

## U6 Rules

# 3V3 Under 6 Laws of the Game

*The Goal Area:* None.

*The Penalty Area:* None.

*Flagposts:* 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. Goals may be smaller in dimension.

**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 maximum 40 yards

Width: minimum 20 yards maximum 30 yards

**Law 2.) The Ball** - size 3.

**Law 3.) Number of players** - A match is played by two teams, each consisting of not more than three players. There are NO goalkeepers.

*Substitutions:* At any stoppage and unlimited.

*Playing time:* Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be coed.

**Law 4.) The Players Equipment** - A player must not use equipment or wear anything, which is dangerous to himself or another player including jewelry. The basic compulsory equipment of a player is:

- A jersey or shirt
- Shorts
- Stockings
- Footwear
- Shinguards are covered entirely by the stockings, are made of a suitable material and provide a reasonable degree of protection. Non uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5.) The Referee** - An OFFICIAL (Game Manager or Coordinator or Parent or Coach or Grade 9 referee) 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 be scored directly from the kickoff. 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-off 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
- 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 goalpost, crossbar or corner flagpost 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 goalposts 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 a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

**Law 13.) Free Kicks** - All free kicks are direct 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 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 a direct 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 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 be 4 yards away from the ball until it is in play.

**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 arc nearest to 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 touch the ball a second time until it has touched another player

## U8 Rules

# ***5v5 Under 8 Laws of the Game***

**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 maximum 40 yards

Width: minimum 20 yards maximum 30 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:* A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line 3 yards from the inside each goalpost. These lines extend into the field of play for a distance of 3 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

*The Penalty Area:* None.

*Flagposts:* None.

*The Corner Arc:* A quarter circle with a radius of 1 yard from each corner is drawn inside the field of play.

*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 18 feet and the distance from the lower edge of the crossbar to the ground is 6 feet. Goals may be smaller in dimension.

**Law 2.) The Ball** - size 3.

**Law 3.) Number of players** - A match is played by two teams, each consisting of not more than six players. One of those players must be the goalkeeper.

*Substitutions:* At any stoppage and unlimited. *Playing time:* Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be coed.

**Law 4.) The Players Equipment** - A player must not use equipment or wear anything, which is dangerous to himself or another player including jewelry. The basic compulsory equipment of a player is:

- A jersey or shirt
- Shorts
- Stockings
- Footwear
- Shinguards are covered entirely by the stockings; are made of a suitable material and provide a reasonable degree of protection. Non uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5.) The Referee** - An OFFICIAL (Game Manager or Coordinator or Parent or Coach or Grade 9 referee) 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, 12-minute quarters. There shall be a 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 be scored directly from the kickoff. 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-off 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
- 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 goalpost, crossbar or corner flagpost 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 goalposts 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 a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

**Law 13.) Free Kicks** - All free kicks are direct 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 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 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 at the moment of delivering the ball, the thrower:
- Faces the field of play
- Has part of each foot either on the touch line or on the ground outside the touch line
- Uses both hands
- Delivers the ball from behind and over his head the thrower may not touch the ball again until it has touched another player. The ball is in play immediately it enters the field of play. For this age group an improperly performed throw-in can be retaken once.

**Law 16.) The Goal Kick** - A goal kick is a method of restarting play. A goal may be scored directly from a goal kick, but only against

the opposing team. A goal kick is awarded when:

- The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

Procedure:

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents must remain outside the goal area and at least 4 yards from the ball until it is in play
- The kicker does not play the ball a second time until it has touched a second player
- The ball is in play when it is kicked directly beyond the goal area
- 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 be 4 yards away from the ball until it is in play.

**Law 17.) The 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 arc nearest to 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

## U10 Rules

# ***6v6 Under 10 Laws of the Game***

### **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.

*Length:* minimum 45 yards maximum 60 yards

*Width:* minimum 35 yards maximum 45 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 8 yards is marked around it.

*The Goal Area:* A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 6 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 6 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

*The Penalty Area:* A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, 10 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 10 yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made 8 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 8 yards from each penalty mark is drawn outside the penalty area.

*Flag posts:* A flagpost, not less than 5 feet high, with a non-pointed top and a flag is placed at each corner.

*The Corner Arc:* A quarter circle with a radius of 1 yard from each corner flagpost is drawn inside the field of play.

