

# MICRO SOCCER RULES

**PARTICIPATING CLUBS:** Rosemont, Sierra Oaks, St. Ignatius, Fulton El Camino

## **I. FIELD SET-UP**

- a. Field Size: 20yd X 30yd (+/- 5yd)
- b. Lines or a combination of lines and cones can be used to outline the field.
- c. Corner flags can be used to help define the field.

## **II. EQUIPMENT**

- a. Goals: 4ft X 6ft
- b. Ball size: Size 3
- c. Players: Need their team uniform and shin guards to play. Coaches should have pennies/alternate jerseys (t-shirts) in case playing another team with the same color uniform, i.e. when two teams of the same club play each other.

## **III. COACHES, REFEREES, & FANS (along touchlines, not goal lines)**

- a. Coaches should be with their team along the touchline encouraging play and sportsmanship – not roaming the touchline and/or goal line
  - b. The referee on the field will determine possessions, keep running time, direct the game and ensure player safety.
  - c. Coaches: Wear badge and bring coaching/player cards to games. **NO COACH CARDS/PASSES = NO COACHING/PLAYING**
  - d. All spectators (non-team personnel, e.g. family and friends) for both teams will be along touchlines of the field for the duration of the game.
  - e. Set-up/Clean-up: Home team coach is responsible for setting up and putting away goals/cones/flags/signs, etc.
- f. **Note:** U6 games are the primary source for referee training. Allow the referee to do their job and learn how to referee. *Coaches are responsible for their team from the touchline and bench area.*

## **IV. RULES OF PLAY**

- a. **Number of Players:** 3v3 - No goalkeepers (discourage players hanging back as a de facto goalie)
- b. **Game length:** four 8-minute quarters with a 10-minute half time. One-minute breaks between quarters. Time adjustments can be made to accommodate the weather. Teams switch sides (direction of attack) at half-time.
- c. **Kick Off:** Home team starts with possession, kicking off from center spot
- d. **Out of Bounds**
  - (i) Throw-ins: They should be used as a teaching experience. Referees will accept that throw-ins may not be technically correct but the players should begin to learn to perform throw-ins.
  - (ii) Goal Kicks: A ball kicked out of bounds across the goal line by the attacking team results in a goal kick for the defending team from within their goal box. Team opposing goal kick must retreat to behind center line for goal kick.
  - (iii) Corner Kicks: A ball kicked out of bounds across the goal line by the defending team results in a corner kick for the attacking team from within corner arc of the side the ball went out of bounds.
- e. **No official scores and standings are kept.**
- f. The intent of the game is for *ALL* players to be involved with the play on the field. Coaches should encourage all players to touch the ball before the team scores.
- g. After game: Teams cheer, high-five, shake hands, etc. with each other and with referee if present.

## **II. SUBSTITUTION RULES**

- a. Substitutions are freely allowed (i.e. like indoor soccer).
- b. Equal playing time for all players.