



Soccer has 17 rules called Laws of the Game. These are US Youth Soccer's and DCYSA's recreation the FIFA Laws of the

U6 Recreation No coaches on the field (updated 6/2017)

- **4v4 (4 players on the field for each team and no goalkeeper or defender, no one in positioned in the goal box)**
- **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 2 players**
- **Goal size recommended: 4 ft. X 6 ft.**
- **Min field size(yd): 15 X 25 / Max field size(yd): 25 X 35 yard field**
- **Soccer Ball Size 3**
- **41 minutes games**
 - **8-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.**

Full Rules for U6: Heading is not allowed for U12 and younger.

Law 1) 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 Width: minimum 15 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. 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 2) The Ball- Size 3

Law 3) Number of players- A match is played by two teams, each consisting of not more than four players and a minimum of 2 players to start the game. There are NO Goalkeepers. No player can be in the goal area as a goalkeeper. If you choose to play a defender they must remain out of the goal box unless an active play has taken them into the box. A maximum of 6 players per team is permitted. Substitutions: will be made on the quarters or at an injury during the game. Both teams may sub at the injury, the injured player and a player from the opposing team. Playing Time: Each player SHALL play a minimum of 50% of the total playing time unless player refuses to play. Playing time is kept up with by one of the team's coaches.

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.

Law 6) Assistant Referees- None.

Law 7) The Duration of the Match- The match shall be divided into 4 equal, 8-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-A coin is tossed and the team, which wins the toss, decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The teams 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 kicked and moves forward OR backward • The kicker does not touch the ball a second time until it has touched another player.

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 and the kicker does not touch the ball a second time until it has touched another player. 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.



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Law 15) Throw In- A throw-in is a method of restarting play. A goal cannot be scored directly from a throw-in. A throw-in is awarded: When the whole of the ball passes over the touch line, either on the ground or in the air from the point where it crossed the touch line to the opponents of the player who last touched the ball. (modified 6/2017)

Law 16) The Goal Kick-The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must retreat beyond the midfield line until the ball it is in play. The kicker at their discretion may kick prior to the opposing team fully retreating beyond the midfield line if they choose (modified 3/2015).

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 inside the corner are nearest to the corner. U6 level, place 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 • The kicker does not play the ball a second time until it has touched another player.

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.

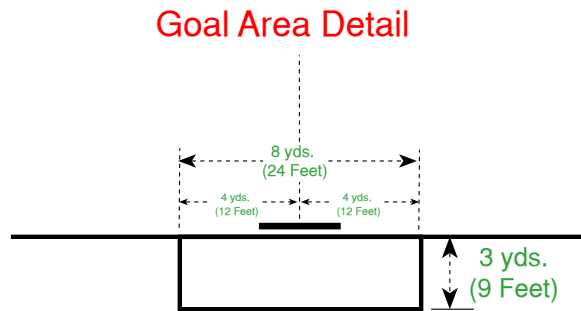
Flagposts: None.

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



Soccer Flag Detail



Recommended Soccer Goal Detail

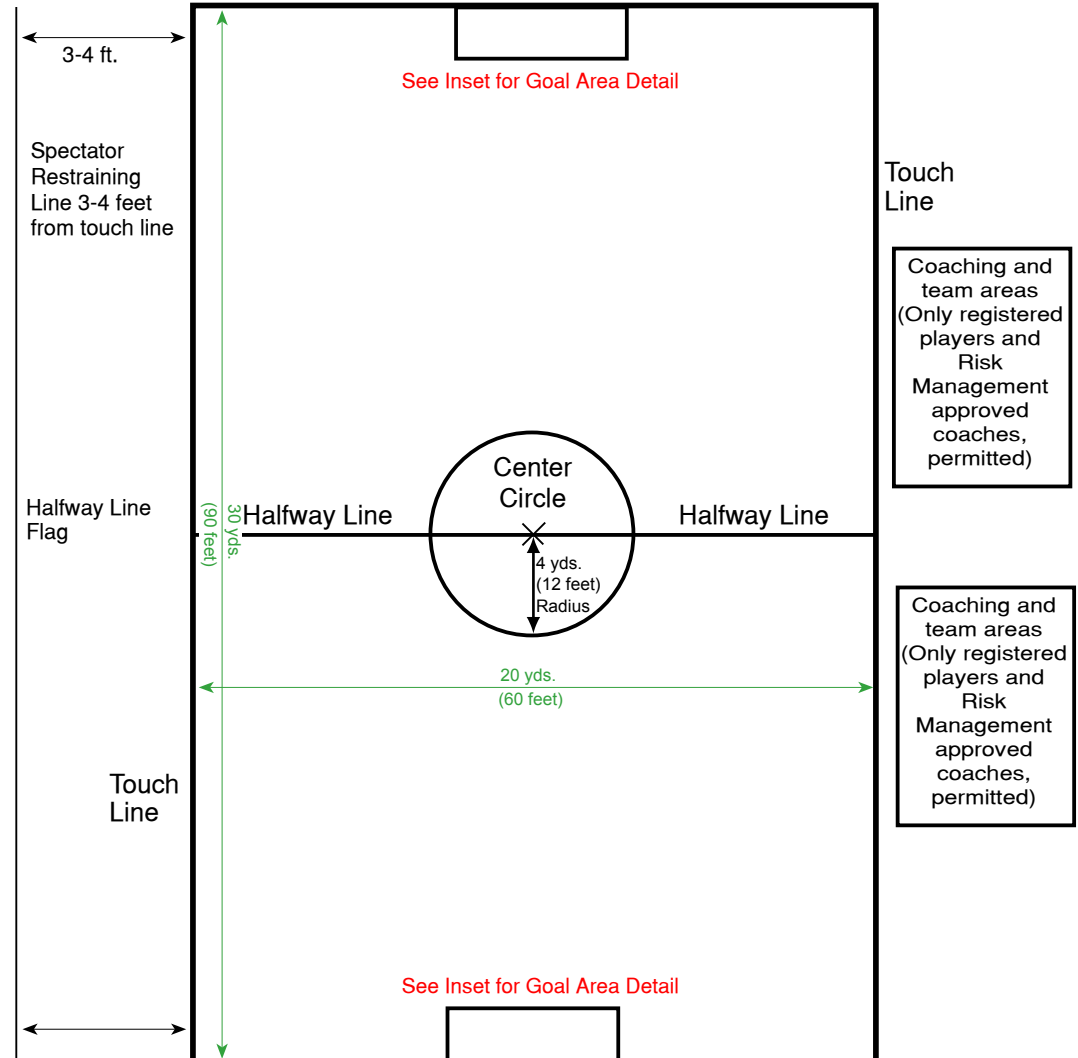
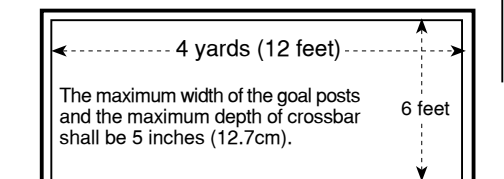


DIAGRAM FOR A 30 BY 20 FIELD (YDS)
90 BY 60 (FT)

