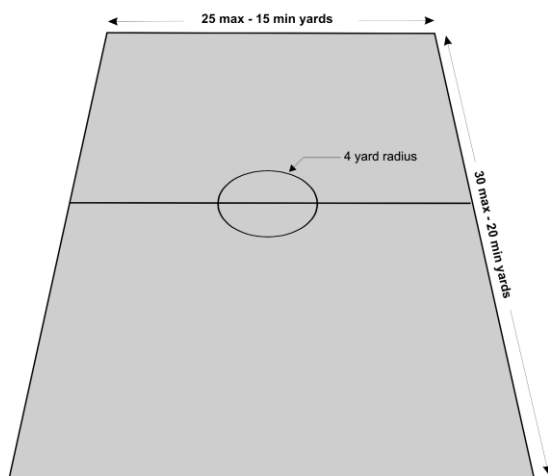


## LAW 1 – THE FIELD OF PLAY

Suggested Set-up for 3v3 Fields



The game is played on a rectangular field. The lines on the sides of the field are called touchlines. The lines on the ends of the field are called goal lines. The touch-lines must be longer than the goal lines.

The field is marked with lines. Those lines are part of the field. A line will divide the field into two halves and is called the halfway line. A circle in the middle of the field is called the center circle.

The dimensions of the field are as close as possible to:



**Under 5 & 6 15 yards X 25 yards**

Goals are placed at the ends of the field, in the center of each goal line. The size of the goals is as close as possible to: **Under 5 & 6 10 feet wide X 5 feet high**

No one is allowed to stand behind the goal lines during the game.

A coach may move any game to a handicap accessible field if the need arises and if such a field is available. An accessible field must be made available if those currently using it do not require an accessible field. Accessible fields are numbers 1, 2, 3, 4, 5, & 6 at Spencer Park.

Teams listed first on the published schedule shall be considered the home team and will occupy the west or in some cases north side of the field. Teams, coaches and spectators should be on opposite sides of the field. At no time should a parent or coach be standing behind the goal or along the goal line. At no time should parents or coaches be scattered around the field to tell players where to go and what to do.

## **LAW 2 - THE BALL**



### **Size 3**

The ball is round and should be made of a suitable material. Suggested pressure for the ball is 8.5 lb. per square inch. All micro soccer players use a size 3 ball. This is because of the weight of the ball. It is lighter so the younger players are able to pass and shoot the ball successfully.

## **LAW 3 – THE NUMBER OF PLAYERS**

A match is played between two teams, each consisting of the following number of players on the field:

Under 5 & 6                      3 V 3

### **Under 5 and Under 6 leagues DO NOT USE GOALKEEPERS**

To start a game, a team must have a minimum number of players on the field:

**Under 5 & 6                      3 players**

Substitutions for Under 5 & 6 can be made at anytime if a child is hurt or needs a break. Play should be continuous. The clock should not stop for any reason other than quarter and half time breaks.

Each player present at the game must play at least a half of the game unless there is a reason such as sickness, injury, discipline or other reasonable cause.

## **LAW 4 – THE PLAYERS’ EQUIPMENT**

Players will be allowed on the field in accordance with the following criteria:

### **Proper uniform (shirts tucked in during play).**

1. Shin-guards covered by socks.
2. Tennis shoes, turf shoes, rubber cleats (**no toe cleat**), NO screw-in cleats.
3. Necklaces, bracelets, watches, earrings, other body piercing jewelry and other jewelry are NOT allowed.
4. Soft headbands and hair ties ONLY and only if referee/ Trainer deems it safe.
5. Properly padded casts at referee/ trainers discretion.
6. Properly padded splints or braces at referee/ trainer discretion.
7. Players wearing glasses are encouraged to wear a band to keep frames in place.

## **LAW 5 - THE REFEREE –**

Coaches will Referee the game.

## **LAW 6 – THE ASSISTANT REFEREE –**

Does not apply

## **LAW 7 – THE DURATION OF THE MATCH**

The match will last a specified amount of time as listed for each age group:

**Under 5 4-minute quarters (Play 2 games)**

**Under 6 4-minute quarters (Play 2 games)**

Players are allowed a half time interval not to exceed 5 minutes.

The games will be played for this amount of time unless determined by the game official and the two participating teams. (For example: to reduce the time because of insufficient light or inclement weather.)

The Under 5 and 6 teams will play one match to its finish, and then play another of the same length. They will play on two fields at a time, and will be playing two matches at the same time.

Time may be added to a game for time lost with an injury or other delay. However, time cannot overlap into another scheduled game.

