

CLUB OFFICIAL

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U6 to U7

# BASICS

Soccer is a team sport played with 3 to 11 players (depending on age division) per team. During play the ball is played with the feet and body (but not with the arms and hands with exception to goalies when used) on a rectangular field with two goals.

Soccer is a simple game with few rules (17) and few stoppages. Rules are modified for specific recreational age divisions (u5 - u10). We will go over all the laws in this presentation.

The Referee (Club Official) is in **CHARGE** of  
facilitating the game.



# REASONS for LAWS

**SAFETY** of the players. Stop play for dangerous situation and for injuries.

**EQUALITY** of play. Don't allow any player to gain an unfair advantage from breaking the rules.

**ENJOYMENT** of all players and spectators. Focus on the positive aspects of individual skills and team play. ENCOURAGE GOOD SPORTSMANSHIP!



# CLUB OFFICIALS

Parents will serve as Club Officials for the  
u6 & u7 age divisions...

## WHY?

- Not enough certified referees for all games at all levels.
- Educational for parents on the game of soccer.
- Encourage parents to stay involved with refereeing.



# Law 5 – THE REFEREE

- Each team shall supply one parent for each game to serve as Club Official. This volunteer shall review the “rules of the game” prior to each season.
- Coaches are NOT the Club Officials.
- Law 6 – Assistant Referees... assistant referees are not used for this age division.
- Briefly explain all infractions to the offending player.
- The game is for the PLAYERS and the primary function of the referee is to help ensure safety, equality and enjoyment.



# Law 1 – THE FIELD

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## U6 to U7

Teams will play on a field that is...

