

Merced Youth Soccer Association

Modified Playing Rules

Under 6 League

Rules conform to FIFA and CYSA rules, but modified for youth soccer as specified below:

NO DOGS, ALCOHOL, OR SMOKING ON ANY MYSA FIELD DURING PRACTICE OR GAMES!!

LAW 1: THE FIELD OF PLAY

GAME LOCATIONS:

Games will be held at the (including, but not limited to):

- Merced Youth Sports Complex

To all parents: Please observe all Fire Department Zones (red curbs)

FIELD DIMENSIONS:

Field size: Approx. 25 x 40 yards

Goal Posts: Approx. 5 ft high x 10 ft wide

Penalty box (from post): 4 x 4 x 4 yards

Center Circle: 6-yard radius

Goal Box: None

FIELD MARKINGS:

Distinctive lines 3-5 inches wide, which mark the following: Halfway line, center circle, goal & touchlines, goal area, & penalty area.

HOME & VISITOR SIDES:

Home team chooses side.

SPECTATOR AREAS:

NO ONE is allowed down by the corner flag or behind the goal line. Referee may give permission for the taking of pictures only, but you must have the Ref's permission first. All players, coaches, and spectators must be on assigned side of field and remain at least two (2) yards away from the touchline and behind the designated spectator line located behind the coaches/players box/area. If no coach box is marked, the coach box will be one yard beyond the touchline and six yards extending on each side of the half. Coaches ARE allowed to walk the whole touchline outside the field of his/her team's side to coach the team.

FIELD CLEAN-UP: You must have your team clean up their side of the field after each and every game. Please use the trashcans available. We have received complaints about litter in the past and do not want to lose the use of these fields.

LAW 2: THE BALL

The Ball Size is three (#3). The coach for the Home Team is responsible to bring at least one, preferably two, ball suitable for use at scheduled games. The ball must also be properly inflated (it should be firm, but not too hard).

LAW 3: THE NUMBER OF PLAYERS

NUMBER OF PLAYERS

A maximum of 5 players on the field at any time during the game, and one of them must be the goalie. Minimum number of players per team on the field at any time is four (4). IF all teams are Coed: At least one girl per team must be on the field at all times. The girl rule will not be strictly enforced if team has problems getting the girls to come to the game. A forfeit will be declared if the minimum number of players is not on the field five minutes after the scheduled kick off time.

PLAYERS PLAYING TIME

Each player must play at least 1/2 of the game, unless the Referee is informed at check-in that a player is sick (Coach will advise the other coach of this). If a player shows up after the game has started, the coach is only required to play that player 1/4 game time. If the coach is disciplining a player, the coach must contact the Division Coordinator first.

SUBSTITUTIONS

Both teams will substitute players when the referee calls for a break at the eight (8) minute mark in each half. A 'substitution break' will be whistled halfway through each half. A 'substitution break' is not a time-out. Three players go in and three players go out (based on full roster being present at the game).

GOALIE

No player shall be goalie the entire game. Two goalies per team must play during the game. Each one will play a different half. Anytime there is a goalie change during the game, the Referee must be informed and permission granted.

LAW 4: THE PLAYER'S EQUIPMENT

UNIFORM

Includes: League assigned team jersey, shorts, and socks. Appropriate footwear (i.e.: no open-toe shoes, no football cleats or baseball cleats with a cleat on the front of the shoe) and shin-guards are mandatory and must be completely covered by socks for all practices and games. **NO EXCEPTIONS.**

Only the approved uniform handed out by MYSA shall be used by all players. Players with altered uniforms, or different attire will not be permitted to play. ALL shirts will be tucked in at all times. A second shirt (**NO HOODS**) may be worn under a jersey. No pants, gloves, etc. will be allowed except by the goalie. If you switch goalies, that player must immediately conform to the uniform rules.

CASTS, BANDAGES, ETC.

Players wearing orthopedic solid casts, air splints or metal splints are generally not allowed to participate in any game.

GOALIE SHIRT

The goalie shirt must be a different color from jerseys of your team and the opponent.

JEWELRY

No jewelry (earrings, necklaces, bracelets, nose rings, etc) will be permitted on the field of play. Only a Medic Alert bracelet, or similar item, may be worn at the discretion of the Referee, if the band is securely taped to the body and only the bracelet is exposed. There will not be exceptions made for newly pierced ears or such. This is for the protection of all players.

