



Laws/Rules of the Game For 6V6

The following guidelines are intended to promote consistency in the rules used during the game of soccer. We ask coaches to share this information with assistant coaches and parents. Revised January, 2012

Game Coordinator –(Parent from the home team) Colorado Hawks asks that you use a whistle to stop play. When making calls, please keep in mind that there will be slight pushing and kids will fall down, so try to call the obvious fouls/pushes/trips. If there is an intentional handball, we ask that you stop play, tell the child what he/she did wrong and award an indirect kick to the other team. An indirect kick means that once the ball is kicked, another player on either team must touch the ball before a goal can be scored. There are NO penalty kicks or off sides in the U7 and U8 age groups. Please make corrections when giving a kid a second chance for a throw-in or goal kick. Let the child know what they did wrong and how to fix it.

To start the game, the HOME team starts with the ball in the first half and the AWAY team has the ball to start the second half. There is no coin toss to decide which team starts with the ball. Also, please make sure that the players are dressed appropriately. Their socks must be pulled up over the entire shin guard the children are not allowed to wear sunglasses or hats.

1. FIELD

- **DIMENSION:** The field of play is rectangular with the length 50 yards and the width 30 yards.
- **SIZE OF THE GOAL:** 6 feet tall by 12 feet wide

2. BALL SIZE

- Size 3 -use hand stitched ball

3. NUMBER OF PLAYERS / SUBSTITUTIONS

- Two teams of 6 players on the field, each roster, max 11 players
- (Goalkeeper plus 5 field players) unless a coach approves/requests an additional 12th player.
- One player must act as goalkeeper
- For U7-U8 **INHOUSE** Recreational teams, substitutions are allowed on any stoppage of play. This includes the following:
 1. When ball has gone out of play including goal kicks and corner kicks
 2. After a goal has been scored
 3. When play has stopped due to an injury
 4. Prior to either teams throw-in

Cues for Facilitator - Substitutions:

- Substitutions can be made for either team on ANY stoppage of play. This means that you can substitute on either team's throw-in or any time the ball goes out of bounds. This does not include when a foul is called. The intent of this rule is to ensure that coaches have every opportunity to get their players in and out of the game.
- Coaches are encouraged to rotate their players every 2 to 3 minutes
- ***Each player shall play a minimum of 50% of the total playing time***

4. PLAYERS EQUIPMENT

- All players must wear shin guards and the club uniforms
- No metal cleats may be worn. Tennis shoes are acceptable to wear



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- Home teams are listed first on the schedule and wear red, away team is listed second and wear white
- Socks MUST cover the shin guards completely
- Goalkeepers must wear colors that distinguish him from the other players
- Players may not wear any kind of metal or plastic hair restraint, hair beads, earrings, necklaces, bracelets, or other jewelry during practices or games
- The following items are CONDITIONALLY permitted:
 1. Religious medals or medical tags which are taped to the body
 2. Splints, casts, braces or other joint support devices that, on both coaches' opinion are not dangerous and/or are padded with pliable materials to eliminate the dangerous condition.

5. GAME COORDINATORS

- Each game will have only one Game Coordinator (referee) on the field.
- The Game Coordinator is provided by the team listed as home on the schedule. The Coordinator must be certified at a Colorado Hawks Coordinator's clinic.
- Responsibilities: player safety, enforcement of the game laws and time keeping.
- Explain the rules to the players. Use the whistle as little as possible.
- **NO COACHING BY THE GAME COORDINATOR IS PERMITTED.**

6. LINESMAN

- There are no linesman in 6v6.

7. GAME DURATION

- 2 -20 minute periods with a 5 minute break at half-time and teams change sides at half-time

8. THE START OF PLAY

- Opponents should be outside the center circle while kick-off is in process. Ball must not go backwards.

9. BALL IN AND OUT OF PLAY

- The ball is out of play only when it has wholly crossed the goal line or touch line, whether it is on the ground or in the air. It is in play at all other times from the start of the match to the finish including if it rebounds from a goal post, cross bar or corner flag into the field of play.