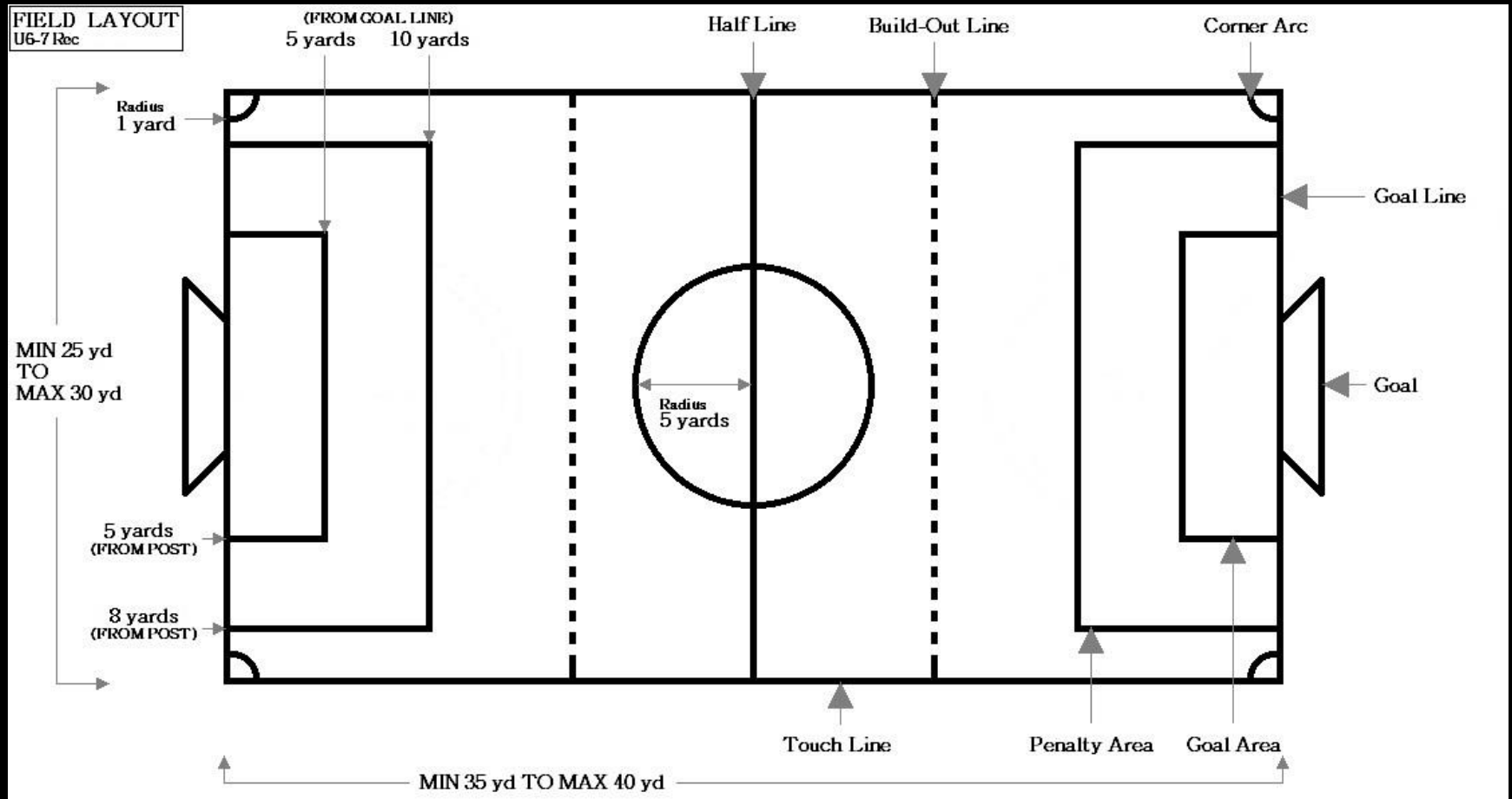
35 – 40 yards long

25 – 30 yards wide

2 goals – 8 feet wide by 4 feet tall



# Law 1 – THE FIELD cont....



# Law 1 – THE FIELD

## BUILD-OUT LINES

The build-out lines are used for the following and will be better explained as we go forward:

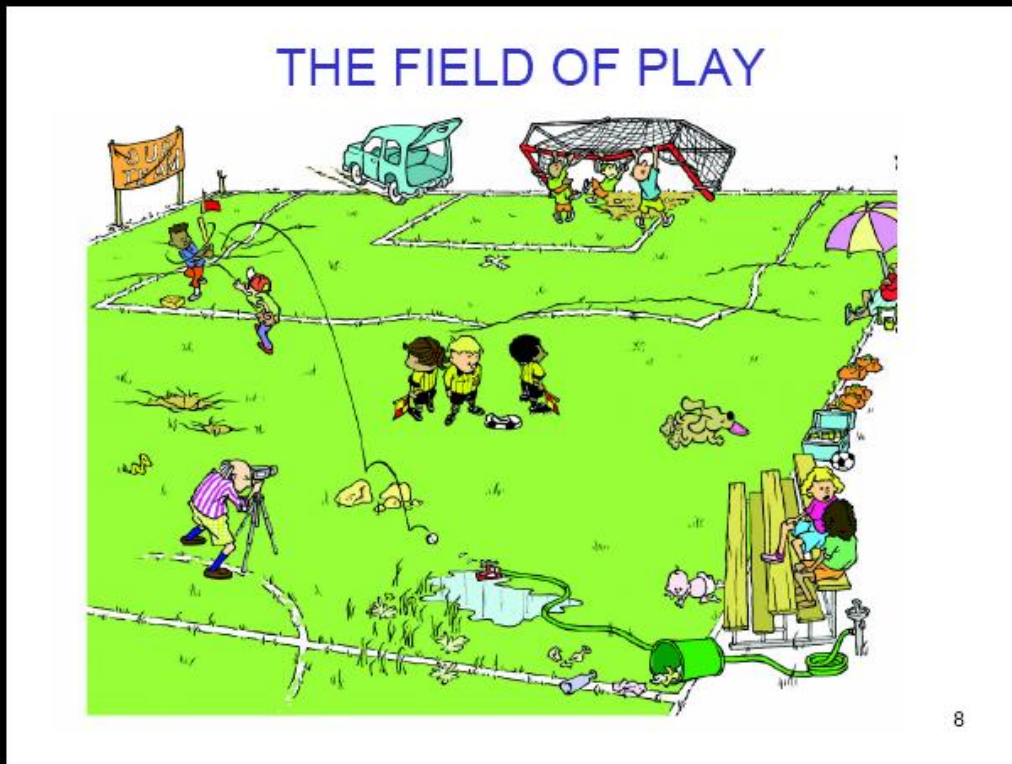
- Goal kicks: all defending players must be behind line (Explained in Law 16)...





