

# **WVSA**

## ***MODIFIED LAWS OF THE GAME FOR U6***

**Law 1** The Field of Play dimensions are a minimum 20 yards wide and 25 yards long, to accommodate the three-versus-three or four versus four game and are appropriate for the movement capabilities of four- and five-year-old children. The center circle and the corner arc for U6 Small Sided Games are not mandatory field markings. Cones may be used in lieu of corner flag posts if desired. Neither cones nor corner flag posts are mandatory for this age group.

Goals: the goal, 4 x 6 feet, is the same for the U6 and U8 age groups. By using the same size goal for both age groups clubs will have to buy fewer goals. A big goal without a goalkeeper should mean a few more goals for kids whose shooting technique is primitive along with their eye-foot coordination. Let's give them the broadside of the barn at which to shoot, the more goals the merrier. Finally the shooting odds for the U6 age group are one versus five, so let's give them a chance by having a larger target. However, manufactured goals are not mandatory for U6 Small Sided Games. Clubs are free to use cones, corner flag posts, Pug goals or other items to designate the goal for this age group. Indeed, even the entire goal line could be considered the 'goal' and a ball kicked over the goal line is considered a goal.

**Law 2** The Ball: must be a size three. The smaller ball is lighter and more easily kicked, received, dribbled and passed.

**Law 3** The Number of Players: 3 or 4 players on the field per team. There are no goalkeepers in the U6 age group so that all of the players may chase the ball around the field. The kids want to be where the action is and at this age it is around the ball. This will provide the opportunity for the children to further develop their running, jumping and kicking coordination. These are valuable traits for all soccer players to develop. The smaller number of players takes into account the egocentrism of this age group and therefore allows each child more opportunities for kicking and dribbling the ball. With fewer players on the field each child has an increased number of contacts with the ball and has more actual playing time. Additionally the players will be required to make more decisions and experience repeating game situations more frequently. The work rate and involvement of players will be more consistent. While learning both offense and defense, players will become well rounded and will understand more readily the roles and importance of teammates.

**Law 4** The Players' Equipment: per FIFA.

**Law 5** The Referee: a referee is not really needed for this age group. Instead a parent or a coach should supervise the game for safety sake. All rule infractions shall be briefly explained to the offending player. 'Do-overs' should be a regular occurrence allowed by the adult(s) supervising the U6 game.

**Law 6** The Assistant Referees: none are needed.

**Law 7** The Duration of the Match: The game is divided into four quarters. Clubs may make the quarters shorter in duration if necessary. Quarters are played in the U6 age group to accommodate the attention span and physical limitations of the children.

**Law 8** The Start and Restart of Play: per FIFA, with opponents 4 yards away from the ball.

**Law 9** The Ball In and Out of Play: per FIFA.

**Law 10** The Method of Scoring: per FIFA.

**Law 11** Offside: There shall be no offside called during these games.

**Law 12** Fouls and Misconduct: No cautions or ejections shall be issued to players.

**Law 13** Free Kicks: All free kicks shall be indirect. This should also keep the game flowing and keep the attention of the kids.

**Law 14** The Penalty Kick: since there is no penalty area marked on the field of play for this age group there will not be any penalty kicks called.

**Law 15** The Kick-In: Most U6 players do not yet have the eye-hand coordination to execute a throw-in to the letter of the law. This leads to endless retakes from one team to the other. Additionally with a kick-in the ball is on the ground and stationary so the U6 player has a better chance of striking it correctly. This may lead to some intentional passes. However, this is still unlikely given that whether it is a throw or a kick all of the kids on the field will be yelling for the ball at the same time and the child putting the ball into play will be confused.

**Law 16** The Goal Kick:

**Law 17** The Corner Kick: per FIFA. The defending players must stand at least four yards away from the ball until it is kicked.

- ⇒ Roster Size: The minimum roster size is three players. The maximum roster size is eight players.
- ⇒ Playing Time: A minimum of 50% playing time is required. The goal of the U6 facilitator should be to get to 100% playing time for each child.
- ⇒ No score or standings should be kept

#### **ADVANTAGES OF PLAYING SMALL SIDED GAMES**

- ❑ More time with the coach/facilitator
- ❑ Energetic workouts due to playing both offense and defense
- ❑ More efficient use of field space
- ❑ Matches can be played simultaneously across a full size field
- ❑ Children are physically more efficient in smaller space
- ❑ Children are actively involved for a longer period of time
- ❑ It takes less time to score a goal or advance to goal
- ❑ Greater success rate for the players

#### ***US Youth Soccer Recommendations***

- ❖ Opposing parent/coaches and players should shake hands after each match.
- ❖ Parent/coaches, non-participating players and spectators should be there to enjoy and encourage the activity of the youngsters.
- ❖ Spectator and team benches should be on opposite sides of the field.
- ❖ No alcoholic beverages will be consumed or allowed near the playing area.
- ❖ No slide tackles to be allowed in this age group.