

U6 Program Game Rules

League Rules

- A size 3 ball should be used for all games and practices.
- All players MUST wear shin guards.
- Game Format and Team Size
 - A. Games will be played in a 3v3 formation (1 defender and 2 strikers) and **no goalies**.
 - B. Teams will still consist of 7 or 8 players. Coaches should split players into two groups (for games. More aggressive players are on team A, and the less aggressive players are on team B. These games will be played side by side at the same time. Coaches can split games or ask an assistant or parent to help.
 - C. Players should be rotated to play both offense and defense. This is best done during throw-ins or goal kicks.
- There are no standings and scorekeeping.
- Duration of game
 - A. Four (8) minute quarters (clock continuously runs)
 - B. There will be a halftime break of 4 minutes.
 - C. There will be a 2 minute break after quarters one and three.
- **Ball In and Out of Play**
 - A. Goalie Area will be defined by an arc. Players are **not allowed** in the arc to defend or score and should be encourage to stay out of the arc. If a ball stops rolling in the crease, the team defending the goal will be awarded a goal kick.
 - B. Penalty kicks will only be awarded when the same player has committed an intentional hand ball more than one time. They are to be taken from midfield.
 - C. No corner kicks. All balls played over the end line result in goal kicks for the defending team. No matter who kicks it over the end line.
 - D. Throw-ins shall occur on balls played over the side line. If an incorrect throw in is taken. A second attempt shall be granted. Goals can not be scored directly from a throw-in. Defenders should be 2-3 yards goal side of player receiving throw-in.
- There are no offsides.
- No slide tackling is permitted.