# Law 1 – THE FIELD

PLEASE MAKE SURE THE FIELD IS SAFE!



- Goals **MUST** be anchored in order for them to be used.
- Keep kids from climbing or swinging on goals and nets.
- Clear all dangerous debris and objects from the field and close around the field (Ex: picnic tables, trash cans, fallen branches, etc.)

# Law 2 – THE BALL

U6 & U7 play with a ball that is a...

SIZE 3

- The home team will be first to supply the ball. *(If home team does not have one then the away team may supply the ball)*
- Make sure the ball is safe and playable.



# Law 3 – NUMBER of PLAYERS

- Four players to a side on the field.
- Goal Keepers are NOT used.
- Substitutes may be made at any STOPPAGE of play, ONLY with the referee's permission. (Try to avoid on corner kicks)
- Injury subs can be made after referee stops play.



# Law 4 – PLAYER EQUIP.

- Before the start of a game club officials will need to check in teams to check the players' equipment to make sure it is safe and appropriate. Check for the following things...
  - Navy & White reversible CLUB jersey (long sleeves must be worn under). Home team wears Navy. Away team wears White.
  - Athletic style shorts (or athletic pants)... no jean pants, cargo shorts, jean shorts, tear-away pants, etc. – nothing that has buttons, large pockets, loops or require a belt.
  - SHINGUARDS ARE MANDATORY
  - SOCKS MUST FULLY COVER SHINGUARDS.
  - Soccer shoes, tennis shoes or running shoes (NO football or baseball cleats).



# Law 4 – PLAYER EQUIP.

- It is also EXTREMELY IMPORTANT to check for following...
  - ABSOLUTELY NO JEWELRY, watches, belts, or other items that may be dangerous to players (not just themselves but other players around them)
  - The ONLY exception is medical bracelets and medical necklaces and must be taped down with information visible.
  - Taping any other Jewelry is NOT ok... any other jewelry must come off or the player will not be allowed to play. It is still very unsafe to the individual and players around.



# Law 4 – PLAYER EQUIP.

- Also...
  - Players with an arm cast can play BUT the cast must be appropriately wrapped with padding and remain properly padded throughout the game. Any casts that go above the elbow are unsafe and the player cannot be allowed to play.
  - Corrective Glasses are ok to wear but must have an appropriate band on them helping to keep them on.
  - Hard billed hats are not allowed.



# Law 7 – GAME DURATION

## GAME DURATION BREAKDOWN

- Four – Equal 10 minute Quarters
- 2 minute break between quarters (1<sup>st</sup> & 2<sup>nd</sup> and 3<sup>rd</sup> & 4<sup>th</sup>)
  - For quick drinks and substitutions.
- 5 minute halftime
  - For drinks, oranges and substitution and attempted “coaching advise”
  - Teams switch sides (switch defending goals) after Halftime. (Ex: White defends west goal 1<sup>st</sup> & 2<sup>nd</sup> Quarters then AFTER Haftime switch sides and Navy defends west goal 3<sup>rd</sup> & 4<sup>th</sup> Quarters.)



# Law 8 – START of GAME

## PRE – GAME

- Check player equipment
- Coin Flip – to determine which team and direction the kick off will go. The AWAY team gets to call the coin toss...
  - Team that wins the coin toss chooses which goal they want to attack (which way they want to go).
  - The team that loses the toss gets the kickoff going the opposite direction.
  - Teams will only switch directions after Halftime (start of 3<sup>rd</sup> quarter)





# Law 10 – SCORING

## KICKOFFS

- Kickoff will start each quarter (determined by the coin toss).  
*Team that kicks off first will start the 1<sup>st</sup> and 2<sup>nd</sup> Quarters. The other team will kick off to start the 3<sup>rd</sup> and 4<sup>th</sup> Quarters.*
- Kickoff will be taken after a goal is scored and will be taken by the team that was scored on.
- A goal is scored when the ball completely crosses the goal line under the crossbar and between the posts of the goal and is legally propelled.