10. METHOD OF SCORING

- A team is awarded a goal each time the whole ball crosses the portion of the goal line under the cross bar and between the posts in the goal that they are attacking. If a defending player unintentionally scores a goal in his own goal, the goal is awarded to the attacking team
- Goals can be scored from anywhere on the attacking half of the field
- Goals cannot be scored directly by a team from their half of the field
- Goals cannot be scored directly from kick-offs, free kicks, goal kicks or corner kicks. Once the kick is taken, if any player (attacker or defender) touches the ball and the ball goes in the goal, a goal is awarded to the attacking team



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- **At U7 and older**, scores will be kept by the coaches and the team record will be reported to Colorado Hawks staff at the end of the season for flighting purposes only. In an effort to promote a positive soccer experience, the Colorado Hawks coaching staff flights U5 and older age groups. Our objective is to place similarly skilled teams in the same divisions. Despite our best intentions, there will be games when two teams are not of equal level and ability. Our hopes is that flighting will correct this from one season to the next.
- **U7 - U8** If there is a goal differential of 4 goals, the losing team is allowed to add a 7th player prior to the ensuing kick-off. In the event that the goal differential becomes less than four after adding the 7th player, that team must pull off the 7th player until they are down again by 4 goals.

11. OFF-SIDE

- These age groups do not use the off sides rule. There is no off sides

12. FREE-KICK

- **U7 – U8:** All Free Kicks shall be “Indirect,” meaning that another player from either team must touch the ball before going in the goal. A teammate must touch the ball before it can be kicked in for a goal. If the ball is not touched by another player and goes over the goal line, the ball shall be considered out-of bounds and the opposing team awarded a goal kick. The opposing team must remain 5 yards from the ball until it is in play; the ball has been touched. A kicker shall not play the ball a second time until it has been touched or played by another player.

13. THROW-IN / KICK IN

- **U7 and older:** A throw-in will be awarded to the opponents of the player who last touches the ball before the entire ball passes over a touch line, either on the ground or in the air. Any player on the team may take the throw-in. The ball may be thrown in any direction from the point where it crossed the line. The player will use both hands with equal force and will throw the ball from behind and over the head in one movement while keeping both feet on the ground. A part of each foot shall either be on the touch line or on the ground outside of the touch line. The ball is in play when any part of the ball crosses the exterior plane of the touch line. The player taking the throw-in may not play the ball until it has been touched by another player. A goal shall not be scored direct from a throw-in. An improper throw-in shall result in a restart by a throw-in by the opposing team. Please use common sense here. It is appropriate to give the younger players (U8) a warning and allow another try with verbal help such as “keep your feet down”. After second failed attempt, give the throw-in to the opposing team.

Cues for Facilitator - Throw-in

Throw-ins are awarded when the ball goes out of bounds over the sidelines. The child taking the throw-in must throw the ball over the head and keep both feet on the ground. This proves to be a bit difficult for players, so we again, allow a second throw if the first attempt is not done correctly. If the child fails at the second attempt, a throw in is awarded to the other team.

14. PENALTY KICK

- There are no penalty kicks in 6v6 soccer

15. GOAL KICK



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- U7 - U8: A goal kick will be awarded to the defending team when the attacking team last touches the ball and the entire ball passes over the goal line of the defending team, whether on the ground or in the air that doesn't result in a goal. To restart with a goal kick, the player taking the kick may set the ball anywhere in the box but is encouraged to place it on the line anywhere at the top of the goal box. The intent is for players to be able to move the ball up, because many players at this age cannot kick the ball hard enough to clear the goal box if they are setting the ball on the goal line before the kick. Any player may take the goal kick. The opposing team must stay outside the goal box and be 5 yards away from the ball until the ball has crossed the goal box lines. The team taking the kick may be anywhere in the field including the goal box. If the ball does not clear the goal box or is touched by a player before it clears the goal box, the kick will be retaken. The player taking the goal kick may not play the ball again until another player from either team has touched the ball. All goal kicks are in-direct and a goal may not be scored from a goal kick.