*Goals:* Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is 18 feet and the maximum 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.

### **Law 2.) The Ball - Size 4.**

**Law 3.) The Number of Players** - A match is played by two teams, each consisting of not more than 6 players, 1 of whom is the goalkeeper.

*Substitutions:* At any stoppage and unlimited.

*Playing time:* Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may be coed.

**Law 4.) The Players' Equipment** - A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewelry. The basic compulsory equipment of a player is:

- A jersey or shirt
- Shorts
- Stockings
- Footwear
- Shinguards are covered entirely by the stockings, are made of a suitable material and provide a reasonable degree of protection.

Each goalkeeper wears colors that distinguish him/her from other players, the referee and the assistant referees or linesmen/women. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5.) The Referee-** Registered referee, especially Grade 9 or parent/coach or assistant coach. All rule infringements shall be briefly explained to the offending Player

**Law 6.) The Assistant Referees** - Not required. May use club linesmen/women if desired.

**Law 7.) The Duration of the Match** - The match lasts two equal periods of 25 minutes. 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 that 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 team that wins the toss takes the kick-off to start the second half of the match. In the second half of the match, the teams change ends and attack the opposite goals. A goal may 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 the second half of the match
- All players are in their own half of the field
- The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play
- The ball is stationary on the center mark
- The referee gives the signal
- The ball is in play when it is kicked and moves forward
- The kicker does not touch the ball a second time until it has touched another player

**Law 9.) The 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 goalpost, crossbar or corner flagpost 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.) The Method of Scoring** - A goal is scored when the whole of the ball passes over the goal line, between the goalposts 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** - A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- 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; A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:
  - Holds an opponent
  - Spits at an opponent
  - Handles the ball deliberately (except for the goalkeeper within his/her own penalty area).
  - Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball; An indirect free kick is awarded to the opposing team if a goalkeeper, inside his/her own penalty area, commits any of the following four offences:
    - Takes more than six seconds while controlling the ball with his/her hands before releasing it from his/her possession
    - Touches the ball again with his/her hands after it has been released from his/her possession and has not been touched by another player
    - Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate
    - Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate. An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:
      - Plays in a dangerous manner
      - Impedes the progress of an opponent
      - Prevents the goalkeeper from releasing the ball from his/her hands

The indirect free kick is taken from where the offence occurred.

- No ball may be directly punted or drop-kicked in the air by the goalkeeper from one penalty area into the opponents' penalty area. The infraction is punished by giving the ball to the opponents for an indirect free kick taken at the center spot on the halfway line.

**Law 13.) Free Kicks** - All free kicks are direct and opponents are at least 8 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 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.) The Penalty Kick** - A penalty kick is awarded against a team that commits one of these offences:

- 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.

A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half. When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper. The ball is placed on the penalty mark (the penalty mark is 8 yards from the center of the goal line.) The player taking the penalty kick is properly identified. The defending goalkeeper remains on his/her goal line, facing the kicker, between the goalposts until the ball has been kicked. The players other than the kicker are located inside the field of play, outside the penalty area, behind the penalty mark and at least 8 yards from the penalty mark. The referee does not signal for penalty kick to be taken until the players have taken up position in accordance with the Law. The referee decides when a penalty kick has been completed. The player taking the penalty kicks the ball forward. He does not play the ball a second time until it has touched another player. The ball is in play when it is kicked and moves forward.

**Law 15.) The 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

At the moment of delivering the ball, the thrower:

- Faces the field of play
- Has part of each foot either on the touch line or on the ground outside the touch line
- Uses both hands
- Delivers the ball from behind and over his head

The thrower may not touch the ball again until it has touched another player. The ball is in play immediately it enters the field of play.

**Law 16.) The Goal Kick** - A goal kick is a method of restarting play. A goal may be scored directly from a goal kick, but only against the opposing team. A goal kick is awarded when:

- The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

Procedure:

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents must remain outside the goal area and at least four 4 yards from the ball until it is in play
- The kicker does not play the ball a second time until it has touched a second player
- The ball is in play when it is kicked directly beyond the goal area

**Law 17.) The 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 arc at the nearest corner flagpost
- The corner flagpost is not moved
- Opponents remain at least 8 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