

Burley Kiwanis Soccer Official Under 6 (U-6) Playing Rules

1. The 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.
- b. Length: 40 yards Width: 20 yards
- c. Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of four (4) yards is marked around it.
- d. The Goal Area: None.
- e. The Penalty Area: None.
- f. Flag posts: None.
- g. The Corner Arc: Conform to FIFA.
- h. Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is eighteen (8) feet and the distance from the lower edge of the crossbar to the ground is six (6) feet. Goals may be smaller in dimension.
- i. Build-out line equidistant between penalty area and halfway line, on goal kicks opposing team must move beyond build-out line.

2. The Ball: Size three (3).

3. The Number of Players: A match is played by two teams, each consisting of not more than ten players (five on the field). No Goalies.

4. Substitutions: At any stoppage and unlimited.

5. Playing time: Each player SHALL play in every game. Teams and games may be coed.

6. Equipment

- a. The Players Equipment: Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.
 - i. Blue Jersey –Home Team.
 - ii. Red Jersey- Away Team.

- b. All players must have shin guards.
 - c. No shoes with front cleats may be worn (i.e., no baseball or football shoes if they have a front cleat, unless you cut it off). Only rubber cleats are allowed; metal cleats are not allowed. (Referees will check).
 - d. No jewelry, metal devices, or hazardous equipment may be worn. (Casts can be allowed if they are padded & the Referee approves them before the game).
7. The Referee: The Referee's decisions are final. All infringements shall be briefly explained to the offending player. Coach's may be asked to referee games.
 8. Assistant Referees: None.
 9. The Duration of the Match: It will start with a 20 minute team practice. They each have a half of the field or may play to the side of the field. The match shall be divided into two (2) equal, twelve (12) minute quarters. There shall be a half-time interval of five (5) minutes. (5) minutes.
 10. The Start and Restart of Play: The opponents of the team taking the kick-off are at least four (4) yards from the ball until it is in play.
 11. The Ball In and Out of Play: Ball must be thrown in over the head, unless it is a corner kick. If a bad throw-in occurs the referee will explain how to throw a ball in and the player will have one (1) more try. If a second bad throw-in occurs, the referee will explain how to throw a ball in and the ball will be turned over to the other team.
 12. The Method of Scoring: Ball passing goal line between goal posts.
 13. Offside: None.
 14. Fouls and Misconduct: All fouls shall result in a direct free kick. The referee must explain *ALL* infringements to the offending player. No cards shown for misconduct.
 15. Free Kicks: All free kicks are direct and opponents are at least four (4) yards from the ball until it is in play.
 16. The Penalty Kick: None.
 17. The Corner Kick: When the ball passes the end line with the exception that opponents remain at least four (4) yards from the ball until it is in play.
 18. Drop Ball as a method by which a dead ball becomes alive. An official drops the ball to the ground. When the ball strikes the ground, it becomes alive and may be played by anyone.

OBJECT IS TO HAVE FUN, WHILE LEARNING BASIC SOCCER FUNDAMENTALS.