Cues for Facilitator - Goal Kicks:

Goal kicks can be taken from anywhere within the goal box area, including placing the ball on the line at the top of the box. It is recommended that the players place the ball on the line at the top of the box so they may be successful in getting the ball up the field right away. In opposition of this, if you are the defending team, please do not have your children stand at the line, in an effort to block the ball. Give the kicker a respectful 5-10 yards so the ball may enter the field of play. Should the ball not clear the box for any reason, the players are given another try to get the ball out of the goal box completely. If the child fails at the second attempt, the facilitator places the ball on the line at the top of the box and an IN-DIRECT kick is awarded to the other team.

16. CORNER KICKS

- U7 and older: A corner kick will be awarded to the attacking team when the defending team last touches the ball before the entire ball passes over the goal line of the defending team, whether on the ground or in the air, and does not result in a goal. To restart with a corner kick, the ball will be placed on or in the corner arc on the corner of the field nearest where the ball went over the goal line and played from the ground. All defending players will be at least 10 yards from the ball until it has been kicked. An attacking player receiving the ball directly from a corner kick cannot be offside. The player taking the kick may not play the ball again until another player from either team has touched the ball. A goal may be scored directly from a corner kick.

17. FOULS & MISCONDUCT

- The game coordinator may award a team a Free Kick for **intentional** tripping, pushing, hitting, holding or ball handling by an opponent. Free kicks are all indirect (goals cannot be scored directly from a free kick). Game Coordinators should explain all infractions to the offending player.

Whistle only on intentional fouls or to ensure the safety of the players.

- **Goalkeepers** - Outside his own goal area, the goalkeeper has the same restrictions on handling the ball as does any other player. Inside his own goal area, the goalkeeper cannot be guilty of a handling offense. He can, however, be guilty of several offenses (same as above) that incur an indirect free kick.
- **Offenses on Goalkeepers**



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When a goalkeeper has gained possession of the ball with his hands, he cannot be challenged by an opponent. The goalkeeper is considered to be in possession of the ball:

- while the ball is between his hands or between his hand and any surface (e.g., ground, own body)
- while holding the ball in his outstretched open hand.
- while in the act of distributing the ball

- **All ages:** no player shall kick, strike, trip, jump or knee another player. Players shall not intentionally touch with the intent to control the ball with their hand or arm. Players may make shoulder to shoulder contact (legal charging) while playing the ball. A player without control of the ball may not keep another player from playing the ball, this is obstruction. No player shall kick above the waist or otherwise play dangerously. In the event of an infraction, a free indirect kick will be awarded.

Cues for Facilitator - Fouls:

When calling fouls, we ask that they be kept to a minimum. If a flagrant foul takes place, please explain the foul to the child committing the act. Advise how to avoid and move on. Kids at this age are prone to incidental contact which may appear to be blatant, but no ill intent is meant. Soccer is a contact sport, and we recognize that some kids are more aggressive than others. It is our job to facilitate good sportsmanship in every situation. On obvious hard fouls, we would like for the facilitator to blow the whistle, stop play, and please explain what was done wrong. In the event a player is injured, check to see if the play is hurt or just shaken up and wave the appropriate player's coach onto the field to assist with the situation. To restart the play select a player from each team and offer a drop ball in the middle of the field once the injured player is off the field.

18. PASSING BACK TO THE KEEPER

- When the ball is passed by a teammate back to the keeper, we encourage the keeper to NOT pick the ball up with his/her hands. BUT in the event the keeper uses his/her hands to pick up the ball, no foul should be called. At U9, however, this rule WILL be enforced. The U9 keeper is not allowed to pick up the ball with his/her hands when the ball is passed back by his/her teammate.

19. FRIENDSHIP LINE

- Opposing coaches and players should meet in the center of the field and shake hands after each game. Coordinators should monitor this event to ensure good sportsmanship prevails.