

**Milwaukee Kickers Soccer Club
U6 League Rules**

LAW 1: THE FIELD

1. **Dimensions:** Each field of play should be rectangular, with a length of approximately 30 yards and a width of approximately 20 yards.
2. **Field Markings:** 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 circle with a radius of four (4) yards is marked around it.
3. **Goals:** Pug goals
4. **Goal Area & Penalty Area:** None

LAW 2: THE BALL

A size 3 soccer ball shall be used for all games.

LAW 3: NUMBER OF PLAYERS

1. Maximum number of players on the field is 3.
2. There are **NO** goalkeepers.
3. Maximum number of players on the roster is 8.
4. **Playing Time:** Every player shall play a minimum of 50% of each game if they have participated and cooperated in practice.
5. **Substitutions:** At any stoppage and unlimited.

LAW 4: PLAYERS EQUIPMENT

1. Players uniform consists of:
 - Shirt
 - Shorts
 - Socks
 - Shin guards completely covered by the socks and provide adequate protection.
 - Shoes – Tennis shoes or soccer shoes with cleats.
2. Jewelry is not permitted. Exception: Medical alert jewelry can normally be made safe by taping it to the body with medical tape (with the necessary information still showing).
3. **No casts are allowed**

LAW 5: REFEREE

Coach/Parent from each team should be used. They may be on the field of play. Players should receive a brief explanation if they have committed a rule infraction.

LAW 6: ASSISTANT REFEREES

None

LAW 7: DURATION OF THE GAME:

1. The game shall be divided into four equal quarters of (10) or (8) minutes.
2. There shall be a (2) minute break between the 1st and 2nd quarters & the 3rd and 4th quarters.
3. There shall be a (5) minute half-time break between the 2nd and 3rd quarters.

LAW 8: THE START OF PLAY

1. The referee will conduct a coin toss before the game. The visiting team calls the coin toss.
2. The winner of the coin toss chooses which goal to attack. The other team kicks off.
3. Teams switch ends of the field for the second half of the game.
4. Kick off is alternated between teams each quarter.
5. Opponents must be (3) yards away from the ball while the kick off is in progress. Teams must be in their own half of the field prior to the kick off. The ball must move forward and the initial kicker may not play the ball a second time until it touches another player.

LAW 9: BALL IN AND OUT OF PLAY

The ball is in play until it entirely crosses the touchline or goal line or until the referee stops play by blowing the whistle.

LAW 10: METHOD OF SCORING

The ball must cross the goal line entirely while on the ground or in the air and enter the goal. Goals can be scored from offensive half of field only.

LAW 11: OFF SIDE

The off-side rule does not apply.

LAW 12: FOULS AND MISCONDUCT

Tripping, pushing, holding, kicking and intentional handballs are all offenses that should be whistled and award an indirect free kick to the non-offending team. The referee/coach/parent must explain **ALL** infringements to the offending player.

LAW 13: FREE KICKS

1. All free kicks should be restarted as **indirect** free kicks.
2. The ball is not in play until it is touched or played by a second player of either team.
3. A goal may not be scored from an indirect free kick until the ball has been played or touched by a second player of either team.
4. Opponents must be at least four (3) yards from the ball until it is put in play.

LAW 14: PENALTY KICKS:

1. No penalty kicks are to be awarded.
2. An indirect free kick may be awarded for infractions committed close to the defending team's goal.
3. The ball should be placed at least four (3) yards from the goal line.

LAW 15: KICK-IN:

1. A kick-in restarts play after the ball entirely crosses over the touchline.
2. The kick-in is awarded to the opponent of the team which last played or touched the ball before it crossed the touchline.
3. All kick-ins are considered an indirect free kick
4. On kick-in from defensive end, all opponents must drop behind center line; no opposing pressure until ball crosses center line; all 3 players on kick-in team must touch ball before crossing center line
5. Kick-in from offensive end is considered indirect free kick; all opponents must be at least 3 yards away from ball

LAW 16: GOAL KICKS

1. A goal kick restarts play after the ball entirely crosses the goal line (and is not a goal) and is last touched by the attacking team.
2. 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. .
3. All opponents must drop behind center line
4. No opposing pressure until ball crosses center line
5. All 3 players on kicking team must touch ball before crossing center line

LAW 17: CORNER KICKS:

1. A corner kick restarts the game after the ball entirely crosses the goal line (and not a goal) having been last touched by the defensive team.
2. Opponents must remain at least four (3) yards from the ball until it is in play.

