

OFFICIAL JUNIOR ACADEMY PLAYING RULES

U5 and U6 Teams 3 vs 3

These rules have been modified using the US Youth Soccer Association recommended modifications to the FIFA Laws of the Game.

Law 1 – The Field of Play: Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. Length: Minimum 20 yards maximum 30 yards. Width: Minimum 15 yards maximum 25 yards. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line.

The Goal Area: None. **The Penalty Area:** None. **Flag posts:** None.

The Corner Arc: 1 yard

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is 18 feet and the distance from the lower edge of the crossbar to the ground is 6 feet. Goals may be smaller in dimension. Colorado Fusion Soccer Club will utilize goals smaller than 6x18.

Law 2 – The Ball: Size 3.

Law 3 – The Number of Players: U5 & U6 3 vs 3. A match is played by two teams, each consisting of not more than three players. There are NO goalkeepers. All players should be actively participating in the play of the ball. A player should not be encouraged to stand in front of the goal especially when the play is down the field. The last defending player should be pushing up field in support of their team, near the midfield line.

Substitutions: At any stoppage and unlimited. **Playing time:** Each player shall play a minimum of 50% of the game.

Law 4 – The Players Equipment: Common Colorado Fusion uniform, shin guards and soccer cleats. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5 – NOT A Referee - A PARENT GAME FACILITATOR will be used for all U5 & U6 games. Each game will have one game facilitator on the field. Each team will provide a game facilitator for one-half of each game. The team listed first on the schedule will provide the facilitator during the first half of the game and the team listed second will provide the facilitator during the second half of the game.

- Primary responsibilities include
 - Player safety
 - Education about the laws of the game
 - Game management and time keeping
- Facilitators should
 - Explain the rules to the players when necessary
 - Use whistle as little as possible
 - No coaching should be provided to the players
 - Be impartial
 - Assist all the players on the field, not just players on your team

Law 6 – The Assistant Referees: None.

Law 7 – The Duration of the Match: The game is divided into four equal 8 minute quarters. There will be two minute break between quarters 1&2 and 3&4. There will be a 5 minute halftime break as well.

Law 8 – Start and Restart the Game: The game facilitator will choose which team will kickoff to start the 1st and 2nd quarters. The opposing team will kickoff and start the 3rd and 4th quarters. Teams will also switch halves and will attack and defend the opposite end of the field after halftime. Overall, kickoffs are taken at the half way line in the middle of the field. The non-kickoff team needs to be at least 4 yards from the ball until the ball is in play. If an injury occurs on the field and the game facilitator must stop the play, then a “drop ball” is conducted by the game facilitator to restart the game.

Law 9 – The Ball In and Out of Play: see “Kick-in, Goal Kick and Corner Kick”. Overall, the ball must go fully past the goal line. Further, if the ball touches the line, then the ball is still in play.

Law 10 – The Method of Scoring: The ball must go fully past the goal line, between the two goalposts and under the crossbar for a goal to be scored. If the ball does not cross and is still touching the goal line, then the ball is still in play.

Law 11 – Offside: None.

Law 12 – Fouls and Misconduct: Fouls and misconduct include: tripping, kicking, pushing, charging, holding, spitting, punching or if a player deliberately handles the ball. If so, all fouls shall result in an indirect free kick. The game facilitator must explain ALL infringements to the offending player. No cards shown for misconduct.

Law 13 – Free Kicks: All free kicks are indirect which means the ball must touch another player before going into the goal for the goal to count. The opponent must be at least 4 yards from the ball until it is in play.

Law 14 – The Penalty Kick: None.

Law 15 – The Kick-In: Kick-ins are an indirect free kick which means the ball must touch another player before going into the goal for the goal to count. The opponent needs to be at least four 4 yards from the ball until it is in play. **Note:** The kick-in replaces the throw-in when the ball goes out of bounds over the touch line.

Law 16 – The Goal Kick: The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be 4 yards away from the ball until it is in play.

Law 17 – The Corner Kick: A corner kick is given when the opposing team is the last to touch the ball, when the ball fully travels over their goal line, in their defensive end of the field. The corner kick is taken from the corner of the touch line and the goal line. Opponents must remain at least four 4 yards from the ball until it is in play.