marshfield Parks reserves the right to suspend players/coaches due to misconduct, damage to Marshfield Park's property or any reason deemed detrimental to the Marshfield Parks Youth Sports program.

**\*Marshfield Parks reserves the right to add, delete, or amend any of its rules, regulations, or policies at any time\***

**Last Updated 09/18/2022**