# Law 10 – SCORING

## KICKOFF PROCEDURE

- All players must be on their half of the field and defending players must be outside the center circle (at least 5 yards away) before the ball is played.
- The ball is in play when it is kicked and moves.
- Player taking the kickoff may not play the ball again until it is touched by another player. Indirect Free Kick is awarded for violation (“Double Touch”).
- A goal may be scored directly from a Kickoff. *A team though cannot score directly on themselves.*



# Law 9 – BALL IN & OUT of PLAY

## Ball is OUT of play when:

The whole of the ball completely crosses the goal line or touch line.

or

The official has stopped play.

## Ball is IN play at all other times:

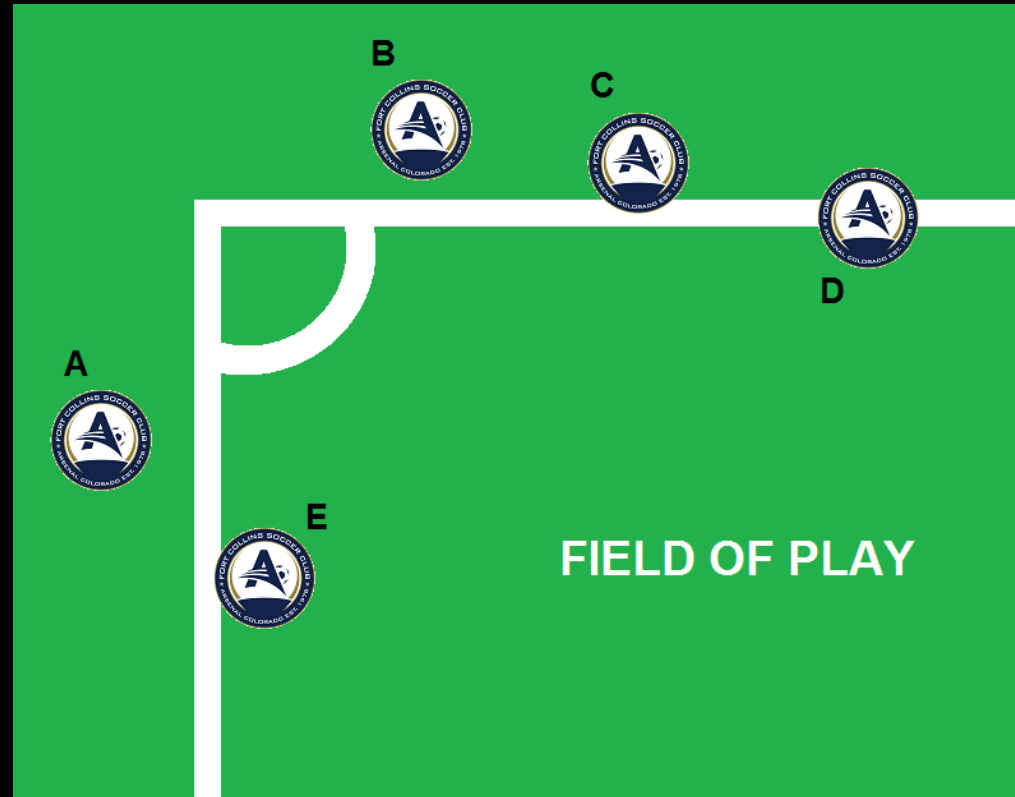
Including if the ball rebounds off the referee, goal post, crossbar or corner flag/cone and remains on the field of play.



