

# **SECTION – I**

## **AGE GROUP PLAYING RULES**

### **UNDER 6 AND UNDER 7**

### **4 VERSUS 4 COMPETITION**

**The Laws of the Game as authorized by the International Federation of Association Football (F.I.F.A.) and the United States Soccer Federation (U.S.S.F.) shall apply in all cases except as follows:**

- **These rules apply to all competition unless otherwise specified. For the purpose of fostering the good of soccer and of providing full participation for all Arlington Soccer Association players, any player who regularly attends their practice sessions shall play in every scheduled game attended by such player. The spirit of this rule is that each player should play a substantial amount of each game that they attend. The quarter system is used for younger age groups to facilitate equalization of playing time.**

#### **LAW – I THE FIELD OF PLAY**

- The field of play shall be rectangular, its length being no more than 40 yards or less than 30 yards and its width not more than 35 yards or less than 20 yards. The length in all cases shall exceed the width.
- Game field locations will provide space for two game fields to be set up and games played simultaneously.
- Small goal posts and corner posts will be provided. Goal Posts will be set in place at the center of each end line two yards apart.
- Goal area lines are to be one (1) yard to the right and left of the goal posts and extend two (2) yards out from the goals.

#### **LAW – II THE BALL (Size 3)**

#### **LAW – III THE NUMBER OF PLAYERS**

- The maximum number of players on the field at one time for each team and/or sub-team is four (4).
- Each team entered will consist of two distinct sub-teams. The sub-teams may change in player composition from game to game but may not change during a game unless injuries dictate. Example: If a player is on sub-team A for a given game, that player must remain on sub-team A for the entire game unless as noted above.

- There is no goalkeeper in 4v4 competition. Goal tending is prohibited.
- Coaches may not assign a sweeper player for the intent of camping in front of the goal. Coaches are encouraged to create two evenly balanced sub teams.
- Substitutions are allowed “on the fly”. Player must be completely off the field before a new player can enter.
- Substitutions are encouraged at game stoppages.

#### **LAW – IV THE PLAYERS’ EQUIPMENT**

- Shinguards
  - Are mandatory
  - Are covered entirely by the stockings
  - Are made of suitable material (rubber, plastic, or similar substances)
  - Provide a reasonable degree of protection
- Players of teams participating in Association competition are required to wear the matching shirt of the Club the team represents. Individual team colors are not acceptable.
- Proper soccer shoes in conformity with the official lawful standard are the only acceptable soccer shoes. Sneakers may be worn, but no hard-soled street shoes are permitted.
- The “home team” according to the schedule must change its uniform colors if they conflict with the “away team” colors.

#### **LAW – V THE REFEREE**

- No referee is assigned to 4 versus 4 games.
- Each coach becomes a game leader on one field. Although not encouraged to do so, an assistant coach from the opposing team may elect to get on the field but must endeavor to remain in the opposite half of the field from the game leader. The roll of the game leader is to keep the game moving, to encourage and instruct players from both teams, to monitor substitutions, to track goals scored, to track elapsed time, and to stop and restart the game as needed. The game leaders should think of themselves as instructors rather than as referees. The game leaders do not switch fields at half time.
- All Association coaches, players and adult spectators must recognize the game leader as the sole authority over the game. Maintaining respect for the game leader is of vital importance to successful youth soccer. Behavior which falls below this standard of respect and interferes with the game leader’s ability to conduct the game will not be tolerated. Any incidents will be subject to Association Board review and discipline.

#### **LAW – VII THE DURATION OF MATCH**

- Four eight minute quarters with a three minute break between quarters and a five minute break at half time.

- Games must begin on time and must be completed prior to the starting time of the next scheduled game.
- The “Home Sub Teams” must switch fields at half time.

## **LAW – VIII THE START AND RESTART OF PLAY**

- The team winning the toss of the coin will have the choice of which goal to attack.
- The team losing the toss of the coin gets to kick off. The game begins with the ball being played from the approximate center spot of the field. The ball may be kicked in any direction.

