

NVYSL U6 Recreational Playing Rules

All rules will conform to FIFA Laws of the Game, except as described below.

Law 1 – The Field of Play:

- 1 The field of play will have dimensions of approximately twenty-two (22) yards wide and thirty-two (32) yards long.
- 2 The center circle will have a six (6) yard radius.
- 3 No corner arcs. No Penalty area. No goal area.
- 4 Goals will be four (4) feet high and six (6) feet wide.

Law 2– The Ball:

- 1 The ball will be a size three (3) in accordance with CYSA General Procedures.

Law 3 – The Number of Players:

- 1 One match will consist of 2 simultaneous games.
- 2 Each team will be divided into two groups to play two side-by-side concurrent games.
- 3 Each coach will divide her/his team similarly placing all of the more skilled/stronger players on one field and the less skilled/weaker players on the other.
- 4 The head coaches should meet before the game to designate the fields for the stronger and weaker players and to set the number of players on each field.
- 5 The minimum number of players for a game will be three (3) versus three (3).
- 6 The maximum number of players on the field for a game will be five (5) versus five (5).
- 7 If there are at least six (6) players for both teams, games should be held on both fields rather than play five (5) versus five (5) with substitutes.
- 8 The number of substitutions will be unlimited.
- 9 Players may be substituted by either team any time the ball is out of play
- 10 Coaches may freely substitute players between the two fields at regular substitution opportunities.
- 11 There will be no goalkeepers.
- 12 Defensive players will not be allowed to camp out directly in front of the goal. Defensive players should be encouraged to move up field and away from the front of the goal whenever: (a) there is no imminent scoring threat, or (b) your team has taken possession of the ball, or (c) the ball is in the opponents half of the field.
- 13 Each player will play a minimum of 50% of the total playing time. Coaches should try to maximize the playing time for all players by maximizing the number of players on the field at all times.

Law 4 – The Players Equipment:

- 1 Shin guards are MANDATORY.
- 2 Tennis shoes or soft-cleated soccer shoes will be allowed.
- 3 Shin guards will be worn UNDER the socks and the jersey should be tucked in.
- 4 Players may not wear watches, necklaces, earrings, rings, or other jewelry.
- 5 Coaches should check each player prior to the game to verify the players are compliant with items 1 through 4.

Law 5 – The Referee:

- 1 Two coaches or parents (one from each team) will serve as referees on each game field.
- 2 Each referee should have a whistle to control play.
- 3 The two referees may also serve as on-field coaches. However, their first responsibility is as a referee.
- 4 Safety is the first priority. Referees will stop play for injury, unsafe situations, and excessive roughness.
- 5 The referees will also keep time, enforce the rules, stop and restart play.
- 6 The referees should let play go on when possible – yell “play on” if players are unsure.
- 7 When play is stopped for a foul or other reason, take the time to explain to the players WHY!
- 8 The referees should encourage and praise both teams.

Law 6 – The Assistant Referees:

- 1 No Assistant Referees.

Law 7 – The Duration of the Match:

- 1 The game will be divided into four (4) quarters of eight (8) minutes each.
- 2 There shall be a two (2) minute break between quarters and a five (5) minute break at the half.
- 3 The time will not stop during quarters except for an injury.

Law 8 – The Start and Restart of Play:

- 1 Kick-off from the center of the field.
- 2 The opposing team must be outside the center circle until the ball is played.
- 3 The ball must be kicked forwarded on kick offs.

- 4 Once the ball is kicked, it must be touched by someone other than the kicker before it can be played again by the kicker.
- 5 You cannot score directly from a kick-off.
- 6 The team kicking off to start the game will kick-off to start the first and third quarters. The other team will kick-off to start the second and fourth quarter.
- 7 After a goal is scored, the opposing team kicks off in the same manner.
- 8 In the second half of the match the teams will change ends of the field and attack the opposite goals.

Law 9 – The Ball In and Out of Play:

- 1 Ball must completely cross the touch or goal line to be "out of play". Ball is "in play" if any part of the ball is on or above the line.
- 2 The ball is out of play when the game has been stopped by the referee.
- 3 The ball is out of play when a goal is scored.

Law 10 – The Method of Scoring:

- 1 A goal is scored when the ball completely crosses the goal line between the goalposts and beneath crossbar.

Law 11 – Offside:

- 1 There is no off-side in Under-6 games.
- 2 Cherry picking (positioning a player in front of the opposing team's goal for the sole purpose of scoring) will not be allowed.

Law 12 – Fouls and Misconduct:

- 1 Fouls include tripping, holding, pushing, slide tackling and any other non-sportsman like conduct.
- 2 Intentional touching the ball with the hands is a foul.
- 3 Two touches on a kick-off, kick-in, goal kick or free kick is a foul.
- 4 All fouls will be explained to the offending player.
- 5 An indirect free kick will be awarded to the other team after each foul.
- 6 If a foul occurs within 6 yards of the offending team's goal, the indirect free kick will be taken 6 yards from the goal.

Law 13 – Free Kicks:

- 1 All free kicks are all INDIRECT.
- 2 A goal may not be scored until the ball has been played or touched by a second player of either team.
- 3 The opponents must be at least six (6) yards away from all Indirect Free Kicks, Corner Kicks, Goal Kicks or Kickoffs.
- 4 If the ball goes directly into the goal from a free kick, a goal kick is given to the defending team.

Law 14 – The Penalty Kick:

- 1 There are no Penalty Kicks.

Law 15 – The Throw-In:

- 1 A throw-in shall be awarded to the opponent of the team that last touched the ball before it went completely across the touch line.
- 2 The throw-in will be taken from the point where it left the field of play.
- 3 A proper throw-in consists of (a) two hands on the ball, (b) both feet on the ground on or behind the touch line, and (c) the ball being thrown directly over the head.
- 4 The opponents must be at least two (2) yards away from a throw-in.
- 5 A second chance to do a throw-in correctly should be given if the player does not do it properly the first time.

Law 16 – The Goal Kick:

- 1 If the team on offense (team attempting to score a goal) kicks the ball over the goal line outside the goal posts, the opposing team puts the ball back into play with a goal kick.
- 2 The goal kick should be taken 2 yards from the goal line and approximately half way between the touch line and the near goal post.
- 3 Opposing players must be at least 6 yards away on any goal kick.

Law 17 – The Corner Kick:

- 1 A corner kick is awarded when team defending the goal last touches the ball before it crosses goal line.
- 2 The attacking team puts it into play with an indirect kick from a spot within one (1) yard of the corner nearest the point where the ball went out of play.
- 3 The opponents will be at least six (6) yards from the ball.
- 4 A goal can not be scored directly from a corner kick without another player touching the ball.