# Law 9 – BALL IN & OUT of PLAY

## CROSSING the LINE

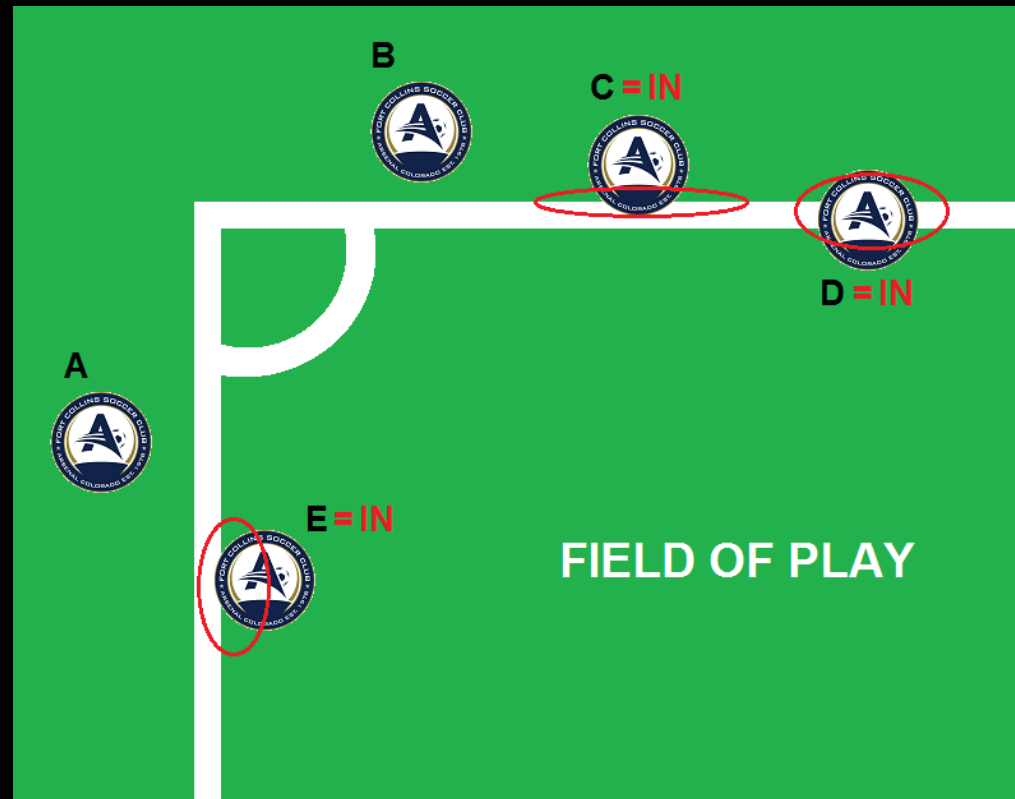
- The ball is out of play when the WHOLE of the ball fully crosses either the touch line or goal line, in the air or on the ground.



# Law 9 – BALL IN & OUT of PLAY

## CROSSING the LINE

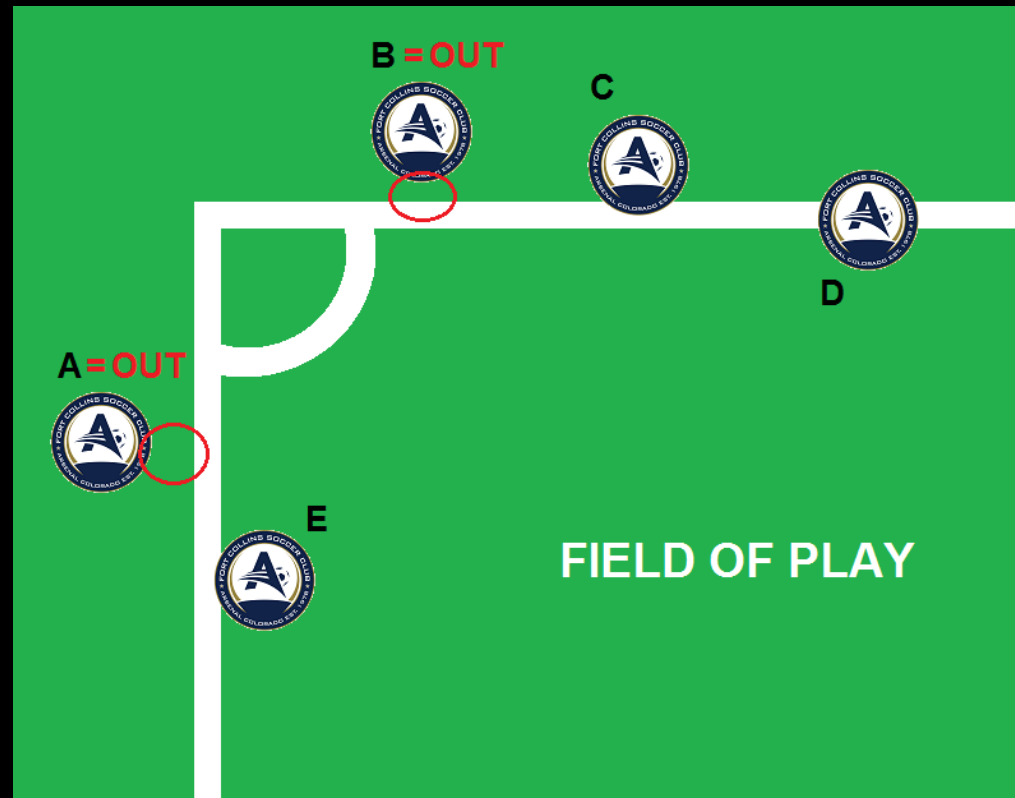
- C, D & E are IN Play because the entire ball has NOT fully crossed the entire line...



