

# Jackson Soccer Club



## U6 Rule Book

**Fun, Fitness, and Fair Play!**

## **Jackson Soccer Club U6 Rule Book**

The following is a summary of the FIFA rules with the KMSL (Kettle Moraine Soccer League) and JSC (Jackson Soccer Club) modifications.

### **1. The Field of Play**

The field of play is marked and divided into various parts by lines. All lines are part of the field of play. Appropriately sized fields are used for U6. See the diagrams at the end of the Parent Handbook for required dimensions.

No spectators or coaches are permitted to occupy the area behind either goal line. Spectators and teams should be at least 10 feet behind the sideline to allow space for throw-ins. The KMSL requires that teams assemble on one side of the field and spectators assemble on the opposite side. Home clubs determine on which sides teams and spectators are to assemble.

### **2. The Ball**

The legal size for U6 is #3.

### **3. Number of Players and Substitution**

Two teams shall play games, each consisting of not more than 4 players and not less than 3 players

#### **Substitutions:**

Substitute at throw-ins, goal kicks, after a goal is scored, between periods, corner kicks, or penalty kicks.

Most coaches will substitute after 5 minutes in each quarter and at the start of a new quarter.

### **4. Player Equipment**

All participants in a game must wear shoes. Soccer shoes are recommended. Athletic shoes or turf shoes are allowed. Shoes with soles containing metal (aluminum, magnesium, titanium, etc.), leather, rubber, nylon or plastic cleats, studs or bars, whether molded as part of the sole or detachable, are allowed as long as the referee does not consider them dangerous. Shoes shall not be altered in any way that makes them unsafe. Baseball and football cleats or shoes with a single large toe cleat are not allowed.

All players on a team must wear the same color jerseys, socks and shorts. Jerseys may be worn over long sleeved shirts of the same or different color. Each goalkeeper wears colors which distinguish them from the other players, the referee and the AR's. When the temperature is below 50 F, team shorts may be worn over any color athletic pants or athletic pants of the same color as the team shorts may be worn over the shorts. Goalkeepers may wear pinnies over their jersey and long pants, regardless of temperature.

Age and size appropriate shin guards are required and must be covered by socks.

No equipment that is considered dangerous to themselves or other players may be worn. Jewelry (rings, wristwatches, earrings, necklaces) is considered illegal equipment. Medical information tags, if worn, have to be taped, with the information exposed against the body. Casts are not allowed under any conditions. Wrist or finger splints with hard pieces (e.g. buckles, splines, knobs, etc.) are not allowed.

Artificial limbs are permitted but must be completely padded with no metal or hard material exposed. If your child wears glasses, a strap to hold them in place and/or “sport glasses” are highly recommended. Non-prescription sunglasses are not allowed. Soft hair restraints, headbands and hats are allowed. Plastic, metal or beaded hair restraints or hats with hard portions (e.g. baseball hats) are not allowed. Anticoncussive head gear is allowed.

## 5. Referees

At U6 there are no referees, the coaches will be on the field directing players and acting as a referee. Coaches will be responsible for Enforcing the Laws of the Game, act as a time keeper, stop plays for fouls, misconduct, outside interference or dangerous field conditions/severe weather.

## 6. Duration of Game

U-6 Four 10 minute quarters

Half-Time: No less than 5 minutes, but not more than 10 minutes.

Quarter-Time: No more than 2 minutes.

NO OVERTIMES OR TIE-BREAKERS.

## 7. The Start and restart of Play

### Kick-off

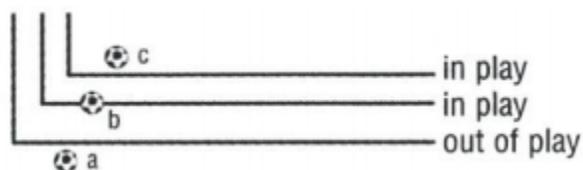
A kick-off starts a period and restarts play after a goal has been scored. Free kicks (direct or indirect), penalty kicks, throw-ins, goal kicks and corner kicks are other restarts.

The coaches can decide who shall kick off. At the beginning of the game, half-time, quarters and after goals, the game is started with a kick-off. Goal defending and kick-off are switched at half time. Team kicking off at start of game will also kick off at start of 2nd quarter and opposing team will kick off at start of 2nd half or 3rd and 4th quarters.

