



## Soccer has 17 rules called Laws of the Game. These are US Youth Soccer's and DCYSA's recommended Modifications to the FIFA Laws of the U4 Recreation Heading is not allowed for U12 and younger.

- Law 1:
  - Min field size: 15 yds. wide X 25 yds. long
  - Max field size: 25 yds. wide X 35 yds. long
  - Goal size recommended: 4 ft. high X 6 ft. wide
- Law 2: Size 3 soccer ball is to be used.
- Law 3:
  - 3v3 (3 players on the field for each team) There is no goalkeeper or defender and substitution is on the fly/as needed during the game.**
  - Maximum roster size 6 players**(the maximum number can be one greater if voted on by the DCYSA board), **minimum number to start the game is 1 player One coach on the field**
  - 26 minutes games**
    - 5-minute quarters
    - 2-minute break between quarters one and two/three and four
    - 5-minute half-time between quarter two and three
  - **A certified or non-certified official may be used. All infringements shall be briefly explained to the offending player and to the head coach.**

**Law 1) The Field of Play – Dimensions:** The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 4 yards is marked around it. No Goal Area defined since there are no goalies used in this division and there is no goal box defined. Coaches must stay out of the way of the ball and not disrupt play during the game play. The Penalty Area: None. The Corner Arc: None. Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is 6 feet and the distance from the lower edge of the crossbar to the ground is 4 feet.

**Law 3) Number of players-** A match is played by two teams, each consisting of not more than 3 players and minimum of one(1) player to start the game. There are NO Goalkeepers or defenders. A maximum of 6 players per roster is permitted. Substitutions: Free substitutions will be anytime during each quarter. Recommended Playing Time: Each player shall play 50% of the total playing time unless player refuses to play. Playing time is kept up with by one of the team's coaches. One coach is permitted to be on the field but must always remain out of the play of the game. Positioning of players is to be done verbally.

**Law 4) The Players Equipment-** A player must not use equipment or wear anything, which is dangerous to himself or another player including jewelry. **Tape over jewelry is not acceptable. NO Earrings (No not even if you just had them pierced).** The basic compulsory equipment of a player is: • A jersey or Shirt • Shorts • Socks • Shoes • Shin guards-are covered entirely by the socks, is made of suitable material and provides a reasonable degree of protections. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.



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**Law 5)** The Referee-An OFFICIAL may be used. All infringements shall be briefly explained to the offending player and the coach.

**Law 6)** Assistant Referees- None.

**Law 7)** The Duration of the Match - The match shall be divided into 4 equal, 5-minute quarters. There shall be 2-minute break between quarters one and two and another 2-minute break between quarters three and four. There shall be a half-time interval of 5 minutes.

**Law 8)** The Start and Restart of Play- The visiting team will kick off to begin the match. The home team coach picks the side of the field they wish to defend first. The teams will not switch halves at halftime. Each team alternates taking the kick-off at the beginning of each quarter. A goal may NOT be scored directly from the kick off. After a team scores a goal, the other team takes the kick-off. A kick off is a way of starting or restarting play: • At the start of the match • After a goal has been scored • At the start of each Quarter of Play Procedure: • All players are in their own half of the field • The opponents of the team taking the kick-of are at least 4 yards from the ball until it is in play. • The ball is stationary on the center mark • The referee gives a signal • The ball is in play when it is touched by the player kicking off for the game.

**Law 9)** Ball in and out of Play-The ball is out of play when: It has wholly crossed the goal line or touch line whether on the ground or in the air. Play has been stopped by the referee. The ball is in play at all other times, including when: It rebounds from a goal post, cross bar or corner flag post and remains in the field of play. It rebounds from either the referee or an assistant referee when they are on the field of play.

**Law 10)** Method of Scoring-A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

**Law 11)** Offside-None.

**Law 12)** Fouls and Misconduct-The following fouls and misconduct are penalized: • Kicks or attempts to kick an opponent • Trips or attempts to trip an opponent • Jumps at an opponent • Charges an opponent • Strikes or attempts to strike an opponent • Pushes an opponent • Holds an opponent • Spits at an opponent • Handles the ball deliberately • Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball. All fouls shall result in an INDIRECT KICK. The Referee/Coach must explain all infringements to the offending player. No cards shown for misconduct.

**Law 13)** Free Kicks- All free kicks are Indirect and opponents are at least 4 yards from the ball until it is in play. The ball must be stationary when the kick is taken. If the free kick is kicked directly into the opponents' goal a goal kick is awarded. If a free kick is kicked directly into the team's own goal a corner kick is awarded to the opposing team.

**Law 14)** Penalty Kick-None.

**Law 15)** The Kick In- A kick-in is considered as an indirect free kick with the opponents 4 yards from the ball until it is in play.

**Law 16)** The Goal Kick-The goal kick should be taken on the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved.

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**Law 17)** Corner Kick-A Corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air. Procedure: The ball is placed in the corner.

- Opponents remain at least 4 yards from the ball until it is in play
- The ball is kicked by a player of the attacking team
- The ball is in play when it is kicked and moves



# Soccer Field Dimensions & Diagram for Field Layout Measurements For U06 Field

**The Field of Play:** Flat, grassy field; Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 25 yards, maximum 35 yards  
 Width: minimum 15 yards, maximum 25 yards

**Field Markings:** Distinctive lines not more than 5 inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 4 yards is marked around it.

**The Goal Area:** 4yds off of the centerline and 3yds out from the goal line. Goal box is defined to keep coaches out of this area during game play.

