



## The Field

- U4 – U6 Soccer will be played on VD4, VD5, VD6, & VD7 at the Henk Van Dyk Soccer Complex on York Street. Smoking is forbidden at the Soccer Fields.
- Goals will be permanent structures and fields will be marked with lines and flags.
- Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- Spectators will be asked to sit on one side of the field approx. 1 metre from the sidelines.

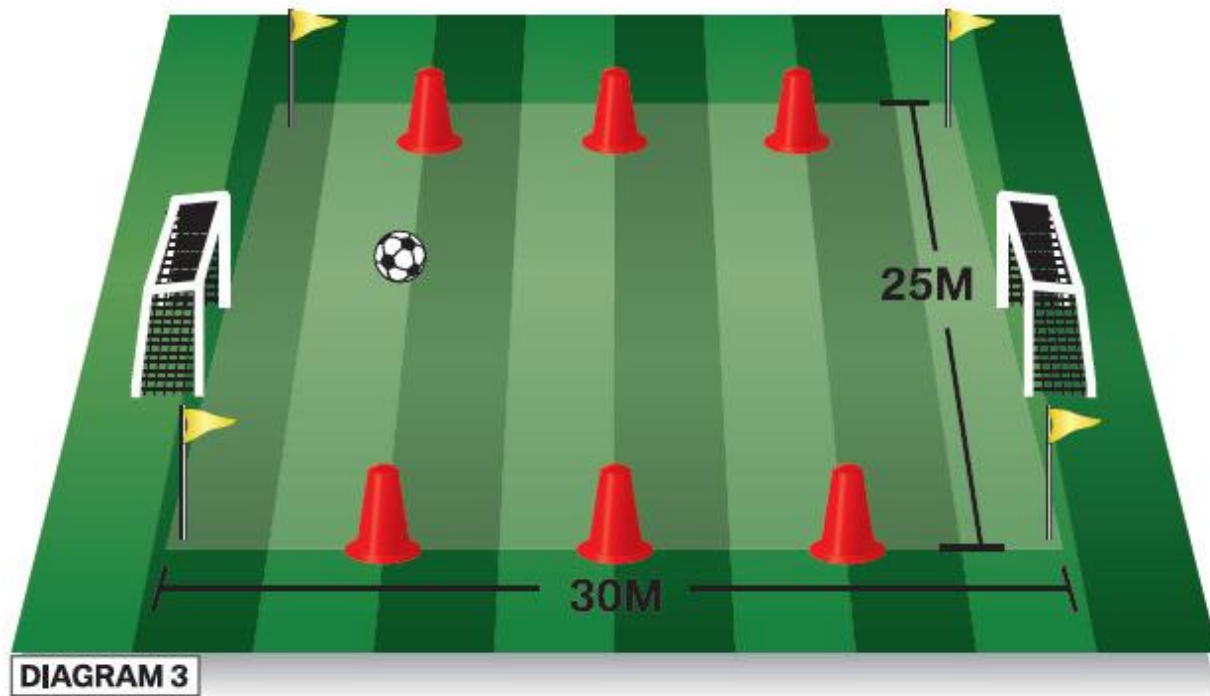


Diagram 3, above, shows an individual 5v5 field, 30m x 25m. Cones and corner flags have been used to delineate the field. Portable goals have been assembled and placed. There are no requirements for any other field markings on a 5v5 field.

## Length of Game

- Teams will practice together at the start of each game for 20min and Coaches will be provided with a set of exercises to be used throughout the season. After the 20min Session, teams will play a Soccer Game.
- Games are divided into two (2) quarters of 12 minutes, and allow One Coach on the field at all times to encourage, and instruct players throughout the game. Teams **will not** switch ends at Half Time.
- Coaches from each team will act as the “Game Leader” and provide instruction to their team throughout the game. Officials will not be used.
- Teams will shake hands at the **start** of each game.
- Games will start promptly as per the scheduled time of 6:45pm.
- Parents are asked to have their children at the field at least 15min prior to warm-up with their team.
- U4 – U6 Game Days will be determined by the club.
- The game starts with a kickoff in the center of the field. The Team with possession must kick the ball forward over the centerline. The opposing team must stay out of the center circle until the ball is kicked.



## The Ball

- The U4 – U6 Soccer program will use a Size 3 ball at all times.
- The home team shall supply the game ball, and the Coach will ensure that the ball is properly inflated as per the ball's specifications. A pump is supplied in the Coaches Bag at the start of the season.

## Number of Players

- Each team roster has a maximum of fourteen (13) registered players.
- U4 – U6 Soccer is played in a 5 v 5 format, (four players, and one keeper)
- Spare players are asked to sit on the outside of the pitch with their coaches.
- Keepers will be identified with a Keeper Shirt or a Coloured Pinney; Keeper Gloves are not required.

## Player Equipment

- Must wear the full uniform provided, with shirts tucked into their shorts, and socks pulled up to the knee over the shin pads. Soccer Shoes or Boots are strongly recommended at all times.
- If parents insist, players may wear the following: spring jackets, during cool weather, must have zippers, snaps and/or buttons done up so they do not flap loosely. A Ball Cap can be worn.
- NO jewelry (earrings, necklaces, bracelets, etc.), metal or plastic hair clips are allowed on the playing field. Band-aids or tape to cover earrings is not allowed.

