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AGE GROUP RULES

U5 and U6

110216

- Coaches**, remember that this is a **Recreation League** and we are here for the **enjoyment** of the kids. We are here to educate the players on the Game of Soccer and ensure that they have a positive and fun experience so that they will stay with the Game of Soccer for a lifetime.
- Referees**, your duties are to **keep control** of the match and make sure all players and coaches **observe** the rules. You must **know** the rules in order to **enforce** them.
 - Be at the field (15) minutes **before** the match is scheduled to start and **start** and **end** the match **ON** time (**critical**).
 - You must have a **watch** to time the match, a **whistle** to halt play and **CARDS** to control the match.
 - Check that all players are wearing **shin guards-UNDER** their socks. Absolutely **NO Jewelry** or **Piercings**.
 - Check that all players are wearing shoes **without** metal cleats or a center cleat. (Sport shoes with short rubber cleats, regular tennis shoes and sneakers are ok.) Jerseys **MUST** stay **TUCKED** in at **ALL** times.
 - Make sure the **Coach's Card** is around their neck, check that each Coaches/Players picture is on the **Team Player Match Card (TPMC)** & that the player has the complete current Seasonal Uniform/GK Jersey or they can't participate.
 - Have a representative from each team (Coach or Player) at the center of the field for the toss of the coin to see who kicks off first. Make sure to **bring** a quarter or a coin.
 - Each Coach must check and sign the Match Report **AFTER** the Match has been completed for accuracy and then you turn it in to the Ref Assignor.

MATCH RULES:

The match rules for Under 5 & 6 Age Groups follow the guidelines as recommended by the United States Youth Soccer and modified by the RYSL Board of Directors. Home team is listed first on the schedule, provides the match ball and sits on the South or West side of the field. A team can add (1) extra player for every (3) goal increment their opponent has more than them for as long as the differential stays above (3) goals. Coach's **MUST** wear Coach's Card. Players **should** sit in Coach's Box. Parents **can't** be in Coach's Box.

- (6) players from each team, including the goalie, should be on the field in positions as the coach desires. **Only** the goalie can use their hands to touch the ball while in play, and only while in the penalty or goal area.
- Referees are to protect the safety of the goalie. The referee is to "**Call Control**" of the ball by the goalie when in the judgment of the referee, there is the possibility that the goalie will be kicked or have physical contact with another player. The goalie does **NOT** have to have full physical control of the ball.
- There are (4) quarters, each (10) minutes and a (2) minute break between quarter (1) and quarter (2), and another (2) minute break between quarter (3) and quarter (4). There is a (5) minute break between halves. (Quarters 2 & 3).
- There are no timeouts; the clock keeps running even for substitutions or after a goal is scored. The referee can extend the time (allow for timeouts) for things like repairing the goal if it falls down, or other items which take too much time from playing.
- Start of the Match:** The ball is placed at the center of the field and kicking team kicks off. Opponents must be (5) yards from the center mark while kick off is in progress (outside of circle). The ball must be kicked into opponents' half of field. Initial kicker may not kick the ball a second time until it has been played or touched by a second player.
- All infractions will be taken as **INDIRECT KICKS**. An indirect kick is one in which a player kicks the ball to a member of their own team. The ball is placed on the spot where the infraction occurred. The exception is that the ball cannot be placed within the penalty box. Infractions occurring within the penalty box are moved to the nearest line of the penalty box. The player **CANNOT** kick the ball directly into the goal. The intent is that the player cannot kick the ball hard into the opposing players in hopes that they will touch it going into the goal. After the player kicks the ball at least (5) yds to their player, they may not kick it again until it is touched by another player. The ball must "**roll**" after the first player touches it (to fulfill the Indirect Kick rule) before the second player is able to take a shot on goal.
- INFRACTIONS** (Explain all infractions to the players):
 - Touching the ball with the hands.
 - Tripping or kicking another player.
 - Pushing or grabbing another player.
 - Fighting, spitting or swearing.

