



3rd – 4th Grade (6v6) Soccer Rules

Recreation Soccer = All players play half the game. All games ending in a tie, remain as a tie. No shootouts will be carried out.

1. **The Number of Players per team:** A match is played by two teams, each consisting of not more than (6) players, of whom one is the designated goalkeeper. A Match may not start or continue if either team consists of fewer than 3 players.
2. **The Duration of Match=** two halves of 20 minutes. There will be a 1-minute water break at the 10-minute mark of each half. There shall be a half-time interval of 5 min. No added time at the end of either half for tie or missed opportunity of play.
3. **Ball Size** = 4
4. **Field Size** = 75" X 150"
5. **Goalkeepers** = Yes
6. **Offsides** = NO
7. **Heading the ball** = NO
8. **Substitutions** = Substitutions are allowed on any out of bounds play (i.e., throw in, goal kick, corner kick.)
9. **Referee** = Will be assigned by the recreation department of the city you are signed up with.
10. **Equipment** = Shin Guards are required. Cleats are optional. Jerseys will be distributed by each city's rec director.
11. **Kick off=** Start of play at the beginning of the game and at the beginning of each quarter will start from the center X. Each team will alternate who will begin play from this spot after each quarter. Resuming play after a goal will also begin from the center X.
12. **Sideline out of bound** = Throw in. (Ball held with two hands all the way behind the head, both feet must remain on the ground as the ball is thrown into play.)
13. **Endline out of bounds**
 - a. **Goal kick** = When the ball is kicked out of bounds over the endline by the team attacking the goal on that endline. (The Build Out Line Difference) The goalie on the defensive team places the ball anywhere on the goal box and kicks it into play, after the opposing team moves behind the build out line. After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal. If the goalie punts or drop-kicks the ball an indirect free kick is awarded to the opposing team at the spot of offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
 - b. **Corner kick** = When the ball is kicked out of bounds over the endline by the team defending the goal on that endline. Any player on the offensive team places the ball on the corner closest to where the ball went out of bounds and kicks it into play toward the goal or to a teammate in their offensive half of the field.



14. **Hands** = Free Kick. Set the ball where the child touched it and have the opposing team kick it into play
 - a. **Hands inside the penalty box by the defending team will result in a penalty kick.**
 - b. **Penalty kick** = The referee will place the ball 7 yards out from the goal. Any player for the offensive team may take the kick. The goalie must remain on the goal line, between the goal posts. The goalie may move from side to side along the goal line, but they may only move forward toward the ball after the ball has been kicked by the offensive team.
15. **Fouls and Misconduct:**
 - a. **Direct Free Kick** from the spot of the foul = Hands, Kicking, tripping, dangerous (excessive) shoulder charging, pushing (arms and/or arms extended). Any of these carried out in the penalty box results in a penalty kick. **MAKE A GOAL WITHOUT PASSING TO ANOTHER PLAYERS**
 - b. **Indirect Free Kick** from the spot of the foul = High kick, playing on the ground, pass back to keep that is picked up by the keeper. Must touch another player before making goal
 - c. **Substitution:** Players may be subbed in at any ball out of bounds (Goal kick, throw in) We suggest subbing approximately every 6 minutes.
 - d. **No intentional Heading:** When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
16. **Build Out Line = Yes**
 - a. For the 6v6 game, the field will include build out lines to promote individual skills and facilitate game flow. The build out line is used to promote playing the ball out of the back in an unpressured setting.
 - b. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball to a teammate. **Punting the ball is not allowed!!!** This would defeat the purpose of the build out line and reduces the opportunity to play out of the back in an unpressured setting. After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal.
17. **In the case of a tie during a soccer tournament:**
 1. 5-minute overtime
 2. If neither team scores 3 man shoot out
 - a. Coach will pick the kicker and the goalie.
 - b. Once kickers and goalies are chosen, they can't be switched.
 - c. In case of a tie at the end of the 3 man shoot out, each team will receive another kick off until one team becomes victorious. During this time kickers and goalies may be switched.