

DUNCANVILLE SOCCER ASSOCIATION PLAYING RULES -- UNDER 6

1. FIELD OF PLAY

The field of play is from 60 (sixty) to 75 (seventy-five) feet wide and from 90 (ninety) to 105 (one hundred and five) feet long. The center circle is 8 (eight) feet in radius. The goal area is 20 (twenty) feet wide and 8 (eight) feet in depth. The goal size is 3 (three) feet high and 5 (five) feet wide. These apply to both the Under 6 age groups

2. THE BALL

The ball is a size 3 (three).

3. TEAMS

Teams are composed of a maximum of ten players. The number of players on each side is 5. A team may not play with less than three players on the field.

4. LENGTH OF GAME

EACH PLAYER MUST PLAY AT LEAST 50% OF EACH GAME.

- A. Under 6 games are 4 ten-minute quarters with a 5-minute half-time period and 2 minute between quarters.
- B. Substitutions may only be made at the beginning of each quarter or half. Players may not be substituted at any other time. The only exception is if a player is injured or in duress.
- C. Teams that are not ready to play within 15 minutes of published time will forfeit game. A team unable to field 3 players at game time will forfeit the game. There will be no time stoppage for any reason.

5. KICK-OFF

Kick off will be decided at the beginning of the game by a coin toss with the team winning the toss choosing side of the field. The team losing the coin toss will kick off. Teams will switch for the second half.

6. FREE KICKS

Kick-off, Kick-ins, goal kick and fouls are indirect kicks (i.e. a goal cannot be scored by kicking the ball directly into the goal: the ball must first be touched by another player). Defending players must be at least 8 (eight) feet away from the ball at the time of the free kick. Balls kicked higher than 3 (three) feet will result in an indirect free kick for the opponent where the kick originated.

7. FOULS AND MISCONDUCT

- A. A player who commits any of the following six (6) offenses shall be penalized by the award of an indirect free kick to the opponents.
 1. Kick or attempts to kick an opponent.
 2. Trips an opponent, (i.e. throwing or attempting to throw an opponent by the use of the legs or by stopping in front of or behind the opponent).
 3. Charges an opponent in a violent or dangerous manner.
 4. Holds an opponent with the hand or any part of the arm.
 5. Pushes an opponent with the hand or any part of the arm.
 6. Handles the ball (i.e. strikes, or propels the ball with the hand or arm). It should not be considered a "hand ball" when any player attempts to protect the vital areas of the body (chest, crotch, face, etc.) by placing hands or arms across them to protect them from being struck by the ball. The official shall be the sole judge of whether the hands or arms were used deliberately to propel the ball.
- B. A player shall be sent off the field of play if:
 1. In the opinion of the official, the player is guilty of fighting.
 2. The player uses foul or abusive language.
- C. If play is stopped by reason of a player being ordered from the field for an offense without a separate breach of the rule having been committed, the game shall be resumed by an indirect free kick awarded to the opposing side from the place where the infringement occurred. The

player that is sent off can be replaced with another player from the same team. The player being sent off **must sit out the rest of that game.**

8. BALL OUT OF PLAY

The ball is out of bounds when the whole ball passes over the whole sideline or goal line. The ball will be put back in play by the opposing team as follows:

- A. Played over the sideline: a throw-in is taken at the point the whole ball crossed the line.
- B. Played over the goal line by the defending team: A corner kick is taken by the attacking team from the arc on the side of the field where the ball crossed the goal line.
- C. Played over the goal line by the attacking team: A kick-in by the defending team from the edge of the goal area.
- D. A goal is scored when the whole ball passes completely over the goal line between the goal post and under the cross bar. Note: All kicks are indirect; therefore a goal cannot be scored from a restart except as defined unless the ball is touched by two players.
- E. Each half is started with a kick-off. Second and fourth quarters are restarted where play in the previous quarter ended.

9. REFEREES

- A. A referee shall be appointed to officiate in each game.
- B. The referee has jurisdiction from the time the referee arrives at the field of play. The referee's decision on points of fact connected with the play shall be final, so far as the result of the game is concerned.
- C. The referee can stop the game for infringement of the rules and can suspend or terminate the game whenever the referee deems such stoppage necessary, for example, severe weather, interference by spectators and/or coaches.
- D. If the official referee does not appear within fifteen (15) minutes after the scheduled game time, a person mutually agreed upon by both coaches may referee the game. The decisions of that person serving as an emergency referee are just as binding as if he/she were a registered referee.

10. OTHER GENERAL RULES

- A. No Goalies: Players are only allowed to stand in the goal box if they are directly playing the ball.
- B. Players may play defensive positions, but must move up with the field of play. The purpose of the 5 vs. 5 game is for all children to be involved in the action.
- C. Coaches are allowed on the field during play.
- D. All "throw-ins" shall be indirect throws. If the throw-in is done improperly, allow the player additional attempts until it is done properly. This is a developmental league and we are here to help the players learn. Please get the kids involved.
- E. Score is not kept during games. At the end of the game there are no winners and losers. ALL kids are winners.