

TAOS YOUTH SOCCER LEAGUE LAWS OF THE GAME

THE FOULS

U-6, U-8: All fouls committed are to be classified as direct.

U-6, U-8: No Penalty Kicks

U-6, U-8, U-10: No Offside

U-6, U-8, U-10, U-12, U-14: No Heading of the Ball

Penalty Kick: A penalty kick is to be awarded when a defending player commits one of the nine major fouls within his or her own penalty area while the ball is still in play.

MAJOR FOULS: **Nine major fouls** result in a direct free kick, from which a goal may be directly scored against the opponents. The offense must have been intentionally committed in the referee's judgment as a major foul.

- **Two with the feet**
 - **Kicking** or attempting to kick an opponent.
 - **Tripping** an opponent.
- **Three with the body**
 - **Jumping** at an opponent.
 - **Charging** violently or dangerously. When tackling an opponent or contacting the opponent before the ball.
 - **Charging** from behind.
- **Four with the hands**
 - **Striking** or attempting to strike or spitting at an opponent.
 - **Holding** an opponent.
 - **Pushing** an opponent.
 - **Handling** the ball deliberately. Carries, strikes or propels the ball with hand or arm. (General rule of thumb) Did the ball play the hand (incidental) or did the hand play the ball (intentional).

MINOR FOULS:

Five minor fouls result in an indirect free kick. At least one additional team player must touch the ball before a goal can be scored from an indirect free kick.

- **Dangerous play;** including high kicking near another player's head or trying to play a ball held by a goalkeeper.
- **Fair charge away from the ball;** fairly charging when the ball is not within playing distance.
- **Obstruction;** impeding the progress of an opponent. Intentionally getting between an opponent and the ball when not playing the ball.
- **Charging the goalkeeper;** Shoulder-to-shoulder contact within the penalty area.
- **Goalkeeper infringements:**
 - The goalkeeper has six seconds to punt, throw, kick, or dribble the ball.
 - Goalkeeper playing the ball with his or her hands when the ball is intentionally kicked to by a teammate.
 - Gaining control a second time, unless another player touched or played the ball.

TAOS YOUTH SOCCER LEAGUE LAWS OF THE GAME

U-6 (UNDER SIX) – 3V3 FORMAT RULES

Dribbling Should Be Encouraged
Passing Should Be Discouraged

The Field of Play:

Dimensions: The field of play must be rectangular, and the touchline must be longer than the goal line.

- Length: (30) Yards: Width (25) Yards.

Field Markings:

- Distinctive lines not more than (5) inches wide.
- 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.
- A center circle with a (4) yard radius is marked around it.

The Goal Area: None

The Penalty Area: None

Flag Posts/Corner Flags: None

The Corner Arc:

- Four corner arcs with a (2) foot radius.

Goals:

- Goals: (4) feet high by (9) feet wide.
- Goals must be placed in 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.

Goal Safety: Goals must be anchored securely to the ground!

The Ball: Size (3)

Number of Players: Not to exceed (6) per roster.

- A match is played by two teams, each with **not** more than three (3) players.
- There are NO GOALKEEPERS
- Teams and matches may be coed.

Substitutions: At quarters, at halftime

Playing Time:

- Each player SHALL play at least 50% of the total playing time.
- If a team is short players, the opposing team should “loan a player or two to the team that is short players and then PLAY.

Players Equipment: Conform to FIFA.

- Footwear: Tennis shoes or soft-cleated soccer shoes.
- Shin guards: With socks over the shin guard, it’s mandatory!!
- Uniform: all players should wear matching team jerseys, shorts, and socks.
- Uniforms must distinguish teams.

The Goalkeeper:

- There are NO GOALKEEPERS

Referee: An OFFICIAL Coach or Assistant Coach

- All infringements will be briefly explained to the offending player.

Duration of Game:

- (4) Equal (8) minute quarters.
- A (2) minute break between quarters one and two and another (2) minute break between quarters three and four.
- A halftime interval of (5) minutes.

Method of Scoring: Conform to FIFA with the following exception. **The score is not to be kept.**

Four-Yard Rule: In all dead ball situations, defending players must stand at least (4) yards away from the ball. If the defensive player’s goal area is closer than four yards, the ball shall be placed four yards from the goal area in line with the place of the infraction.

The Start and Restart of Play: Conform to FIFA

- The team taking the kickoff must keep its opponents at least four (4) yards away from the ball until it is in play.
- All players must be on their side of the playing field before kick-off.
- The ball must be stationary on the center mark.
- The referee gives a signal for play to begin.
- The kickoff will be classified as a direct kick.
- The ball is in play when it is kicked and moves forward.
- The kicker cannot play the ball twice in succession.

The Ball in & Out of Play: Must be a Kick-In **NO** Throw-Ins.

Offside: There shall be no offside.

Fouls and Misconduct: Conform to FIFA with the following exceptions.

- All fouls will result in a direct free kick with the opponent's (4) yards away.
- The referee must explain all infractions to the offending player.
- No cards are shown for misconduct.

Free Kicks: Conform to FIFA except that all kicks (corner kicks, free kicks, kickoffs) shall be classified under one heading (direct).

- Players must be at least four (4) yards away from the ball until it is in play.
- A goal may be scored directly from a direct kick.
- The kicker cannot play the ball twice in succession.
- It is to be taken from where the foul occurred unless it occurred closer to the goal area than the (4) yard rule allows.
- The ball must be stationary before the kick is taken.
- The ball is in play when it is kicked and moves.

Penalty Kicks: No penalty kicks may be taken in these games.

Kick-ins: A Kick-in is considered a direct free kick with the opponent four (4) yards from the ball until it is in play.

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 four (4) yards away from the ball until it is in play.

Corner Kick:

- Opponents must be (4) yards away from the ball.
- The ball must be placed in the corner arc.
- A goal **can** be scored directly from a corner kick.
- The kicker cannot play the ball twice in succession.

NO SLIDE TACKLING!!!

Do not record league standings.

Do not record the score.

Participation awards for all, no trophies or awards for the best team or individuals.

Parent/coaches, non-playing players, parents, and spectators should be located not less than (6) yards from outside the touchline, nor should they be closer than (20) yards to the goal line. No individual should be allowed to run the length of the field except participants of the game.