

Plains Soccer Association

U6 Intramural Rules

I. BALL SIZE: Three (3) ball

II. PLAYERS

1. May roster a maximum of 8 players for a 4v4 game,
- no goal keepers or sweepers.
2. Substitutions of players may only be made at the end of each period.

III. LENGTH OF GAME

1. Four, 6 minute quarters (twenty-four minutes)
2. The time between each quarter is two minutes and the time between halves is five minutes.

IV. The Field

1. Flat, grassy field; its length no more than 40 yards nor less than 30 yards and its width not more than 30 yards nor less than 20 yards. A penalty area as well as goal box will be marked off to represent field markings based on diagram guidelines.

V. RULES

1. Referee- Your job is to keep the playing environment FUN, SAFE and focused on the child.
2. In addition you need to keep time, enforce the rules, stop and restart the game. When you stop the game because of a foul, ball out of play, goal or another reason, take the time to explain to the players why! This is their first experience with soccer, too, and the BEST time to educate all on the Laws of the Game.
3. Kickoff- is done at the halfway line and possession should alternate every period. During play, after a team scores a goal, the opposing team follows with a kickoff.
4. Throw-Ins: When the ball goes out of bounds along either sideline, it is returned into play using a throw-in. If a player on Team A kicks the ball out of bounds, a player on Team B will throw the ball in. During a throw-in, feet should be behind the line, both hands must be on the ball, and it must be thrown from above and behind the head and onto the playing field. Feet must remain on the ground during the throw. *Do not expect perfect throw-ins...at this level, we're just trying to familiarize the kids with the game.
5. Goal Kicks: If the team attempting to score a goal kicks the ball over the goal line outside of the goal posts, the opposing team puts the ball back into play with a goal kick. The kick should be taken from the designated goal box and opposing players should be at least 5 yards away.
6. Corner Kicks-When the ball goes out of bounds along either endline, it is returned into play using a corner kick. If a player on team A kicks the ball out of bounds, a player on Team B will kick it in. During the corner kick, the ball must be placed inside the corner marking on all 4 corners.
7. Offside - Offside is not used in the U6 games.

8. Fouls and Misconduct-Fouls can and will occur even at this level. All fouls shall result in an indirect free kick with opponents at least 5 yards away. Soccer is a contact sport and each action is dealt with at the time it occurs. Explain the foul in simple terms, restart and let the game continue.
9. Hand Balls-At your discretion, if player from Team A touches ball intentionally with their hands, Player from Team B is awarded a free kick from spot that the hand ball occurred. *Only stop play if BLATANT handling occurs*
10. No defensive player should be positioned inside of the goal area as a permanent position (No Goalie).