### **RESTARTS**

- Opponents must be six yards away for all restarts. All restarts are indirect. (The ball must be touched by another player before a goal can be scored.) The player taking a kick cannot touch the ball again until another player has played it. Restarts after a goal are taken from the center.

## **LAW – IX THE BALL IN AND OUT OF PLAY**

- **UNDER 6 AGE GROUP ONLY** - A ball going out of play over the side is restarted by a kick-in by the team not playing the ball out of bounds. The kick-in shall be considered an indirect free kick. The kicker may not touch the ball a second time until it has been touched by another player. All opponents must be six (6) yards away from the ball.
- **UNDER 7 AGE GROUP ONLY** - A ball going out of play over the side line (touch line) is restarted by a throw in by the team not playing the ball out of bounds.
- A ball going out of play over the goal line (but not a goal) is put into play either by a goal kick or a corner kick. The defending team takes goal kicks when the attacking team kicks the ball over the goal line without scoring. The ball is placed on to the field about five yards from the goal line just outside the goal post. Attacking players must be at least six yards away. The attacking team takes corner kicks when the defending team has touched the ball last before it went over the defending team’s goal line. Goal kicks and corner kicks are indirect.

## **LAW – X THE METHOD OF SCORING**

- Goals can be scored only from the attacking half of the field. The ball must pass completely across the goal line between the goal posts.
- The object of the game is to score in an opponent’s goal.

## **LAW – XI OFFSIDE**

- There is no offside.

## **LAW – XII FOULS AND MISCONDUCT**

- Tripping, handling the ball, pushing, etc., are dealt with by awarding an indirect free kick. (The ball must be touched by another player before a goal can be scored.) Opponents must be at least six yards away when a kick is taken.
- Sliding tackles are not permitted. The penalty to award for an infraction of this rule - indirect free kick.

## **ADDITIONAL INSTRUCTIONS**

### **UNDER 6 AND UNDER 7**

### **4 VERSUS 4 COMPETITION**

#### **SAFETY OF CHILDREN**

- The safety of our children is of primary importance and should be reflected in player, coach, parent, and referee behavior.

#### **GAME INSTRUCTIONS**

- At the beginning of each half, the score shall be 0-0 on both fields.

#### **RUNAWAY GAMES**

- When a team is losing by four goals, it may add a player. If a team is losing by five goals, it may add a second player. A team may not add more than two players. The process is reversed after goals are scored against the winning team.

#### **SPECTATORS**

- Spectators are not permitted in the center area located between the two fields. This area is reserved for the players, coaches, assistant coaches and helper parents.
- No artificial sound devices such as bullhorns, drums, whistles (except game leader whistles) shall be allowed on the field

#### **SCORE REPORTING**

- Do not report game scores to the Score Recorder.

## **PROFANITY**

- Under no circumstances will any coach, team official, referee, parent, or spectator use profanity or abuse either physically or psychologically towards any team official, referee, player, parent, coach, or spectator.

[http://www.arlingtonsoccer.com/rules/ASAcodeofconduct\\_parent.pdf](http://www.arlingtonsoccer.com/rules/ASAcodeofconduct_parent.pdf)

[http://www.arlingtonsoccer.com/rules/ASAcodeofconduct\\_coach.pdf](http://www.arlingtonsoccer.com/rules/ASAcodeofconduct_coach.pdf)

## **GOOD OF SOCCER**

- For the purpose of fostering the good of soccer, it is in the spirit of competition that a Club will not transfer a player from a higher level of competition to a lower level of competition for the purpose of strengthening a team.
- Opposing parents, coaches, and players should shake hands after each game.

## **POLICING THE AREA**

- All teams shall be responsible for maintaining field areas in a clean and neat appearance, disposing of all trash prior to leaving the field.