## Playing Time

- Each player must receive equal playing time.
- No player's shall be left on for the entire game (if you are short of players please share with your opposing team)
- Substitutions: At any stoppage and unlimited.

## Method of Scoring

- Goals are scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided it has not been handled.
- U4 – U6 Soccer has no score keeping or standings.

## Rules of the Game

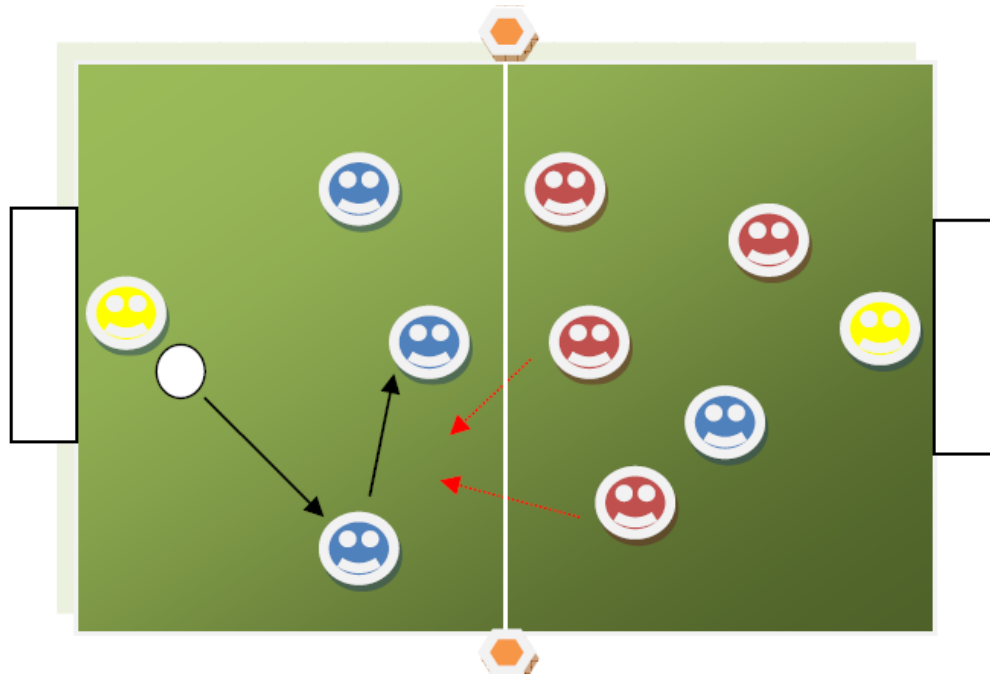
- The U4 – U6 Program uses a modified and a more simplified set of FIFA rules.
- Coaches from either team will act as Game Leaders throughout the match.
- The Start and Restart of Play: Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least four (4) yards (outside the circle) from the ball until it is in play.
- The Ball In and Out of Play: Kick-ins will be used instead of throw-ins when the ball passes over the side lines. A Kick-in is considered as a direct free kick with the opponents four (4) yards from the ball until it is in play.
- No Offsides will be called.
- Fouls and Misconduct: Conform to FIFA with the exception that all fouls shall result in a direct free kick. The Game Leader must explain ALL infringements to the offending player. No cards shown for misconduct.
- Free Kicks: Conform to FIFA with the exceptions that all free kicks are direct and opponents are at least four (4) yards from the ball until it is in play.
- There will be no penalty kicks.
- The 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 retreat to their side of the pitch until it is in play.
- The Corner Kick: Conform to FIFA with the exception that opponents remain at least four (4) yards from the ball until it is in play.



## Retreat Line

- To allow our young players to learn and gain confidence in how to play the ball out from the back and build an attack, as opposed to the goalkeeper/last player kicking it aimlessly up the field, the concept of the retreat line has been introduced in mini soccer. To see young players aimlessly boot the ball up the field in the “hope” that one of his or her teammates gets the ball is not effective in producing skilled, confident players who love to play.
- What would happen is as follows. When the goalkeeper has the ball at a goal kick or after making a save, the opposing team members would "retreat" to a predetermined area of the field.
- Once all the opposing players have retreated to the line, the goalkeeper can successfully throw or pass the ball to one of his/her teammates.
- Once the teammate has received the ball, the opposing players can then start to apply pressure to the player with the ball. This gives the player on the ball the time and space required to have a look, receive the ball and choose to dribble or pass to a teammate without being marked or to be under immediate pressure.
- In the 6v6 game, the retreat line can be the ½-way line. Some fields may not have a ½ way line, corner flags at the side of the field can act as an indicator to the players where the ½-way line is. If flags are not available, two cones laid in line on each side of the field can indicate the retreat line. Note: Do not put cones on the field as players may trip or slide on them.

**Retreat line example - 5v5** Red team has retreated allowing blue to pass the ball from the GK to a blue teammate and build an attack.



**The U4 – U6 Soccer Program emphasizes participation, friendship, effort, co-operation, and enjoyment for all.**