

Sierra Vista Soccer Club
Modified Laws of the Game for U6
Revised 15 September 2018

LAW 1 – THE FIELD OF PLAY

- A. Dimensions: the field of play shall be rectangular, its length being approximately 30 yards and its width approximately 20 yards.
- B. Markings:
1. Distinctive lines not more than four (4) inches wide shall be marked.
 2. A halfway line shall be marked out across the field.
 3. A center circle marked with a six (6) yard diameter.
 4. Four corner arcs with a two (2) foot radius.
 5. Goal area: two (2) lines are drawn at right angles to the goal line, two (2) yards from the inside of each goalpost. These lines extend into the field of play for a distance of two (2) yards and are joined by a line drawn parallel with the goal line.
 6. Technical area: two yards back from the touchline, centered on the half line, and the same width as the center circle diameter.
- C. Goals:
1. Maximum size: four (4) feet high and six (6) feet wide.
 2. Goals must be anchored. Stacked or weighted methods are acceptable.
 3. If no traditional goals are available, cones or flags may be used.

LAW 2 – THE BALL: size three (3).

LAW 3 – THE NUMBER OF PLAYERS

- A. Initial number of players on the field is four (4). For the sake of good sportsmanship, if a goal differential exceeds three (3), the team with fewer goals may add a player. If the goal differential exceeds five (5), the team with fewer goals may add another player to a maximum of six (6). In the same manner, as the goal differential decreases, the extra players will be withdrawn from the field. If one team is short players, it is recommended the team with more players either play down to the team with fewer player number or loan players to the other team.
- B. No goalkeepers.
- C. Substitutions: unlimited and can happen at any time.
- D. Playing time: each player shall play a minimum of 50% of the total playing time.
- E. Spectators and players not on the field of play must remain two (2) yards behind the touchline and not within the distance of the goal/penalty area.

LAW 4 – PLAYERS' EQUIPMENT: conform to FIFA.

- A. Footwear: tennis/gym shoes or soft-cleated shoes. No cleats permitted that have a toe cleat including baseball or football cleats. A toe cleat may be removed (cut off) to make the shoe legal.
- B. Shin guards: mandatory with socks completely covering the shin guards. No part of the shin guard can be exposed. You must put the shin guard on first then put the sock over the shin guard. Putting the sock on first then folding the sock over the shin guard is prohibited.
- C. In case of color conflict, the designated home team will change jerseys.
- D. Hard casts (made of plaster, fiberglass, etc.) and splints (made of plastic or containing metal) are prohibited.

LAW 5 – THE REFEREE

A. Acceptable Referees:

1. Registered Coach or Registered Assistant Coach (this is the normal game official for recreational league play). Agreement between coaches prior to a match concerning who will serve as a referee and for how long is mandatory.
2. Registered Referee.
3. Associate Referees.

B. Referee Actions

1. Referee's decisions on points of fact connected with the game shall be final.
2. All rule infractions shall be briefly explained to the offending player.

LAW 6 – THE ASSISTANT REFEREES: no Assistant Referees are used.

LAW 7 – THE DURATION OF THE MATCH

- A. The game shall be divided into four (4) eight (8) minute quarters.
- B. After each quarter, there will be a five-minute rest time. Restart after each quarter will be an indirect kick at the center circle with alternating possessions.
- C. Due to schedule constraints, it is important for all coaches to follow this plan.

LAW 8 – THE START AND RESTART OF PLAY: conform to FIFA with the following exceptions:

- A. Opponents must be six (6) yards from the center mark while place kick is in progress.
- B. Drop kicking and punting are not allowed.

LAW 9 – THE BALL IN AND OUT OF PLAY: see Laws 15, 16, & 17.

LAW 10 – METHOD OF SCORING: no scores or standings will be kept.

LAW 11 – OFFSIDE: the offside rule will not be enforced. However, players persistently loitering near the opposing goal will be subject to correction and movement by the official.

LAW 12 – FOULS AND MISCONDUCT: conform to FIFA with the following exceptions:

- A. No red or yellow cards will be presented, however, it is important for opposing coaches to discuss and understand the importance of discipline before each match and agree to support each other's decisions while serving as game official.
- B. Slide tackling is not allowed.
- C. See the SVSC Code of Conduct.
- D. IAW United States Soccer Federation (USSF) and Arizona Youth Soccer Association (AYSA) rules, heading is not allowed in U6. If, during the course of a match, a header is performed, play will be stopped and will resume with an indirect kick for the opposing team.
- E. The opposing team will be at least ten (10) feet away from the ball for-starts and re-starts.

LAW 13 – FREE KICKS:

- A. All are indirect.

B. Opponents should be 10 feet away from the ball on all free kicks.

LAW 14 – PENALTY KICK: no penalty kicks.

LAW 15 – THROW-IN: no throw-ins. An indirect kick is used in place of the throw-in.

LAW 16 – GOAL KICK: conform to FIFA with the following exception:

A. Opponents must be ten (10) feet from the ball.

LAW 17 – CORNER KICK: conform to FIFA with the following exception:

A. Opponents must be ten (10) feet from the ball.

FIFA Laws of the Game are available at
<http://www.svsoccer.net/clubsite/?p=8952>