LAW 5: THE REFEREE

GENERAL INFO

Games will be officiated using the Single Referee system. Referees are encouraged to explain the infraction called on the offending player. Decisions on points of fact will be final. **Do not argue calls with our youth Referees, AT ALL.**

CHECK IN

Each team is to be at the field 30 minutes before scheduled game time. Teams will be called to the center circle 15 minutes before game time. Coaches will have game ball(s), goalie shirt, game card, player passes, and coach passes. Each coach will line up his or her players by numbers 4 feet back from the halfway line. Each coach then passes out the Player Passes to each player and submits their Coach Pass to the referee. The away team submits the Game Card to the Referee. The Referee will check all the players' uniforms, including hands and shoes, looking for anything dangerous. The Referee will then collect all the Player Passes. The registration forms for all players on a team must be in the coaches possession at all times, including games and practice sessions.

LAW 6: THE ASSISTANT REFEREES

Assistant Referees are not used in the U-6 Division.

LAW 7: THE DURATION OF THE MATCH

Game Duration: 32 minutes, divided into two (2) equal halves of 16 minutes each, and a five (5) minute half-time break. A 'substitution break' will be whistled halfway through each half. A 'substitution break' is not a time-out. Three players go in, and three players go out (based on full roster being present at the game).

LAW 8: THE START AND RESTART OF PLAY

KICK-OFF

The team that wins the coin toss: **selects the goal it will defend.** The other team: **takes the kick-off to start the game.** Positions are reversed at start of 2nd half. The kick-off team (including restarts after a goal is scored) must remain in their half of the field until the ball is kicked forward into their opponent's half of the field. Defenders must remain on their half of the field and outside the center circle until the ball is played. The ball is placed at the center field mark and kicked after Referee whistle.

LAW 9: THE BALL IN AND OUT OF PLAY

The ball is out of play only when it has **wholly crossed** the goal line or the touchline. Same holds for scoring.

LAW 10: THE METHOD OF SCORING

SCORING A GOAL

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game, including any applicable modifications, have been committed previously by the team scoring the goal.

GAME CARDS

Only game cards issued by MYSA will be used. Cards will be filled out listing players in numerical order based on their uniform number (2, 3, 4, etc). All players on the team's roster must be listed even if the player is not there for the game. Signature of team coaches on game card is required.

The home team is to provide the Official Game Card to the visiting team's coach for him/her to fill out his/her portion. The visiting team will hand the completed Game Card to the Referee when he/she calls both teams to the center circle and checks them in.

RUNNING UP SCORES

Coaches are expected to keep the score controlled by limiting the maximum difference in scored goals between teams to a maximum of 10 goals.

When in the event that a team is stronger and there will be an obvious score advantage over the other, coaches are encouraged and expected (in all age divisions) to move high scoring players back on defense, play weaker goalies, allow only shots from outside the penalty area, use a one-touch per player rule, or any of a number of different techniques to prevent from exceeding the ten (10) goal score differential and to try to make the game more competitive. Coaches who only want to win by a landslide and go home, rather than allow both teams to play an exciting and challenging game are considered unsportsmanlike. **Unsportsmanlike behavior, including coaches allowing scores to be run-up, is not condoned by the MYSA Board and will have serious reprisals!**

--Referees will not stop games--

TIES

All ties stand!! No shootouts to resolve tie games.

LAW 11: OFFSIDE

This is not applied in the U-6 age bracket, but will be at higher age brackets.

LAW 12: FOULS AND MISCONDUCT

*****NO SLIDING OF ANY TYPE ALLOWED! NO HEADING IN U6 - U12s DIVISIONS IS ALLOWED! *****

GENERAL INFO

All fouls will result in an Indirect Kick where the infraction took place. Direct Kicks or Penalty Kicks are not taken. If the foul occurred inside the penalty box, the Indirect Kick will be taken from the top of the penalty box line closest to where the foul occurred. If a player is injured, the Referee will call the Coach onto the field. Coaches are responsible for behavior of players and parents at the game. Coaches shall use a positive and informative tone of voice, not being harassing or derogatory towards anyone. Profanity or disruptive behavior of any kind is not allowed. No mechanical devices to magnify your voice. Please note that a Referee may give a CARD to a player or coach before the start of the game (in this case you would not be required to play one player down when receiving a red card before a game), during the game, including halftime, and within a reasonable time after the game.

YELLOW CARD

Affects Players and Coaches (coaches *ARE RESPONSIBLE* for parent conduct). This is a warning only. Any further persistent infringement of the rules can result in a RED CARD. If a player who is playing in the game receives a yellow card *ONLY*, that player must be substituted out at that time. The player is to sit out at least five (5) minutes. This action is advised as it gives the player a chance to cool down and return to the game later.

