



U6-U7 In-House Rules - Fall 2022



1. **THE FIELD OF PLAY** is from 20 (twenty) yards wide and 30 (thirty) yards long. The goal size is 4 (four) feet high and 6 (six) feet wide. These apply to the Under 4 through U8 age groups

- a) Parents and spectators should be located on one side of the field, while the players and coaches are on the opposite side. **No spectators are allowed behind the goals.**
- b) No objects can be attached to the goals; however, flags or objects may be placed behind the goals outside of the field of play to give players directional assistance.

2. **THE BALL** - The ball is a size 3 (three).

3. **TEAMS Rosters** - U6/U7 teams are composed of a maximum of Eight player rosters (4v4). A U6/U7 team may not play with less than three players on the field.

- a) Team uniforms must be worn by all players. However, during inclement weather, the coaches of both team's discretion will prevail as to whether outer clothing may be worn over/under the team uniform.

4. **LENGTH OF GAME EACH PLAYER MUST PLAY AT LEAST 50% OF EACH HALF.**

- a) **LENGTH OF GAME** - U6/U7 games are (4) Eight-minute quarters with a 2-minute break between quarters. Should there be inclement weather or player fatigue both coaches should agree to shorten the game time to ensure a safe playing environment for the players.
- b) **SUBSTITUTIONS** may be made at the beginning of each quarter, or natural stoppages in the game. Players should not be substituted with play in motion. The only exception is if a player is injured or in duress.
- c) **START TIMES** - Teams that are not ready to play within 10 minutes of published time will forfeit game. A team unable to field the minimum number of required players at game time will forfeit the game, but opposing team is encouraged to loan players so players have opportunity to play.

5. **KICK-OFF** - Kick off will be decided "Home Team" of the game. Teams will switch for the role at the beginning of each quarter. Play should begin with a **pass back** to team members to initiate first passing opportunity. No goal can be scored at KICK-OFF. (Indirect kick)

6. **FREE KICKS** U6/U7: Kick-off, Kick-ins, goal kicks.

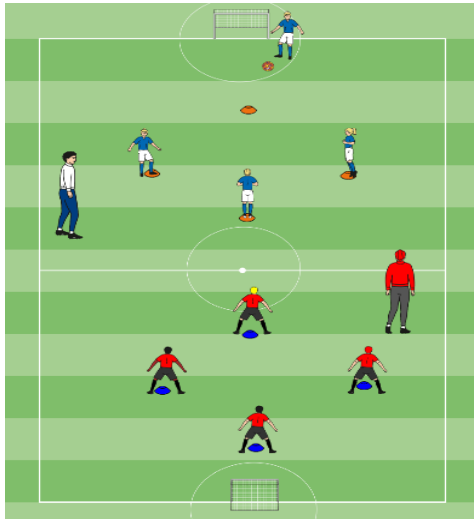
- a) Goal cannot be scored by kicking the ball directly into the goal: the ball must first be touched by another player.
- b) Defending players must be at their assigned "DOTS", away from the ball at the time of the indirect free kick.
- c) U6-U7: All kicks will be indirect free kicks. Penalty kicks will not be given. Instead an indirect free kick will be taken at the place of the foul. Offside will not be called. If an infraction occurs on a throw in, a second throw in must be allowed. The coach shall explain the proper method before allowing the player to re-throw. If an infraction occurs on the second throw in, the coach will allow play to continue.



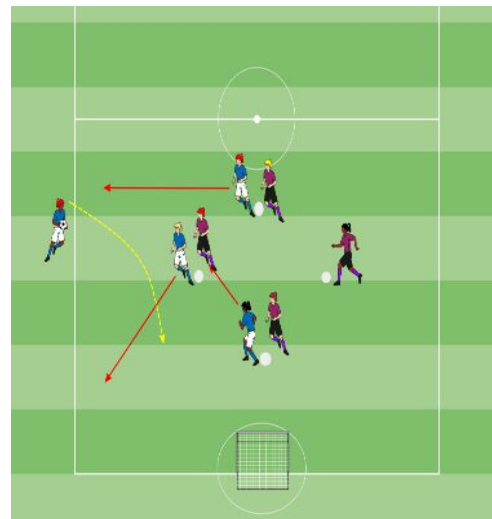
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Ex. GOAL KICK (U6-U7)



THROW IN (U6-U7)



7. **FOULS AND MISCONDUCT** For all fouls an INDIRECT kick shall be granted. A timeout should be called by the coach and he/she will walk the player the sideline if repeated infringements occur. This procedure shall also be followed for a player FIGHTING on the field.

