

SIX-A-SIDE LAWS

1. The Fields: K, F, or E size fields for all age groups, with the goal size standard for those size fields. A 25-foot semi-circle called the "D" is drawn in front of each goal to signify the goal area.

2. The Ball: Normal size for the age group: 3, 4, or 5

3. # of Players: Six on the field including a Goalkeeper. Maximum roster size is nine (9) players. Players may play for one team only and CANNOT be transferred to another team during the tournament. All players MUST be USYSA registered and MUST have a medical release.

4. Game Duration: U9 through U19 – Two 8 minute halves. Teams change ends at the end of the 1st half.

5. Start of Play: The Referee will start play with a drop ball in the center of the field with the players in their own half of the field. Restarts after a goal and at the start of the 2nd half are started in the same way. At any other stoppage, the game shall be registered by the Referee dropping the ball at a point nearest to where it was last played. If play starts with the Goalkeeper in the possession, the Referee shall have the Goalkeeper roll the ball out to restart the game.

6. Offside: There is NO offside. Players may place themselves in any part of the playing field outside the goal area.

7. Ball in/out of Play: The ball shall be in play at all times from the start of the game unless:

- A. Ball rises above the Referee or tallest player's head.
- B. Ball crosses the goal line or the touch-line.
- C. Referee signals for half time or the end of the game.
- D. The game has been stopped by the Referee.

Ball above head height – the ball must be kept below head height. Heading of the ball is allowed provided the ball does not go above the height of the tallest player or the Referee. The Goalkeeper may not punt the ball, but should roll it back into play. An indirect free kick shall be given at the point where the ball was last played. If the ball was played by the Goalkeeper, it will be placed in the area near to where the violation occurred. When a ball goes out of play, but below head height, a member of the opposing team shall roll the ball into play, rolled with an underhand (bowling ball style) motion. There are no throw-ins, corner kicks or goal kicks as such. The ball must be put back into play always by using the roll-in motion.

8. "D": No players are allowed in the "D" except the goal keeper.

9. Free Kicks: Indirect kicks only shall be awarded, except if in the referee's opinion a defender enters the "D" area in a deliberate attempt to become involved in the play, in which case a penalty kick is given to the opposing team from the top of the "D". Opposing players shall be at least six (6) feet away from the ball.

NOTE: Referee should distinguish between accidental and intentional entry and Not punish incidental actions not affecting play.

10. Substitutions: Shall be half, after goals, or to replace an injured player.

11. Tie Games: Ties will stand and be scored accordingly.

12. Reporting Scores: All coaches are responsible for reporting their own scores.

NO PROTEST WILL BE ACCEPTED.