RED CARD

Affects Players and Coaches (*Coaches are responsible for conduct of Parents and spectators*). It is not necessary to receive a yellow card first. A player or coach who receives a RED CARD, or is sent off, must leave the area (sight & sound of referee). If the player was in the game when he received the RED CARD, he may NOT be replaced and the team plays down one player. *Failure to comply will result in the game being suspended.* The pass of carded player or coach will not be returned at the end of game. Upon receipt of the official referee game report and pass, the MYSA discipline committee will decide the number of games that the offending coach and/or player need to sit out before joining the team again --as little as one game or as much as the rest of the season, depending on the severity of the infraction. The "MYSA Red Card Verification Form" must be turned in to the Recreational Coordinator before the player or coach pass can be handed back to the team.

YELLOW CARD ACCUMULATION

Affects players AND coaches. Three yellow cards in the course of the season will lead to a minimum of one game suspension. The player / coach pass will be turned in to the Age Group Coordinator. The MYSA Discipline Committee will decide the # of games that offending coach or player needs to sit out before joining the team again. The "MYSA Red Card Verification Form" must be turned in to the Recreational Coordinator before the player or coach pass can be handed back to the team.

*****If coach is red carded and/or suspended, and there is no asst. coach rostered, the team cannot play during those games the coach is suspended*****

LAW 13: FREE KICKS

INDIRECT KICK

All infractions are Indirect Kicks. Defending team must be back 8 yards. All indirect free kicks may be taken no closer to the goal than at the top of the penalty box line, parallel to the goal line. The ball must be kicked and move (simply stepping on the ball does not count) then be touched by a second player from either team before the ball goes into the goal. Failure to be played by a second player will result in **NO GOAL**. The opposing team puts ball back in play with a Goal Kick.

DIRECT KICK

There are no Direct Kicks..

LAW 14: THE PENALTY KICK

There are no Penalty Kicks.

LAW 15: THE THROW-IN

Two feet on the ground, behind or on the touchline, and the ball delivered over the head with both hands. All defenders must stand no less than two (2) yards from the point at which the throw-in is taken. One (1) retake is allowed to the erring player after the Referee's/Coach's explanation.

LAW 16: THE GOAL KICK

Occurs when an attacking team player is last to touch the ball before it crosses the goal line and not through the goal. Goal kicks may be taken from any point inside the penalty area. A defender may not impede a goal kick from being taken.

LAW 17: THE CORNER KICK

Corner Kicks may be taken from any point inside the corner arc area. Opponents must be six (6) yards from the ball.

ADDITIONAL INFORMATION

* Where the above listed modified rules do not cover a specific event, the most current F.I.F.A Laws of the game shall prevail.

1) HOME & VISITING TEAM RESPONSIBILITIES

IF FIRST GAME OF THE DAY:

- Each team sets up a set of goal posts (if applicable), nets, spikes, & corner flags. Should be up and ready thirty (30) minutes prior to the scheduled game time.

IF LAST GAME OF THE DAY:

- Each team takes down a set of goal posts (if applicable), nets, spikes and corner flags.
- Home team is responsible to take the nets and flags to appropriate location.

VISITING TEAMS FROM OTHER LEAGUES

Merced teams are to set up both goalposts, nets, spikes, and corner flags. These teams are our guests and should not be delegated to setting up equipment.

2) COMMON SENSE

Teams will cheer the other teams in a positive manner and shake hands at the end of game. Parents and spectators will support both teams and players in a positive manner at all times. League win/loss standings are not maintained. Our purpose is to introduce Merced County's youth to the great game of soccer, so that kids can learn the game in a fun and positive environment. Coaches: avoid the "win at all costs" attitude.

Please, please remember to have all of your parents, players, and coaches pick up their trash and dispose of it properly after each game. Fields & sidelines are to be left clean for the next team. If there are no trash receptacles nearby, have one of the parents or coaches bring a trash bag for the team to use and dispose of properly when the game is done.

3) JAMBOREE / TOURNAMENT

Automatic entry is not guaranteed. The end of season Tournament is a reward and a privilege for teams in good standing. Teams that have caused problems during the season (per info provided by Age Group Coordinator, Referees, other teams, any league official) will not be invited to participate.

4) SKILLS UNDER 6 PLAYERS MUST LEARN:

1. Throw-ins
2. Proper dribbling with ball control
3. The importance of Passing. Don't be a ball hog.
4. Shooting at opponents goal
5. No use of hands, except by the goalie.
6. Indirect Kicks
7. Corner Kicks
8. Goal Kicks

5) WWW.MERCEDYOUTHSOCCER.COM

CHECK OUR WEBSITE REGULARLY FOR SCHEDULE CHANGES AND ADDITIONAL INFORMATION.

REMEMBER: We are all here for the kids!