If the 3<sup>rd</sup> quarter has begun, the game is considered to be complete. A game start should not be held for more than 10 minutes due to inclement weather.

Some games may be shortened for appropriate reasons. (An example would be to shorten the game because of insufficient light or inclement weather.)

A game start should not be held for more than 10 minutes due to inclement weather.

## **LAW 8 – THE START OF PLAY**

Each quarter of every game will begin with a kickoff from the center circle. The teams will alternate kickoffs at each quarter and change ends of the field at the half. A goal MAY NOT be scored directly from a kickoff. For a kick off to occur, all players must be in their own defending half of the field.

The game will start by one of the coaches placing the ball on the field. At half time the teams will exchange ends of the field and the team designated by the coach will kick off to start the second half. A team that has been scored on will get the ball and they may begin play straight from their goal. If they are having difficulty, coaches may help by having them start further up the field.

A kick off will take place:

- At the start of every quarter
- After each goal is scored

\*\*Coaches should not line their players up in a straight line or dictate to them where to stand for a kickoff. The best way to approach the situation is to ask the player questions that will help them understand where they should be to stop the other team. This encourages players to take ownership of the game and develop a better understanding of what to do on their own.

## **LAW 9 – THE BALL IN AND OUT OF PLAY**

The lines are considered part of the field of play. The ball is out of play when the **whole ball crosses the entire line**, either in the air or on the ground. The ball is also out of play if the coach has stopped play.

The coach is considered to be part of the field of play if he is on the field. If a ball hits a coach, play does not stop; but children and parents will laugh!

## **LAW 10 – THE METHOD OF SCORING**

A goal is scored when the whole ball crosses the goal line between the goal posts and under the crossbar, providing no infringements of the Laws of the Game have been committed during the scoring of the goal.

Players will sometimes score on their own goal. This is okay and the player will be praised for this. The coach will then challenge the player to score on the opposite goal next time. No player will be reprimanded due to scoring on their own goal.

Scores are NOT recorded in micro soccer; but respect the other team and be mindful of the number of goals scored against an opponent.

## **LAW 11 – OFFSIDE** - Does not apply

There is NO offside in micro soccer.

## **LAW 12 – FOULS AND MISCONDUCT**

All fouls shall result in a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player.

Slide tackles are NOT allowed in U5 or U6 play. Players must attempt to stay on their feet at all times.

An infringement includes:

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charging an opponent
- Striking or attempting to strike an opponent
- Pushing an opponent
- Holding an opponent
- Spitting at an opponent
- Handling the ball deliberately

## **LAW 13 – FREE KICKS**

All free kicks are direct kicks (meaning a goal can be scored directly from the kick). **There are no penalty kicks in micro soccer play.** In the event of an infringement, the ball will be placed at the spot of the foul and play restarted with a direct kick.

## **LAW 14 – THE PENALTY KICK** Does not apply

## **LAW 15 – THE THROW IN – NOW THE KICK IN**

A kick-in will replace the throw-in in this league. A kick-in is awarded when the whole ball passes over the touchline. It is taken from the point where the ball crossed the line. The kick-in is taken by an opponent of the player who last touched the ball before it crossed the touchline.

The defender must be a minimum of two yards away from the kicker at the time the ball is put into play. The ball is considered in play immediately when it enters the field of play.

\*\* We are looking to teach the players the boundaries of the field. We first want them to recognize the ball is out and that we restart with a kick-in. If the opposing team is not the team to kick the ball in, let play resume and explain to the players at break that if they send the ball out of bounds it is the other team's ball to kick in.

## **LAW 16 - THE GOAL KICK**

A goal kick is awarded to the defending team when the ball crosses the goal line and is not between the goal posts.

In U5 and U6 games goal kicks shall be taken from a point approximately 1 yard into the field and approximately 1 yard lateral to the nearest goal post

**LAW 17 – THE CORNER KICK** - Does apply

**US Youth Soccer Recommendations**

- Opposing coaches, players and parents should shake hands after each match.
- Parents, coaches, non-participating players and spectators should be there to enjoy and encourage the activity of the youngsters.
- Spectator and team benches should be on opposite sides of the field.
- No alcoholic beverages or tobacco products will be consumed or allowed near the playing area.
- No slide tackles to be allowed in this age group.
- Coaches of U6-U8 teams should attend the U6/U8 Youth Module coaching course and the Grade 9 referee course.

If you have any question in regards to these rules or are looking for any clarification please contact the Dakota Alliance Soccer Club.

Revised on August 2, 2010

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