# Law 9 – BALL IN & OUT of PLAY

## CROSSING the LINE

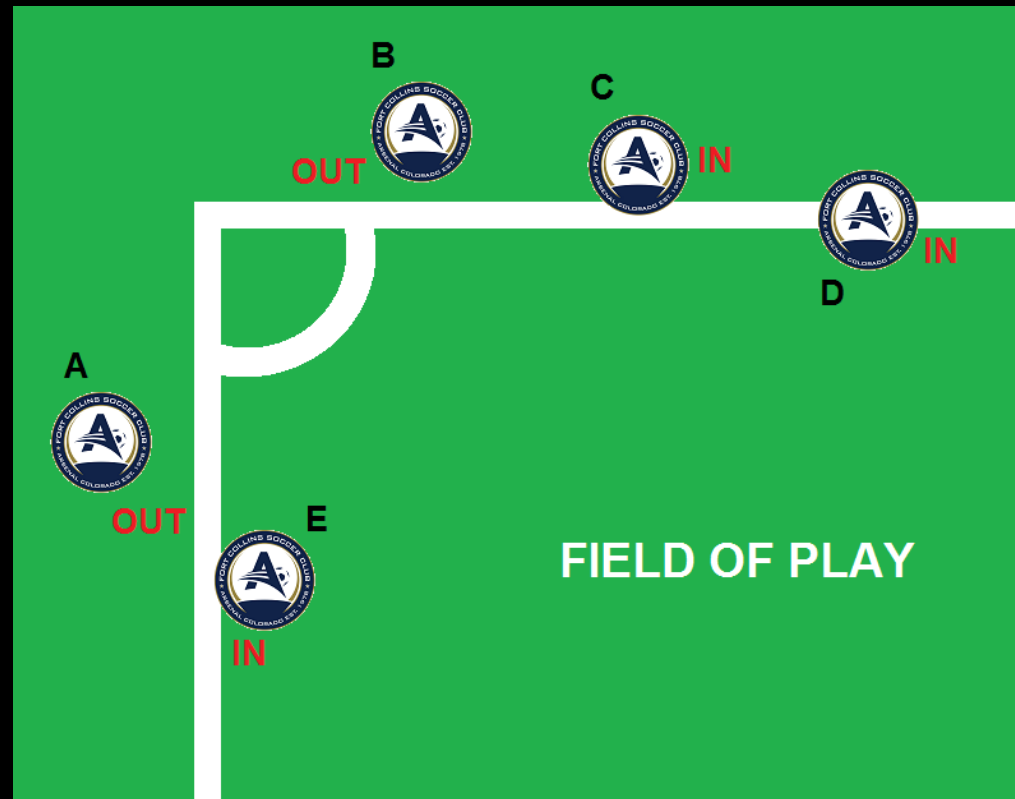
- **A & B are OUT of Play**  
because the entire ball **HAS**  
fully crossed the entire line...



