

T-CYSA Mod Soccer (3-A-Side) Rules for U6

LAW I - THE FIELD:

- A. Dimensions: The field of play shall be rectangular, 30 yards long and 20 yards wide.
- B. Markings:
 1. Goals should be a maximum of six (6) feet wide. Cones or anchored corner flags may be used to mark goal.
 2. Goal area should be marked with six (6) yard box across the width of the playing field on both ends.
 3. Center line should be centered fifteen (15) yards from end line.

LAW II - THE BALL: Size three (3).

LAW III – NUMBER OF PLAYERS:

- A. Maximum number of players on the field at any one time is three (3).
- B. Maximum number of players on the roster should not exceed six (6).
- C. Substitutions:
 1. May be made at the end of each period and/or at any stoppage of play, with the consent of the referee.
 2. Playing time: Each player **SHALL** play a minimum of 50% of the total playing time.

LAW IV – PLAYERS EQUIPMENT:

- A. All player equipment shall conform to Law IV of the laws of the game except as amended below.
- B. An “official” uniform jersey shall be worn.
- C. All or any member(s) of a team may wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:
 1. The proper team uniform is worn outermost. The referee’s discretion may be used to determine if an item of protective clothing goes beyond the purpose of providing a means of retaining body heat.

LAW V – REFEREE:

- A. The home team will be responsible for providing referees. In the event a referee is not present, both coaches will mutually agree upon one. If one cannot be agreed upon, each coach will referee one half.

LAW VI – THE ASSISTANT REFEREE: Not Applicable.

LAW VII – DURATION OF GAME:

- A. The game shall be divided into two (2) periods per half with eight (8) minutes each period. Total playing time should equal thirty-two (32) minutes.
- B. Half time break shall be five (5) minutes.

LAW VIII – THE START OF PLAY:

- A. Opponents must be six (6) yards from the center line while kickoff is in progress.
- B. The ball is in play when it is kicked forward. The kicker shall not touch the ball a second time until it has been touched by another player. For any infractions of these laws, the referee will explain the proper procedure and the kickoff shall be retaken.
- C. **A goal shall not be scored directly from a kickoff without the ball being touched by at least one other player on either team.**
- D. Restarting play after temporary delay: In the case of a temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the play was suspended.

LAW IX – BALL IN AND OUT OF PLAY: Standard FIFA rule.

LAW X – METHOD OF SCORING: **NO SCORE KEEPING.**

- A. If the goal marker (cone) is knocked over or moved as a result of a direct hit by the ball, the goal will not be allowed.
- B. Balls must cross between goal markers (cones) no higher than one (1) yard high to count as goals. This is at the discretion of the referee.

LAW XI – OFFSIDE:

The offside rule **will not** be enforced, however, the intent of the rule will be followed. Positioning a player in front of the opponent's goal irrespective of the location of the ball on the field is contrary to the aims of the program. The referee shall take appropriate action to prevent this kind of play (an indirect kick to the offended team and instructional statements to the violating players and coach).

LAW XII – FOULS AND MISCONDUCT:

- A. Slide tackling is **not** allowed.
- B. Indirect free kicks will be awarded only. No penalty kicks.

LAW XIII – FREE KICKS: Indirect only.

LAW XIV – THE PENALTY KICK: **NO** penalty kick allowed.

LAW XV – THE THROW-IN: Foul throw-ins shall be retaken.

LAW XVI – THE GOAL KICK:

- A. **A goal shall not be scored directly from a goal kick without the ball being touched by at least one other player on either team.**

LAW XVII – THE CORNER KICK: Standard FIFA rule.