

U-10 6v6 Rules

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Length of field: The field will be 60 yards x 40 yards with a center arc of 8 yards

Ball Size: They will use a size 4 ball

Goal: The goal is appx 6' x 18'

Length of Play: Two (2) 25 minute running halves with a 5 minute break for halftime.

Number of players: A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than five players.

Roster Size: Each team shall consist of a roster of no more than 10 players. All players that attend a match are expected to play a minimum of 25 minutes (equal to 50% of the total playing time). No one player may play the goalkeeper position for more than 50% of any game.

Substitution: Both teams may be allowed to substitute their reserves as follows:

- On any goal kick or game restart (after a goal is scored)
- During any throw-in for your team.
- To replace an injured player.

Free Kicks: Referee will instruct if free kicks are direct or indirect.

- Any defensive player must be a minimum of 8 yards from the ball on any free kick..
- An **indirect kick** requires the ball to rotate at least a 1/2 turn. If a player taps the top of the ball, it will not be considered a proper indirect kick and should be taken again.
- Starting or restarting the game from the center circle is considered an indirect kick, therefore a player may not shoot the ball from the kickoff.
- Game starts and re-starts from the center circle must be played forward.
- **Penalty Kicks** will be placed and kicked 8 yards from the goal line.

Goal Kicks: Goal kicks will be taken anywhere within the goal box.

Corner Kicks: Corner kicks will be taken in the designated spot and opponents must be a minimum of 8 yards from the ball.

Improper Throw-ins: Conform to FIFA

Goalkeeper punts: Goalkeepers are not allowed to punt the ball. Goalkeeper may throw the ball to a teammate or put the ball on the ground before kicking it. If a goalkeeper puts the ball on the ground (bouncing excluded), they may not pick it back up and the opposing team may try to win possession. If goalkeeper picks the ball up, the opposing team shall be awarded an indirect kick from the point of infraction. Goalkeepers have appx 6 seconds to distribute ball once he/she has complete control of the ball and the opposing team is a minimum of 8 yards away.

Offside: In compliance with USYS guidelines, offside is not enforced. However, in keeping with the spirit of the game, players will not be permitted to "cherry-pick". If an attacking player is more than appx 5 yards behind the last defender (not goalkeeper) in the attacking half. The official may call an infraction and award the ball to the defending team.

Coaching from endlines: Coaches must stay on the sideline during play. Nobody, including parents may enter the field of play, stand on the end lines or near the goal. Official shall move person to the nearest spectator area..

Player equipment: Every player must wear shin guards and soccer cleats.

NO SLIDE TACKLING. Please encourage players to stay on their feet when trying to win the ball.

SPORTSMANSHIP RULE: If at any time during the game a team achieves a 4-goal margin, the opposing team will be permitted to add an additional player. They will also be able to add an additional player for each additional increase in the margin over 4 goals. Once the margin is reduced below 4 goal, all additional players should leave the field. For example:

Score 3 - 0 = 6 v 6

Score 4 - 0 = 6 v 7

Score 6 - 1 = 6 v 8

Score 6 - 3 = 6 v 6