



Lakewood Soccer Association – U4–U6 Laws of the Game

Law 1 - THE FIELD OF PLAY:

Lakewood Soccer Association (LSA) shall provide the dimensions and marking of the field. The size of the goal will be 4' High x 6' Wide. For the U6 teams there will be a "penalty area" painted in front of the goal and designated as the *Goal Area*. No player may stand within the Goal Area whether marked or not. However, any player may move through the Goal Area.

Law 2 - THE BALL:

Size 3. Both teams provide the game balls.

Law 3 - NUMBER OF PLAYERS:

Maximum of 4 players from each team will be on the field at any one time for the U4 and U5 teams. The U6 will use a maximum of 5 players on the field at any one time. There are NO Goalkeepers. Players may be substituted by either team "on the fly" at any time. "Referees" will stop play in the event of an injury and allow substitution for the injured player. Players must Enter and Exit the field from the midfield-line. Each player rostered to a team SHALL play as close to an equal amount of the total playing time as possible.

NOTE: *Goal Tending (positioning a player in front of your own goal or goal area for the sole purpose of keeping the opposition team from scoring) is not allowed.*

Law 4 - PLAYERS' EQUIPMENT:

Tennis shoes or soft-cleated soccer shoes. Shin guards are MANDATORY. Shin guards are to be worn UNDER the socks. Players may not wear watches, necklaces, earrings, rings, or any other jewelry.

Law 5 - REFEREES:

Opposing Coaches shall each Referee half of the game. Coaches from both teams may referee simultaneously - each coach taking 1/2 the field. A coach may designate an assistant to serve in his place with the opposing Coaches approval. Their job is to keep the playing environment FUN, SAFE and focused on the child. Duties are to enforce the rules and stop and restart play. When you stop play for a foul or other reason, take the time to explain to the players WHY! For some players this is their first experience with soccer and the best time to educate EVERYONE on the Laws of The Game.

Law 6 - ASSISTANT REFEREES:

Duties are to keep time and deliver a new ball after a goal is scored.

Law 7 - DURATION OF THE GAME:

The game shall consist of two 15-minute halves. There will be a 5-minute break at half time.

Note: *The time will not stop during halves except for an injury.*

Law 8 - THE START OF PLAY:

Occurs to start off each half. Kick is taken from the center of the field and the ball must move forward. The kicker may not kick the ball again until it has touched another player. No coin toss. The home team takes the kick-off at the start of the game and the visiting team takes the kick-off at the start of the second half.

Law 9 - BALL IN AND OUT OF PLAY:

For these age groups, LSA allows the "loose boundaries" rule. Please see the "New Ball Method" rules and regulations.

Law 10 - METHOD OF SCORING:

Conforms to FIFA regulations – The ball must completely cross the goal line between the posts and beneath the crossbar to count.

Law 11 - OFF-SIDE:

There is no off-side in small-sided games.

NOTE: *Cherry Picking (positioning a player in front of the opposing teams goal area for the sole purpose of scoring) will not be allowed.*

Law 12 - FOULS AND MISCONDUCT:

Conform to FIFA regulations except that all fouls and misconduct shall result in a direct free kick with the opponents at least three (3) yards from the ball before the kick is allowed. All infractions shall be explained to the players involved prior to the direct kick and NO yellow or red cards will be issued.

Law 13 - FREE-KICKS:

Conform to FIFA regulations except that all kicks will be direct and the opponents must be three (3) yards away from the ball before the kick is allowed.

Law 14 - PENALTY-KICKS:

There are no Penalty Kicks in small-sided games.

Law 15 - THROW-IN:

There are no throw-ins in the continuous play format. Instead, the referee/coach delivers a new ball and play continues without interruption.

Law 16 - GOAL-KICK:

There are no goal-kicks in the continuous play format. Instead, the referee/coach delivers a new ball and play continues without interruption.

Law 17 - CORNER-KICK:

There are no corner kicks in the continuous play format. Instead, the referee/coach delivers a new ball and play continues without interruption.

NEW BALL METHOD FOR U4-U6 TEAMS**The Process:**

- Whenever a ball goes OUT OF PLAY or a GOAL IS SCORED, a coach announces "New Ball!" and **ROLLS** another ball into play.
 - NO KICK OFFS after a Goal!
 - NO KICK-INS!
 - NO GOAL KICKS!
 - NO CORNER KICKS!
- After a GOAL IS SCORED, encourage team that scored goal to run back and tag their goal.
- There may or may not be a referee. The coaches, however, are responsible for controlling the game, the players, and the parents.
- Substitutions are done "on the fly" like hockey. When a player gets tired or the coach wants to make a substitution, the player runs off the field and a new player runs on. No stoppage.

Tips for Success:

- Several balls are required for this method. Use a regular "kick-off" to start each half (one kick-off for each team).
- The two coaches assign themselves each to half of the field and carry one or two balls in their arms.
- If the ball goes slightly out of play, but the player dribbles the ball back in, that's ok - let them play on! We are encouraging continued play as much as possible.
- The 'new ball' should be rolled to neutral space or toward the "disadvantaged" team. If one team is clearly dominant the play can be "equaled" this way.
- Coaches should control the pace of the game. You may need to pause for a few seconds before distributing a new ball, especially after a

goal. Give the players several seconds to re-set and rest after a goal. Roll the new ball in near the center of the field toward the team that was scored against when the goal occurred.

- DO NOT bounce the 'new ball' as it is difficult for players at this age to judge a bouncing ball.
- Favor the team on the wrong end of a lop-sided game.
- Favor individual players who are not becoming involved in the game. Roll a 'new ball' in their direction.
- Parents should become involved and retrieve lost balls and return them to the coach who just rolled the new ball in so he/she now has 1 or 2 balls once more!

Playing Time:

Each player must play at least 50% of the total playing time.

Sportsmanship:

Coaches are responsible for the conduct of their assistant coaches, players, and spectators at all times. No coach, player or spectator shall yell at the referee, opposing coach, players, or fans. No coaches or fans shall run up and down the sidelines during the game. The coach shall have all players ready to be checked in by the referees before the scheduled game time. After the game is complete, players and coaches will line up and shake hands with the opposing team and referees along the centerline.

Inappropriate Language:

If the referee hears swearing, he/she will stop the game and talk to coaches

- 1st occurrence, player will sit out 5 minutes
- 2nd occurrence, player will sit out the rest of the game

The final score is never recorded, and no league standings are kept. The emphasis is on learning the game and having FUN, not winning, and losing.

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