

# COUNCIL GROVE RECREATION DEPARTMENT

## Soccer Rules & Regulations

### *U6 & PreSchool*

#### **Field of Play**

- **Field Markings**
  - The two longer boundary lines are called touch lines. The two shorter lines are called goal lines
  - The field of play is divided into two halves by a halfway line.
- **Dimensions**
  - The length of the touch line must be greater than the length of the goal line
    - U6/Preschool
      - 30-yards by 20-yards
- **Goals**
  - Goals must be placed on the center of each goal line
  - Nets may be attached to the goals and the ground behind the goal

#### **The Ball**

- **Ball size**
  - U6/Preschool
    - #3

#### **Number of Players**

- **Number of Players**
  - Each team can have no more than five players on the field during time of play.
    - There is NO goalkeeper
- **Substitution Procedure**
  - The substitute only enters the field of play after play has been stopped due to out of bounds or goal scored

#### **The Players' Equipment**

- **Safety**
  - A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry)
- **Footwear**
  - Cleats are recommended to help gain traction but not required
- **Shinguards**
  - Must be worn under socks and completely covered

#### **The Referee**

- **The Authority of the Referee**
  - Coaches referee the match and have full authority to enforce the rules
- **Powers and Duties**
  - Enforces the rules
  - Acts as timekeeper

#### **The Duration of the Match**

- **Periods of Play**
  - Pre-School
    - The match lasts two equal periods of 15 minutes
- **Half-time Interval**
  - Players are entitled to an break of at least 5 minutes

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#### **The Start and Restart of Play**

- **Definition of Kick-Off**
  - A kick-off is a way of starting or restarting play:
    - At the start of the match
    - After a goal has been scored
    - At the start of the second half of the match
  - A goal may be scored directly from the kick-off
- **Procedure**
  - Before a kick-off at the start of the match
    - A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match
    - The other team takes the kick-off to start the match
    - The team that wins the toss takes the kick-off to start the second half of the match
    - In the second half of the match, the teams change ends and attack the opposite goals
  - Kick off
    - After a team scores a goal, the kick-off is taken by the other team
    - All players must be in their own half of the field of play
    - The opponents of the team taking the kick-off are at least 10-yards from the ball until it is in play
    - The ball must be stationary in the center
    - The ball is in play when it is kicked and moves forward
    - The kicker must not touch the ball again until it has touched another player

#### **The Ball In and Out of Play**

- **Ball Out of Play**
  - The ball is out of play when:
    - It has wholly crossed the goal line or touch line whether on the ground or in the air

#### **The Method of Scoring**

- **Goal Scored**
  - A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement has been committed previously by the team scoring the goal

#### **The Throw-In**

- **The Throw-In**
  - A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air
  - A goal cannot be scored directly from a throw-in

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#### ▪ **Procedure**

- At the moment of delivering the ball, the thrower:
  - Faces the field of play
  - Has part of each foot either on the touch line or on the ground outside the touch line
  - Holds the ball with both hands
  - Delivers the ball from behind and over his head
  - Delivers the ball from the point where it left the field of play
- All opponents must stand no less than 2 yards from the point at which the throw-in is taken
- The ball is in play when it enters the field of play
- After delivering the ball, the thrower must not touch the ball again until it has touched another player

#### **The Goal Kick**

##### ▪ **The Goal Kick**

- A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored
- A goal may be scored directly from a goal kick, but only against the opposing team

##### ▪ **Procedure**

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents remain outside the penalty area until the ball is in play
- The kicker must not play the ball again until it has touched another player
- The ball is in play when it is kicked directly out of the penalty area

#### **The Corner Kick**

##### ▪ **The Corner Kick**

- A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored
- A goal may be scored directly from a corner kick, but only against the opposing team

##### ▪ **Procedure**

- The ball must be placed on the corner nearest to the point where the ball crossed the goal line
- Opponents must remain at least 2 yards from the corner until the ball is in play
- The ball must be kicked by a player of the attacking team
- The ball is in play when it is kicked and moves
- The kicker must not play the ball again until it has touched another player