2016 Jarrettsville Rec Soccer

U6 Rules

Field size

- a. 15 yds wide x 25 yards long
- b. Center circle diameter 3 yds
- c. Goal box 6 yards wide x 2 yds deep
- d. Goal 6 ft wide x 4 feet tall
- e. Games are played on two fields. More agressive players on one, more timid players on the other.

Pre-game

- a. Coaches will divide their teams in half based on ability. The better team plays the better team of the opposing team. More timid players play likewise.
- b. Each team will have a coach or assistant present on each field.
- c. Coaches determine sides.
- d. All players must wear their team jersey/shirt
- e. All players must wear shin guards
- f. There are 3 field players from each team on a field at the same time.

Game play

Time of Play

- g. Play will occur in four (4) x 10 minute periods. A 3 minute break after the first and third quarter and a 5 minute break for half time.
- h. Teams should switch sides at half-time.

Rules of Play

- i. Kick ins are made for balls that go out on the side lines. Opposing player must give the kicking team room to kick the ball in, approximately 10 feet (3 adult steps).
- j. Play should not be extended to beyond the lines and behind the goal like lacrosse.
- k. Kick ins are made from the top line of the goal box when sent across or the goal line or last touched by the attacking team. Corner kicks when sent across or last touched by the defending team.
- 1. Tripping, pushing, hitting, heading, slide tackling, tackling from behind and hand balls result in a direct kick at the spot of the foul unless the foul is against the attacking player inside the goal box. A direct free kick is awarded to the attacking team if a foul occurs in the goal box. The penalty kick will be taken from 4 yards

- in front of the goal on the goal line measured by the attending coaches. No defensive players are allowed to defend the goal. The kicker is allowed 1 touch.
- m. Obstruction, delay of game and injury related stoppages of play will result in indirect kicks.
- n. There is no offsides.
- o. In the event of a foul, a 3 yard buffer from opposing players upon request by the coach or players.
- p. One coach from each team may coach from the field of play during the game. Coaches may need to "move" a player to teach the game; however, a coach may not physically move a player during a goal scoring opportunity of an opposing player to prevent a goal.
- q. The Jarrettsville Rec Parent Code of Conduct provides the guidelines for acceptable behavior and consequences for handling issues.