

PASO PLAYING RULES -- UNDER 5 THROUGH UNDER 6

1.	FIELD OF PLAY
The field of play is 60 (sixty) feet wide and 90 (ninety) feet long. The center circle is 12 (twelve) feet in radius. The goal area is 20 (twenty) feet wide and 8 (eight) feet in depth. The goal size is 4 (four) feet high and 5 (five) feet wide.	
2.	PLAYERS AND SPECTATORS
A.	Teams will occupy opposite sides of the field from each other. The bench area is for registered players and coaches only. Parents must be 15 (fifteen) feet from either side of their team's bench area and 9 (nine) feet off the sideline. These areas should be marked with field paint.
B.	Registered PASO coaches and players are only allowed in the bench area for the duration of the match, NO EXCEPTIONS . Any violations of this rule can result in game or season suspensions.
C.	No coaching or Spectators will be allowed behind the goals.
D.	If the field is equipped with benches, each team must designate one person to sanitize the bench area prior to the players and coaches occupying the area. Sanitizer will be provided by the league.
3.	THE BALL
The ball is a size 3 (three).	
4.	TEAMS
Teams are composed of a maximum of eight players. The number of players on each side is 4. A team may not play with less than three players on the field.	
5.	LENGTH OF GAME
<i>Each child in the PASO League will play a minimum of 50% of each half. A playing time violation in the PASO League is taken very seriously and discipline may be administered without prior notice or warning.</i>	
A.	Under 5 and Under 6 games are 4 ten-minute quarters with 2-minutes between quarters and a 4-minute half-time period.
B.	Substitutions may only be made at the beginning of each quarter or half. Players may not be substituted at any other time. The only exception is if a player is injured <u>or in duress</u> . As determined by the referee.
C.	Teams that are not ready to play within 5 minutes of published time will forfeit the game. A team unable to field 3 players at game time will forfeit the game. <u>There will be no time stoppage for any reason.</u>
6.	KICK-OFF
Kick off will be decided at the beginning of the game by a coin toss with the team winning the toss choosing side of the field. The team losing the coin toss will kick off. Teams will switch for the second half.	
7.	INDIRECT FREE KICKS
Kick-off, goal kicks and fouls are indirect kicks (i.e. a goal cannot be scored by kicking the ball directly into the goal: the ball must first be touched by another player). Defending players must be at least 12 (twelve) feet / 4 (four) yards away from the ball at the time of the free kick.	
8.	FOULS AND MISCONDUCT
A.	A player who commits any of the following six (6) offenses shall be penalized by the award of an indirect free kick to the opponents.
(1.)	Kick or attempts to kick an opponent.
(2.)	Trips an opponent, (i.e. throwing or attempting to throw an opponent by the use of the legs or by deliberately/intentionally stopping in front of or directly behind the opponent).
(3.)	Charges an opponent in a violent or dangerous manner.
(4.)	Holds an opponent with the hand or any part of the arm.
(5.)	Pushes an opponent with the hand or any part of the arm.
(6.)	Handles the ball (i.e. strikes or propels the ball with the hand or arm). It should not be considered a "hand ball" when any player attempts to protect the vital areas of the body (chest, crotch, face, etc.) by placing hands or arms across them to protect them from being struck by the ball. The official shall be the sole judge of whether the hands or arms were used deliberately to propel the ball.
B.	A player shall be sent off the field of play if:
(1.)	In the opinion of the official, the player is guilty of fighting.
(2.)	The player uses foul, abusive, or improper language.
If play is stopped by reason of a player being ordered from the field for an offense without a separate breach of the rule having been committed, the game shall be resumed by an indirect free kick awarded to the opposing side from the place where the infringement occurred. The player that is sent off can be replaced with another player from the same team. The player being sent off must sit out the rest of that game.	

