



# Gulf Coast Soccer

## Modified Laws of the Game

### U5/U6 Playing Rules

The Micro field will measure approximately 30x20 yards, and will have a 4x6 foot goal at each end. Markings are very simple, with just touchlines, goal lines, and a halfway line.

Teams play 3v3, and there are no goalkeepers. Players use a Size 3 ball. The home team on the schedule wears the white jersey, and the away team wears the dark jersey. The jersey should be tucked in to the uniform shorts. Players must wear shinguards under their uniform socks, and can not wear jewelry of any kind.

Games are organized into four (4) quarters of eight (8) minutes each. Teams take a quick break (of just 1-2 minutes) between the first and second quarter, and again between the third and fourth quarter. The teams take a longer break (of 5 minutes) at the halftime, and switch directions at the half.

There are no referees at this age group. The team coaches and their assistant coaches are responsible for managing the game and ensuring players are experiencing a safe and positive playing environment. One coach should remain on each bench to manage substitutes, and another coach (or parent volunteer) should be positioned with a supply of balls behind each goal. Coaches should not be inside the playing field unless a specific player requires assistance (to check on an injury, tie a shoe, etc.). All spectators must stay on the touchline opposite the team benches; only authorized adults (with their KidSafe passes) and rostered players are permitted in the team area. Spectators are not permitted behind the goal lines.

Substitutions may be made at any time, but should be done as quickly as possible to minimize disruption to the game. If teams have full rosters (of 6 players), play should be stopped briefly 4 minutes into each quarter to substitute all players to ensure they receive equal playing time.

All games use the "New Ball/Continuous Play" format. There are no goal kicks, corner kicks, free kicks, penalty kicks, or throw-ins at this age group. The offside law does not apply. Teams will take a kick-off from the center spot to start each quarter (the kicking team alternates each quarter), and following any goals that are scored. The ball is in play as soon as the kicking player has caused the ball to roll in any direction (the kick-off does not have to go forward). Players will be asked to kick the ball to a teammate, but will not be penalized if they take more than one touch on a kick-off before another player has touched the ball.

If a ball rolls out of play across a touchline or goal line, the coach behind the goal closest to the ball should hold a new ball up in the air, call out "New Ball!" so that players recognize that another ball is about to be used, and then roll that ball toward the corner that is furthest away from the majority of the players on the field. If one team is dominating the game, it is also permissible (and encouraged) to roll the ball back into play in such a way as to give the less-skillful players more touches on the ball. The new balls should not be thrown, tossed, or bounced into play, and they are not to be rolled down the center of the field toward the opposite goal.

At this level, fouls are generally rare. In the event that a player is fouling other players (by kicking them, pushing them, etc.), that player's coach should pull the player aside to explain why the behavior is not acceptable. If the misconduct continues, the coach should remove the player from the game until he/she is able to resume play in an appropriate manner.

We do not record or report game scores at this age group. However, if a game has clearly become "non-competitive" such that one team is scoring goals freely and the other is getting very few touches on the ball, then the coaches should "shuffle" players (at the next quarter break) between the two teams to make two balanced squads for the duration of the match. Players are expected to bring both their home and away jerseys to all games to facilitate this kind of "re-shuffling" between teams. Note that in the older age groups, a "non-competitive" match is defined as one that has a goal difference of 6 or more goals.