**The Penalty Area:** None.

**The Corner Arc:** None.

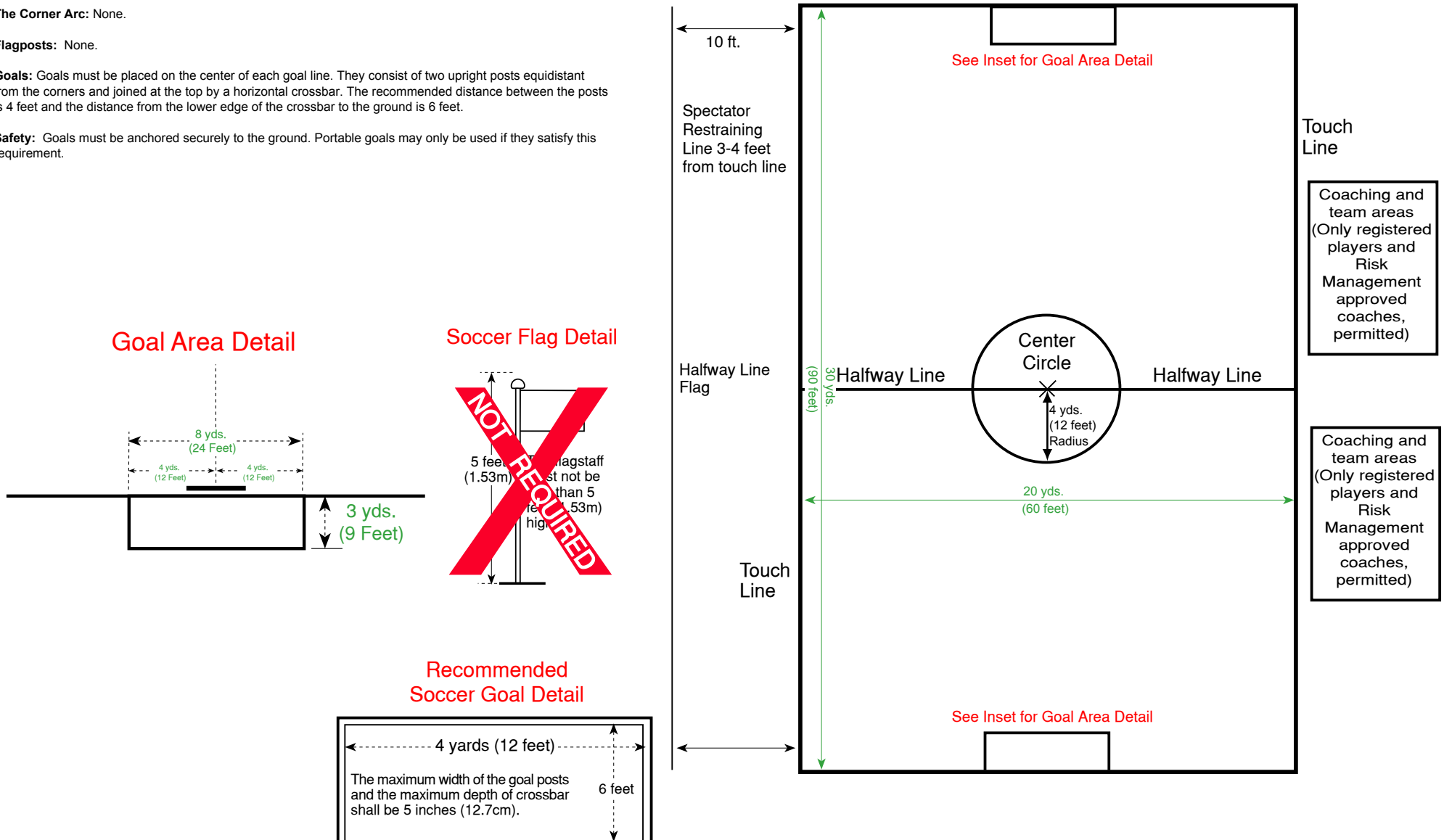
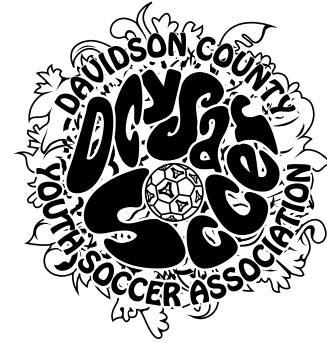
**Flagposts:** None.

**Goals:** Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is 4 feet and the distance from the lower edge of the crossbar to the ground is 6 feet.

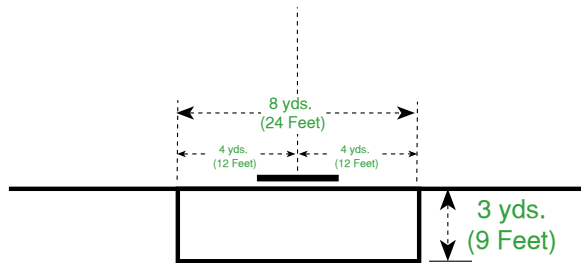
**Safety:** Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.



# U06 Field



**Goal Area Detail**



**Soccer Flag Detail**



**Recommended Soccer Goal Detail**

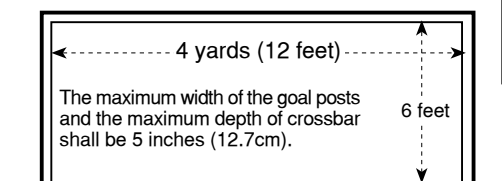


DIAGRAM FOR A 30 BY 20 FIELD (YDS)  
 90 BY 60 (FT)