9.	BALL OUT OF PLAY
	The ball is out of bounds when the whole ball passes over the whole sideline or goal line. The ball will be put back in play by the opposing team as follows:
A.	Played over the sideline: a throw-in is taken at the point the whole ball crossed the line.
B.	Played over the goal line by the defending team: A corner kick is taken by the attacking team from the corner arc on the side of the field where the ball crossed the goal line.
C.	Played over the goal line by the attacking team: A goal kick is taken by the defending team from anywhere in the goal area.
D.	A goal is scored when the whole ball passes completely over the goal line between the goal post and under the cross bar. Note: All kicks are indirect; therefore, a goal cannot be scored from a restart except as defined unless the ball is touched by two players.
E.	Each half is started with a kick-off. Second and fourth quarters are restarted where play in the previous quarter ended with a stoppage of play.
10.	PLAYER'S EQUIPMENT
A.	Players should wear a unique and easily visible numbered shirt (number must be on the back of the shirt) of the same colors as their teammates. The referee shall make the final decision in allowing or disallowing a player to participate. The final decision on whether there is a color conflict is up to the referee. In the event two teams are to play and the normal jersey of both teams are identical or similar in color such that confusion might arise, the home team shall be responsible for changing jerseys. The referee shall make the final decision in approving or disapproving alternate jerseys.
B.	Shin guards are mandatory for all players. Socks must be worn over the shin guards and shirts must be tucked in.
C.	A player shall not be permitted to wear anything considered dangerous by the referee. Jewelry considered dangerous to them or other players must be removed. Hard casts and finger splints must be covered with suitable padding. If at any point during the match the referee determines an item to be dangerous, the player may be asked to remove it or sit out the remainder of the game.
D.	Players wearing eyeglasses are encouraged to wear an eyeglass retainer strap.
E.	Under foul weather conditions, additional garments (knit caps, gloves, and warm-ups) may be worn as long as the team jersey is on the outside.
F.	Shoes, tennis shoes, or soccer shoes must be worn by all players. All footwear must be of soft cleat type and have no metal studs (screw-ins) or any other exposed metal. Baseball, Softball, or shoes with a toe cleat are not acceptable. Turf shoes with waffle bottoms are acceptable.
G.	Sponsor's advertisements may be displayed on uniforms. Any sponsor or product must be appropriate for a youth sports organization. The determination of any appropriate sponsor or product is solely at the discretion of the PASO Board of Directors.
H.	The Home Team (which is listed first on the playing schedule) is responsible for providing contrasting jerseys in the event of a conflict of colors.
11.	OFFICIATING
A.	A referee shall be appointed by the league to officiate in each game.
B.	The referee has jurisdiction from the time the referee arrives at the field of play. The referee's decision on points of fact connected with the play shall be final, so far as the result of the game is concerned.
C.	The referee can stop the game for infringement of the rules and can suspend or terminate the game whenever the referee deems such stoppage necessary, for example, severe weather, interference by spectators and/or coaches.
D.	If the official referee does not appear within fifteen (15) minutes after the scheduled game time, a person mutually agreed upon by both coaches may referee the game. The decisions of that person serving as an emergency referee are just as binding as if he/she were a registered referee. Alternatively, the coaches may agree to reschedule the game.

12.	OTHER GENERAL RULES
A.	No Goalies: Players are only allowed to stand in the goal box if they are directly playing the ball. Players may play defensive positions but must move up with the field of play. The purpose of the 4v4 game is for all children to be involved in the action.
B.	Coaches for U5 and U6 are not allowed on the field during play, unless they are invited by the official for the purpose of assisting an injured player. Coaches may enter the field of play to set their team at the beginning of each half or the beginning of each quarter.
C.	Throw-ins: If an infraction occurs on a Throw-in, a second Throw-in must be allowed. If an infraction occurs on the second Throw-in, play should be allowed to continue. This is a developmental league and we are here to help the players learn. Please get the kids involved.
D.	Score is not kept during games. At the end of the game there are no winners and losers. ALL kids are winners.