



TYSA U6 Micro Soccer Recreational League Rules and Guidelines

3/26/07

Micro Soccer is tailored to the very young soccer player. The following, laid out in the same format as the FIFA "Laws of the Game", details the significant differences in rules from the larger game, along with guidelines for the U6 coach/referee.

Note: The philosophy of Micro Soccer is for the participants, including the parent/coaches to have FUN, while introducing the kids to some of the skills needed to play soccer. It is important to understand that we should let the kids play, and that by playing, they will pick up those necessary skills. As such, there are much fewer rules than in the full game.

Law 1 - The Field

- The field of play shall be rectangular, with the length longer than the width. The size is half of the U8 playing field and shall be no more than 30x20 yards.
- The field will be marked with cones, so that the size can be adjusted to the skill of the participants.
- A halfway line shall be marked (with cones). There will be no center circle.
- There will be no corner arcs.
- Goal area: the goal will be marked with taller cones and/or flags. The width of the goal will be 9'
- Penalty area: There will be no penalty area marked.

Law 2 - The Ball

- Size 3 balls will be used; the coach should ensure that there be one ball per player during practice sessions.

Law 3 - The Number of Players

- The format for games will be 3v3.
- There will be no goalkeeper. No player can use hands.
- A match may not start if either team consists of fewer than 3 players. Players should be loaned to an opposing team so that games may be played in the event that one team is short-handed.
- Substitutions can be made at any time and are recommended every 2 minutes.
- Coaches should ensure each player plays an equal percentage of the total playing time.

Law 4 - The Players' Equipment

- No jewelry of any kind is allowed. This includes, but shall not be limited to, pierced earrings, necklaces and bracelets (except those used to indicate medical conditions).
- Shin-guards, covered by socks must be worn.
- Footwear shall be soft-cleated soccer shoes or sneakers.
- Additional clothing may be worn under the player's uniform.
- Reversible team shirts will be distributed to all team members at the start of the season and must be returned at season's end. Red shall be worn by the designated home team; white by the visiting team.

Law 5 - The Referee

- There shall be no formal referee. The home team and visiting team coaches should alternate refereeing the game. All rule infractions shall be briefly explained to the offending player.

Law 6 - Linesman

- No Linesman shall be used.

Law 7 - Duration of the Match

- 60 minutes are allotted per session; 30 minutes for warm-up and drills, and 30 minutes for the game.
- Match must start precisely 30 minutes after the start of the allotted field time.

Law 8 - The Start and Restart of Play

- Teams alternate kick-off to begin each quarter, with the visiting team kicking off to begin the game; the home team chooses which side of the field to defend.
- Kick-off: Used to start or restart play after a goal is scored.
 - ◆ 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
 - ◆ Opponents of the team taking the kick-off must be 3yds from the center while kick-off is in progress.
 - ◆ Ball is stationary at the center; refereeing coach gives a signal; ball is in play when it is kicked and moves forward.
 - ◆ Kicker may not touch the ball a second time until it has touched another player from either team.
- Dropped Ball: A way of restarting the match after an injury timeout.
 - ◆ The refereeing coach drops the ball at the place it was located when play was stopped; play restarts when the ball touches the ground.

Law 9 - The Ball in and out of Play

- Ball is out of play when it is wholly outside the marked field, whether on the ground or in the air, OR when play has been stopped by the refereeing coach.
- Ball is in play at all other times, including when it rebounds from a cone, flag or refereeing coach, and remains in the field of play.

Law 10 - The Method of Scoring

- A goal is scored when the whole of the ball passes over the goal line, between the goal markers.
- No score will be kept for the game.

Law 11 - Offside

- Offside will not be called.

Law 12 - Fouls and Misconduct

- All fouls shall result in an Indirect Free Kick.
- Opponents must be 3 yards away from the ball before the kick is allowed.
- The refereeing coach must explain all infractions to the offending player.
- Subsequent same type infractions will be called at the discretion of the refereeing coach.
- In all cases, the guideline at this level is to allow the play to flow with minimal interruptions.

Law 13 - Free Kicks

- All free kicks will be Indirect Free Kicks (i.e., a goal can only be scored if the ball subsequently touches another player before it enters the goal).

Law 14 - Penalty Kicks

- There will be no penalty kicks.

Law 15 - Throw-In/Kick-In

- There will be no throw-ins.
- When the ball goes out of play, the game is restarted by:
 - ◆ A kick-in from the sideline where the ball went out of play.

Law 16 - Goal Kick

- There will be no goal kicks.