



AYSO U6 Division for Region 206



The Goals: The goals in U-6 games are 4 feet high and 4 feet wide (pug goals).

Ball: Size #3

Teams: Two 3 v 3 matches. Maximum number of players on a team, ten. There are NO goalkeepers in the U6 division. Substitutions should only at the quarter breaks or halftime, but with younger players, a substitution may need to be made during a quarter, this is allowed. Each player must play at least three quarters of a game.

Equipment: Soccer shoes (soft cleats) or tennis shoes. Shin guards are mandatory at all practices and games and must be covered entirely by socks. No jewelry (including earrings, necklaces, beads in hair, or other body piercing), watches, etc.

Duration of Game: Four 7 minutes quarters. Call quarters on a natural break in play, ie: (out of bounds, corner kicks, goal kick or score) if possible. A halftime break of 5 minutes is given at the end of the second quarter. The clock starts over again at the beginning of each quarter for 7 minutes. If an injury occurs the clock continues to run.

Kick-off: A kick off is taken in the center of the field, with the defending team outside the center circle and on their half of the field. Opponents must be at least 5 yards from the ball during the kick-off (outside of center circle). Start each quarter with a kick off (teams take turns kicking off). A person may score a goal off a kick off.

Throw-in: A proper throw in is with both feet on the ground and the ball going over the persons head with both hands on the ball. The throw in is to be taken from the point where the ball went out of play on the touch line. Following brief corrective instructions, a second attempt should be permitted if the first attempt was improperly done. If the second attempt is still done improperly, let it go. Proper technique can be taught later. Keep the game moving and minimize interruptions, let them have fun.

Goal Kick: A goal kick is awarded the opposing team when the attacking team is last to touch the ball before it crosses the goal line but not scoring a goal. The goal kick may be taken from any point inside the goal area. The opposing team must be at least 5 yards from the ball when the goal kick is taken. Members of the defending team may stand within the goal area.

Corner Kick: A corner kick is awarded to the opposing team when the defending team is last to touch the ball before it crosses the goal line but not scoring a goal. The corner kick may be taken from any point inside the corner arc. The opposing team must be at least 5 yards from the ball when the corner kick is taken.

Drop Ball: When play is stopped by the coach for an unusual but neutral reason such as an injury, a dog on the field, or a stray ball from a nearby game, play is restarted by the referee dropping the ball. The coach drops the ball where it was when play was stopped. The ball is dropped from the height of a player's waist and is in play when it hits the ground. If a player kicks the ball before it hits the ground, it is dropped again because play has not been restarted properly. Young children may have to be asked to step back one *giant* step so the ball may be dropped correctly.

Fouls: The following, if deliberately done, are the fouls most likely to occur in the games: kicking, tripping, pushing, holding, handling the ball and dangerous play. Do not stop play for trifling violations. It's a player's game so keep the fun going and let them play. If you need to stop play because of a foul, the restart is a free kick by the opposing team.

Free Kicks: Play may have to be stopped occasionally to "sort things out" in U-6 games. A player may pick the ball up and start running with it or want to keep it away from the other players or perhaps there is a pile of kids on the ground kicking at both the ball and each other. Stop play and correct the situation, then restart with a free kick for a deserving player. All free kicks in U-6 games are direct free kicks which means, if you're lucky, a goal can be scored directly from the kick.

Other Info: ***NO indirect free kicks, NO offside, NO penalty kicks. All free kicks are direct free kicks.***

~If one team is short players, the opposing team may loan that team some players so that the game can be played.

- ~A coin toss determines which team starts the game, with the winner of the toss selecting which side of the field to attack and the loser kicking off in the first half and the winning team of the toss is to kick off the start the second half.
- ~Game is to start with a kick-off. See the kick-off section.
- ~If a goal is scored the restart is a kick-off. See the kick-off section.
- ~Scores will not be kept and there are no teams standings.
- ~Teams change direction, directions they attack or sides of the field, at the start of the second half.
- ~Ball is out of play only when the entire ball has passed completely beyond the boundary line; i.e. a ball that has any portion on the line is in play and the game continues. This applies to touch lines, goal lines, and goals.
- ~If an Injury occurs during the game, play is stopped but the clock still is going, all other players must take a knee, and the coach is called to take care of the player. The Restart of play is a drop ball. See the drop ball section.

Officials: There is no need for fully qualified referees to manage U-6 games. One or both of the coaches should “officiate” using a whistle to stop play. The games are intended to be an opportunity for the very youngest of our players to experience the fun of playing. The barest of minimum rules are needed and should be applied with a generous amount of flexibility. For as much as possible, the coaches should not be on the field while “officiating”. Let the players have the freedom to play with a minimum of whistling that interrupts play. Let them play and enjoy.