8. An Indirect Free Kick will be awarded to the opposing team when a defensive player intentionally passes the ball back to his own goalie and the goalie fields the ball with his hands. The pass must come from the player's foot or leg below the knee for the infraction to occur.
 - A. **NO FREE KICKS INSIDE OF THE PENALTY BOX.**
9. After the ball crosses the **TOUCHLINE** (sideline) the opposing team throws it in. A proper throw-in must be performed. A throw-in is legal if the player stays behind the touchline, keeps both feet on the ground, and brings the ball from behind the head and straight over the head using two hands. A second throw-in must be allowed if the player commits a foul on the initial attempt. The referees shall explain the proper method before allowing a player to throw-in the ball again.
10. A **GOAL KICK** restarts the match after the ball entirely crosses the goal line (outside of goal posts) and is last touched by an attacker. The Goal Kick may be taken from any point inside the goal area, but the referee will place the ball on the forward corner of the goal box nearest the side it went out on. Opponents must be **(5)** yards away from the ball.
11. A **CORNER KICK** restarts the match after the ball entirely crosses the goal line (outside of goal posts) and is last touched by a defender. The ball must be placed inside the corner arc. Player can't touch or move the flag. Opponents must be **(5)** yards away from the ball.
12. A **GOAL** is scored by having the ball cross completely over the goal line between the goal posts and below the cross bar. The referee will blow the whistle and point to the center of the field to signify a goal (the location for the place kick).
13. After a goal is scored, the match is restarted by the non-scoring team kicking off from the center as in the start of the match.
14. Each quarter begins with a place kick from the center of the field. Teams alternate the place kick at each quarter. Second quarter begins by a place kick by the team that did not place kick the first quarter and so on. The teams will switch sides of the field at half time (they do not switch sidelines). Everyone associated with the team will sit on the same side of the field.
15. Teams may substitute at **ANY** stoppage of play. All substitutions require the permission of the referee; infractions, goals, corner kicks, etc. Both teams may substitute (**unlimited**) with referee's permission.
16. The Coaches of the **U5 & U6** teams may be on the field of play. Do not take over the match. Let the kids play and have fun.
17. The Coach or a designated parent of the **U5 & U6** team can be behind or to the side of the goal.
18. Do **NOT** keep score, records of standings. This is for purely recreational fun. The referee will keep score only for the purpose of placement.
19. There is **NO** off-sides.
20. There is **NO** slide tackling.
21. There will be **NO** jewelry or piercings.

FIELD/GOAL:

The **U5 & U6** players use the same size field. This field is approximately **(100)'** long x **(60)'** wide. The goals are **(5)'** high x **(10)'** wide with a net securely fastened on all sides and the goals are anchored to the ground. There will be at least **(20)'** between fields of play. Size **(3)** ball will be used. Minimum/Maximum roster size is **(10/12)**. Each player will play a **minimum** of **(50%)** of each match if they meet the "**RYSL Play Time Policy**".

1. **Touch Line:** The touch lines are the sidelines which make up each side of the field. The entire ball must cross the entire line for the ball to be out of play. The ball is put back in play by a proper throw-in by the team which **did not** last touch it.
2. **Goal Line:** The goal lines are the lines at each end of the field. There are **(3)** things that can happen when the ball crosses the goal line. As with the touch line, the ball is considered in-play until the entire ball crosses the entire line.
 - A. A goal is scored when the ball crosses the goal line between the two goal posts, under the cross bar, touched by either team.
 - B. A goal kick is taken when the entire ball crosses the goal line outside the goal posts and last touched by the attacking team. The ball is brought back into play by a kick from the goal area by the defensive team. During the goal kick, all attacking players must be at least **(5)** yards from the ball.
 - C. A corner kick is taken when the entire ball crosses the goal line outside the goal posts and last touched by the defensive team. The ball is placed anywhere in the corner arc and brought back into play by a kick from the attacking team. Player can't touch or move the flag. Defensive players must be at least **(5)** yards away from the ball.
3. **Goal Area:** The goal area is that area in front of the goal where a goal kick can be taken. The ball can be placed anywhere in the goal area by the defensive team, no matter what side of the goal the ball crosses.
4. **Center Circle:** The center circle is used to mark where defensive players must be on place kicks taken at the beginning of each half and after each goal. The defensive players must be outside the circle on their half of the field. The kicking team has no restrictions on players being within the circle.
5. **Center Line:** The center line is used on place kicks. Players must stay on their defensive side of the field during place kicks.
6. **Defensive/Offensive Principles:** The emphasis in this Age Group is for the players to learn to "Love" the Game of Soccer and to have fun "scoring the ball". The players should be taught how to kick the ball to pass & score the ball, receive the ball, dribble the ball, throw-in the ball, kick-off the ball, do a goal kick & a corner kick. Positioning can be brought in as long as players are NOT taught to stand on the Goal Box Line or the area in front of the Box to try and prevent the scoring of the ball. Basic defensive concepts can be brought in as the players are capable of understanding them.