- All players are in their own half of the field
- The opponents of the team kicking off are outside of the center circle
- The ball is stationary on the center mark
- The coach gives a signal
- The ball is in play when it is kicked and clearly moves
  - Players may not cross the center line or into center circle until the ball is in play
- The kicker cannot touch the ball a second time until it has been touched by another player

## 8. Ball In and out of Play

If any part of the ball is on the line, it is still in play. The ball is out of play when it has passed completely over the line, either on the ground or in the air.



## 9. Method of Scoring

The entire ball must completely cross the goal line, between the posts and below the crossbar for a goal. A goal MAY be scored during play directly from a:

- Goal kick – only against opposing team
- Penalty kick
- Corner kick – only against opposing team

A goal MAY NOT be scored during play directly from a/an:

- Indirect free kick
- throw-in
- free kick into a team's own goal

## 10. Free Kick

A free kick may be awarded when an offense has been committed. The ball must be stationary and placed where the foul was committed. Any opponent must be the age appropriate distance from the ball before the kick is taken. An opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play. Free kicks are direct or indirect. The ball is in play when it is kicked and clearly moves except for a free kick to the defending team in their penalty area where the ball is in play when it is kicked directly out of the penalty area.

**Direct Free Kick**, No direct free kicks in U6

**Indirect Free Kick**, from which a goal may be scored only if the ball is touched by a second player. Second player could be team-mate or opponent.

## 11. Throw-In

A throw-in occurs when the whole ball entirely crosses the touchline (sideline) on the ground or in the air. A throw-in is taken by a player of the team opposite to that of player who last touched the ball. Legal delivery: The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground, on or behind the touchline. The thrower shall use both hands and shall deliver the ball from behind and over the head in one continuous movement. The thrower cannot be the next player to touch the ball. A goal cannot be scored directly from a throw-in. Opponents cannot distract the thrower and must be at least 2 yards away. Encourage U6 players to do throw ins properly – no penalty for an incorrect throw in. Coaches can have the player try again if necessary.

## 12. Goal Kick

When the ball crosses the goal line, a goal is not scored and was last touched by the attacking team, play is restarted with a goal kick. The defending team takes the goal kick anywhere from within the goal area. Attacking players must remain outside the goal kick line on the field that runs the entire width of the field. The opposing team (team not taking the goal kick) must stay behind this line until the ball is touched by a teammate of the player taking the kick or the ball crosses the goal kick line. The team in possession

can be in front of the line during the kick. The player taking the goal kick may not be the first player to touch the ball after it is kicked.

If the defensive player crosses the goal kick or build out line prior to the ball being touched by a second attacker or crossing the line, the restart is to retake the goal kick.

### **13. Corner Kick**

When the ball crosses the goal line, a goal is not scored and was last touched by the defending team, the attacking team takes the corner kick from the nearest corner. Opponents must be at least 6 yards from the ball until it is kicked. The ball is in play when it is kicked and clearly moves, it does not need to leave the corner area. Corner kicks are not to be taken until all players are out of the goal area.

### **THE FOLLOWING POLICIES ARE ALSO IN EFFECT FOR THE KMSL**

1. A player who consistently attends and effectively participates in practice will play at least half of the game.
2. It is in the interest of the program and players to develop skills and appreciation of every position on the soccer team. It is, therefore, the policy of this program to rotate players in a different position from time to time.
3. A player in the KMSL may not also be registered and participate in a league that uses tryouts, invitations, recruiting or any like process to roster players selectively to any team on the basis of talent or ability.
4. A player in the KMSL may be registered with only one KMSL member team at a time.
5. Opposing players and coaches are to shake hands after each game.
6. No alcoholic beverages will be consumed or allowed near the playing area
7. Smoking is not allowed near the playing area.
8. Lightning can travel 10 miles from a storm. Thunder can be heard from 10 miles away. The KMSL policy is that games are to be suspended when thunder is heard. Everyone is to leave the field and seek shelter in cars or buildings, not under pavilions. The game is to remain suspended for 30 minutes after the last sound of thunder.