# Law 9 – BALL IN & OUT of PLAY

## CROSSING the LINE

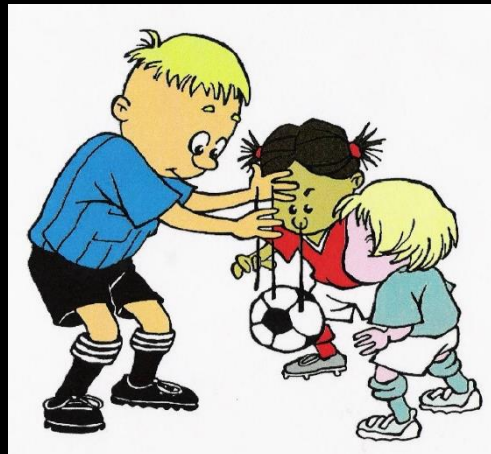
- *It does NOT matter where the player is... ONLY THE BALL*



# Law 9 – BALL IN & OUT of PLAY

## DROP BALL

- A restart after temporary stoppage while the ball is in play... such as injury, weather or outside interference.
- If a team that has possession loses possession due to the ball hitting the referee, then there will be a drop ball for the team that lost possession.





# Law 9 – BALL IN & OUT of PLAY

## DROP BALL

- Drop the ball to a player from the team that was in possession when play was stopped (and then get out of the way).
- All opponents must be 4 yards away.
- It is in play when the ball touches the ground. The ball cannot be played until it touches the ground first. Redo the drop ball if a player plays it before it touches the ground.
- The ball is dropped where the ball was when the play was stopped. A ball may NOT be dropped inside the goal area. Drop the ball just outside the goal area line closest to the point where the ball was when play was stopped.



# Law 15 – THROW-INS

- **Taken when...** the whole ball crosses the touch line either on the ground or in the air.
- **Taken by** a player of the opposing team that last touched the ball before going out of play. (Last touched white, it would be navy's throw in / Last touched navy, it would be white's throw in)
- **PROPER PROCEDURE:** Thrower faces the field and throws ball onto field while...
  - BOTH hands on sides of ball
  - Both feet must be touching the ground either behind or on the touch line
  - Ball must be brought behind the head and thrown directly over the head in a fluid motion.



# Law 15 – THROW-INS

- If a team is not successful in legally throwing the ball in after TWO ATTEMPTS, it will be turned over to the opposing team to throw the ball in.
- If the opposing team fails after two attempts, bring the ball 4 yards onto the field and restart with a drop ball to the original thrower's team.



# Law 15 – THROW-INS

- Opponents must be at least 2 yards from the thrower and may not jump or attempt to distract thrower.
- A goal cannot be scored directly from a throw in.
- The thrower may not touch the ball again until it is touched by another player (teammate or opponent). Violation (“Double Touch”) is an indirect free kick for the opposing team.



# Law 16 – GOAL KICKS

- **Taken when...**
  - the whole ball crosses the goal line either on the ground or in the air.
  - last touched by an attacking player.
  - a goal is not scored.
- **Taken by a player of the defending team.**



# Law 16 – GOAL KICKS

## ■ PROPER PROCEDURE:

- Kicker places ball anywhere in the goal area.
- Kicking team's players are allowed to be anywhere on the field.
- The ball is in play when it is kicked and moves. (*Does NOT have to leave the penalty area first*).
- Opposing players must be behind the “build-out” line and cannot step over until attacking team puts the ball into play.



# Law 16 – GOAL KICKS

- A goal may be scored directly from a Goal Kick. *A team though cannot score directly on themselves.*
- A player taking the kick cannot touch the ball again until it touches another player. Violation (“Double Touch”) results in an Indirect Free kick for the opposing team.
  - Give a SECOND CHANCE for this age first before giving an indirect free kick to the other team.



