

EYSA U-6 RULES

These Rules are an addendum to the EYSA Rules of the Games. Any rules not covered in this addendum shall be covered under the EYSA Rules of the Game and/or FIFA.

Field: To be rectangular in shape. The length of the field shall be greater than the width.

- **Width: 20 yards (60 feet)** however can be a maximum 25 yards (75 feet) Minimum 15 yards (45 feet) The field is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line with a **5 yards (15 feet)** diameter circle centered on the midpoint.
- **Length: 25 yards (75 feet)** however can be a maximum 30 yards (90 feet) Minimum 20 yards (60 feet).
- **The Goal Area: 5 yards (15 feet) radius** "HALO-ARC".
- **Penalty Kick Mark:** None.
- **Flag posts:** None.
- **Corner Arc:** per FIFA standards.
- **Goals:** 4 x 6 feet

Ball Size: #3

Duration: (4) 12 minute quarters with 2 minute breaks between each quarter and a 5 minute break at halftime.

Equipment:

- A) All players must have approved shin guards
- B) All cleats must be soccer cleats. Tennis shoes are acceptable.
- C) No Jewelry of any kind is acceptable. No hard clasps, beads, and/or berets are allowed in the hair.

Roster/Play Size: The Roster size shall be 6-8 players. The playing format is 4 vs. 4. A minimum of 3 players is required for a soccer match to begin.

Age: Player has not reached their sixth (6th) birthday before August 1st of the Seasonal Year.

Substitution Procedure:

- A) A coach may substitute an unlimited number of players on their possession of a throw in or a goal kick by either team provided that the players are ready to enter the field of play

- B) A coach may substitute an unlimited number of players after a goal has been scored by either team, between quarters, or during an injury from the player/coaching area
- C) No substitutions on corner kicks or in-direct kicks.

Playing time: Each player SHALL play a minimum of 50% of the total playing time.

Halo – Arc Rule: There are no goalkeepers in the U6 age group. All players must stay outside the arc until the ball has entered the arc. If an offensive player is in the arc prior to the ball entering a goal kick will be awarded to the opposing team. If a defensive player is in the arc prior to the ball entering the arc a goal may be awarded at the discretion of the referee. If in the referee judgment, and solely his/hers, feels that a goal would have be scored if the defensive player was not in the arc a goal will be awarded. If the referee’s judgment is that no goal would have be scored an in-direct kick will be awarded to the offensive team 4 yards (12 feet) from the arc.

Offside: No offside in U-6.

Free Kicks: All free kicks shall be in-direct.

The Penalty Kick: no penalty kicks in U-6

Throw-Ins: All throw ins shall be according to FIFA rules. An unlimited number of re-throws are allowed. Coaches and Referees will assist the players to make sure the throw in is done properly. The player who improperly throws the ball in, must be the one who attempts the re-throw

Goal Kick: The goal kick can be taken along any point of the Halo-Arc. Opposing players must be 4 yards (12 feet) from the ball until it is kicked.

The Corner Kick: per FIFA standards. All players must stay outside of the arc.

Forfeits/No Show: If your team forfeits a game either through not showing up or not having enough players to field a team, your team will be charged a **\$25 fee**. Please consider the other coaches, players, and parents. If you do not think your team will make a game please contact an EYSA representative so we can notify the other team.

Overtime: Overtime is only used in Tournament Play; In the event of a tie during tournament play; at the end of regulation another coin toss will be held to determine the order of which team kicks first (home team calls this coin toss). This order is maintained throughout the entire session of kicks. The referee determines which goal to use. The kicks will alternate between the two teams. If no winner has not been determined at the end of the first session then new players (who did not kick in session one; do not have to be ones on field at end of regulation) must be selected for session two. Session three becomes sudden death; meaning if after each kicker has participated, and one kick scores and the other does not the team that scores wins.

The four players who were on the field at the end of regulation will be the players taking the first set of kicks for each team. There will be no goalkeeper and the kicks will be taken from the

midfield point. At the end of session one, four new players must be selected for the second set of kicks. If one team does not have four additional players then session two will consist of the same amount of players from each team that did not kick in session one. If the score is tied at the end of session two then any four players that did not participate in session two is eligible. The kicks then go to a sudden death format.

Additional Rules:

- A) No Slide tackling is allowed. The referee will first warn the player. If it continues the referee will make the player sit for a quarter.
- B) One Coach from each team is allowed on the field during the game. The coaches must stay away from the goal area. If the ball is going towards the goal and hits the coach, a goal will be awarded.
- C) It is strongly recommended all coaches take the Free U6/U8 Youth Module 1 course.
- D) There is NO smoking or consumption of alcohol to take place on or near the field area.
- E) There is NO such thing as a mercy rule where a contest can end if the goal differential gets larger than ten goals. The game must be played in its entirety. However, it is stronger suggested the winning coach do whatever possible to maintain good sportsmanship. This can be done by quietly removing a player, minimum number of passes before going to goal, or reducing the number of attacking players, etc. Please remember this is Recreational soccer and letting the kid's have fun and learn the game of soccer is the emphasis.