



Soccer Rules Ages 6U

Revised: September 2015

All rules and interpretations will be covered under Kansas Youth Soccer with the following emphasis and exceptions listed below. The Bonner Springs Parks and Recreation Department sets the rules and reserves the right to interpret the rules in the best interest of the Bonner Springs Park and Recreation Soccer League.

Purpose of the BSPR youth soccer league: The goal of the BSPR Youth Sports Soccer Program focuses on fundamental skills, fun, participation, and social interaction throughout practice and organized games. The BSPR sports programs are designed to provide opportunities and participation to all, regardless of skill or ability. We wish to provide youth with a FUN learning experience and the opportunity to develop lifetime leisure skills.

1. Roster - each team shall consist of a maximum of 10 players.

- a. 6 Players are in the field of play
 - i. 5 on the field, 1 goalkeeper
 - ii. Must have minimum of 4 to start game
 - iii. Opposing team must play with same amount of players

2. Organization

- a. Leagues are organized by the Bonner Springs Parks and Recreation Department. Age groups can be combined by Bonner Springs Parks and Recreation Department if number of teams permits. Leagues will be organized as follows:
- b. **Age Cutoff:** soccer age will be determined as of August 31 of current year.
Example: if a player is 6 years old after August 31 of the current year that player will be considered a 6U player for the season. If a player is 7 years old prior and/or on Sept. 1 of the current year that player will be considered an 8U player for the season.

3. Game

- a. Each game shall consist of two 16 minute halves, with a 5 minute break for half time.
- b. Game ball is regulation size 3
- c. Goal size is 6.5 x 12
- d. Field size will be 50 x 30
- e. A coin toss determines which team is on which end of the field at the start of the game.
- f. Visiting team captain calls heads or tails
- g. The team that wins the coin toss chooses the end of the field they will attack.
The other team kicks off for the first half.
- h. Teams switch ends of the field for the second half of the game. The team that didn't kick off to start the first half kicks off to start the second half.

4. Kick-Off

- a. A kick-off is the way to start each half of the game and to restart play after a goal is scored.
- b. Kick-off requirements:
 - i. From the center mark
 - ii. Each team in its half of the field
 - iii. Players from the other team must be outside the center circle
 - iv. Ball is kicked and moves forward (into the "other half" of the field).

- v. The player who takes the kick-off cannot touch the ball again until the ball has been touched by another player from either team (Indirect free kick restart if this happens).

4. Playing Time

- a. Each team will begin the game with six players.
- b. Players should be given 16 minutes of playing time.

5. Substitutes

- a. Player substitutions can only be made when the ball is not in play, and are unlimited.
 - i. During half time
 - ii. When the ball is out of play, the possessing side can initiate a substitution, at which point the opposing team may also substitute.
 - iii. In the event of an injured player, a substitution may occur.
 - iv. Substitution cannot be made “on the fly” while the ball is in play.
 - v. Goalkeepers may be substituted in the event of injury to the existing goalkeeper, or at half time.
 - 1. Use discretion – If a player is clearly upset during the game, substitute at the next opportunity, regardless of current playing position.
- b. Substituting coach must advise the referee of the pending substitution.
 - i. Referee must acknowledge and approve the substitution before it occurs.

6. Goalkeepers

- a. Goalkeepers are only allowed to handle the ball in their own penalty area.
- b. A goalkeeper may leave his goal area at any time. However, the goalkeeper is not permitted to handle the ball while outside their team’s penalty area. If a goalkeeper handles the ball outside of his own area, the resulting play is an indirect free kick.
- c. No player may kick at a ball if the goalkeeper has the ball in their possession or is attempting to grab the ball within the goal area.

7. Free Kicks and Penalty Spot Kicks

- a. No free kicks or penalty spots kicks
- b. For all fouls, the coach will briefly advise the player what they did to concede the foul.

8. Throw-Ins

- a. If the ball goes out of bounds on the sidelines a throw in will be awarded to the opposing team.
- b. The ball must go completely over the line to be ruled out of bounds.
- c. Throw-ins must be taken correctly, both feet on the ground, behind the sideline and ball thrown in over the head. If the throw-in is done incorrectly, the team with possession will receive one extra attempt.

9. Corner Kicks

- a. Corner kicks will not be awarded.
- b. Should the ball cross the goal line and is last touched by a defender, a corner throw in will be awarded for the offensive team

10. Goal Kicks

- a. When the ball crosses the goal line and is last touched by an offensive player, a goal kick will be awarded.
- b. Goal Kicks may be taken by any player
- c. Goal kicks can be taken from anywhere from the goal box.
 - Goal kicks may also be taken anywhere from the penalty box.
- d. When a goal kick is taken, all opposing team players must be outside the penalty box area
 - The offensive team is allowed to have players inside the penalty box area, but cannot touch the ball until it is outside the penalty box area
- e. Goal kicks must leave the penalty box area before any player can touch the ball

11. Referees

- a. There is one referee for all U6 Soccer games.

12. Offside

- a. U6 will not play the offside rule.
 - i. It is recommended that players are encouraged to play and not just hang around the goal waiting for a pass down field.

13. Safety

- a. Players are required to wear shin guards at all games. This is a mandatory requirement. Socks must cover shin guards completely.
- b. No jewelry will be permitted, this includes, necklaces, earrings, bracelets, earrings, etc... Tape cannot be used to cover up jewelry.
- c. Hair ties should be bands only
- d. Casts on limbs are not permitted.
- e. In the event of the coach believing a player maybe seriously injured, he/she will stop the game and call over the appropriate coach, and contact the field supervisor if necessary.
- f. Footwear: Players must wear shoes with cleats.
 - i. Cleats must be entirely made of rubber
 - ii. Toe cleats are not permitted.
 - iii. Coaches will check all footwear to ensure it complies.

14. Sportsmanship

- a. After each game both teams must line up and shake hands with the opposing team, coaches and referees.

15. Uniforms

- a. All players are required to wear Soccer uniforms
- b. Soccer socks must cover the entire length of the shin-guard
- c. Soccer shirts must be tucked into the shorts for the duration of the game, and must be the top layer of clothing.
- d. Shorts may be replaced with sweat pants in the event of cold weather
- e. Shin guards must still be worn underneath sweat pants, and the socks are still required to cover the shin guard.

16. Forfeit

- a. Teams are encouraged to lend players to team in need.