8. **BALL OUT OF PLAY** - The ball is out of bounds when the **whole ball** passes over the **whole sideline** or goal line. Should a ball go out of play, the coaches must follow and collect the ball and properly place it on the field in accordance with the applicable rules in order to start play quickly. The ball will be put back in play as follows:

- a) **Played over the sideline:** a. U6/U7 A Coach will have players go to assigned "DOTS" and throws the ball in at the point the whole ball crossed the line. No Corner Kick.
- b) U6/U7: A throw in is taken at the point the whole ball crossed the line.
- c) **Played over the goal line by the defending team:** U6/U7 A Coach will have players go to a "DOT" in the half the ball went out of bounds and have kicker at corner play in to attacking team giving both teams a 50/50 chance of winning the ball.
- d) "DOT", defending players match up with opposing players. Movement does not occur until after the ball is in play, neither team is allowed inside the arc/box of the goal area.
- e) **Ball played over the goal line by the attacking team:** A goal kick is taken by the defending team from anywhere in the goal area. Both teams go to assigned "Dots" and a player from defending team starts play with a pass to his team-mates.
- f) **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.



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- g) **STARTS/RESTARTS** Each quarter is started with a kick-off with the ball being passed back to a team-mate. Second and fourth quarters are restarted where play in the previous quarter ended.

9. OFFICIATING

- A. U6-U7: The officiating will be handled by coaches of both teams

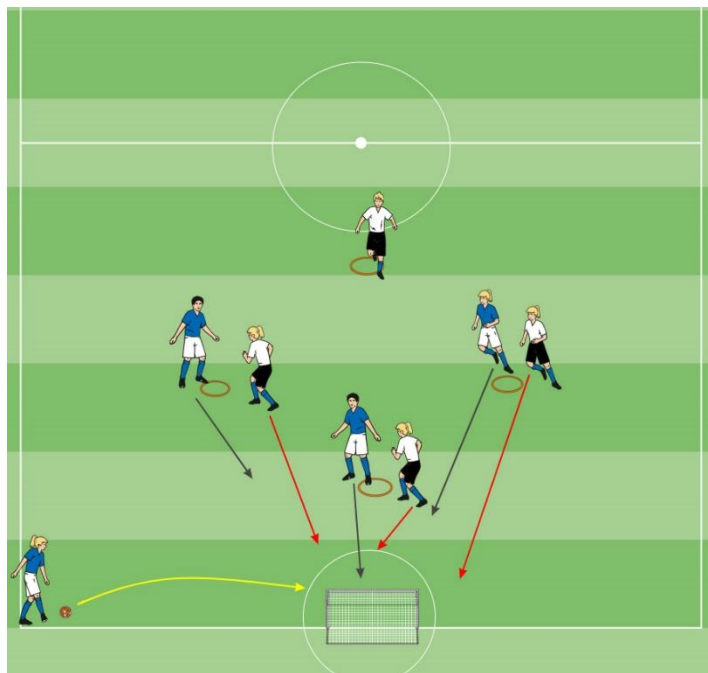
10. OTHER GENERAL RULES

A. **No GOALIES:** Players are only allowed to move into the goal arch if they are directly playing the ball. Players may play defensive positions, but must move up with the field of play. The purpose of the 4v4 game is for all children to be involved in the action.

B. **U6-U7 coaches are allowed to assist their players on the field** as necessary but should be limited to one coach per team.

C. **THE SCORE** is not kept during games "SO THE FOCUS IS ON THE FUN ". At the end of the game there are no winners and losers. ALL kids are applauded for their efforts to work as a team, compete, and show good sportsmanship while playing the game of soccer.

Example Corner Kicks



Formation