# Law 17 – CORNER KICKS

- **Taken when...**
  - the whole ball crosses the goal line either on the ground or in the air.
  - last touched by an defending player.
  - a goal is not scored.
- **Taken by a player of the attacking team.**





# Law 17 – CORNER KICKS

## ■ **PROPER PROCEDURE:**

- Kicker places ball inside or on the corner arc (1 yard from corner) on the side of the field that the ball crossed the goal line.
- Kicking team's players are allowed to be anywhere on the field
- Opposing players must be 5 yards away from the ball (corner)
- The ball is IN PLAY when it is kicked and moves.



# Law 17 – CORNER KICKS

- A goal may be scored directly from a Corner Kick.
- A player taking the kick cannot touch the ball again until it touches another player. Violation (“Double Touch”) results in an Indirect Free kick for the opposing team.



# Law 11 – OFF-SIDE

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*Can Calm Down...*

NO OFF-SIDE

for

U6 & U7 Age Groups



# Law 12 – FOULS & MISCONDUCT

**\*\* DO NOT STOP PLAY FOR EVERY INCIDENT \*\***

Soccer is meant to be a free flowing game with little interruption.  
The laws of the game are intended to allow the game to be played  
with as little interference as possible.

Allow advantage when necessary and only call deliberate infractions  
that effect the safety and equality of the game.



# Law 12 – FOULS & MISCONDUCT

## FOULS & MISCONDUCTS INCLUDE:

A player who commits any of the following offences in a manner considered by the Official to be careless, reckless or involving disproportionate force...

- Impedes an opponent
- Kicks or attempts to kick an opponent
- Trips an opponent
- Jumps at an opponent
- Charges an opponent
- Pushes an opponent
- Holds an opponent
- Spits or attempts to spit at an opponent
- Strikes or attempts to strike an opponent



# Law 12 – FOULS & MISCONDUCT

Also includes:

- Handles the ball deliberately (*a very misunderstood rule*)
  - The “hand” is considered a range from the finger tips up to the shoulder.
  - Does the ball play the hand or does the hand play the ball?
    - If a player’s hands are in a “natural playing position” and close to their body and the ball unintentionally hits their hand then it is NOT a foul.
    - If the player intentionally makes contact with the ball using their hands or arms or by making themselves “bigger” (not close to their body) then it is a foul.



# Law 12 – FOULS & MISCONDUCT

Additional fouls include:

- “Dangerous Play” – playing in a dangerous manner while other players are in close proximity of play:
  - Stomping at a ball (showing cleats)
  - Slide tackling a ball (considered dangerous at this age)
  - High kick (while other players are playing the ball)
  - Playing on the ground (while other players are playing the ball)
  - Heading (intentionally heading the ball – Doesn’t need to be around anyone)



# Law 12 – FOULS & MISCONDUCT

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The Official must EXPLAIN ALL  
INFRACTIONS to the offending  
PLAYER.





# Law 13 – FREE KICKS

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All fouls will result in an  
INDIRECT FREE KICK

(which means a goal may not be scored directly from an indirect free kick, the ball must be touched by another player whether it be a teammate or opponent)



# Law 13 – FREE KICKS

## ■ **PROPER PROCEDURE:**

- Ball is placed where the foul occurred and must be stationary.
  - Kicking team is allowed to be anywhere on the field but must be 1 yard from a defensive “wall” (*Use best judgement*).
  - The opposing team (defense) must be 5 yards away from the ball.
  - The ball is in play once it is kicked and moves.
- 
- A player taking the kick cannot touch the ball again until it touches another player. Violation (“Double Touch”) results in an Indirect Free kick for the opposing team.



# Law 13 – FREE KICKS

- You cannot take a free kick inside the Goal Area (small box).  
If a foul occurs inside the Goal Area...

- If the kick is for and taken by the attacking team the ball must be place outside the Goal Area for the free kick
- If the kick is for and taken by the defending team the free kick is treated just like a goal kick and all the proper procedures of a goal kick must be followed.



# Law 14 – PENALTY KICKS

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NO PENALTY KICKS

for

U6 & U7 Age Groups



# THANK YOU!!!!

**This opportunity for the kids doesn't happen**  
**without your help!**

You are our eyes and ears, an extension of this club. Know that we are here to support you AND we, including the kids, are very thankful for all your help.

Please do not hesitate to ask questions.

