

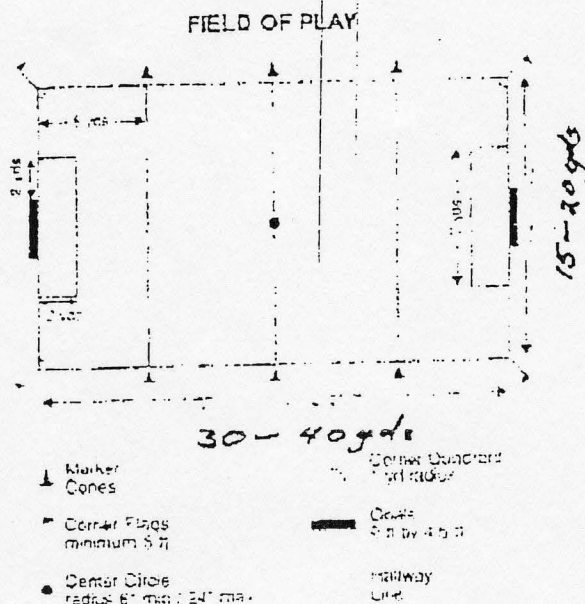
RULES FOR MICRO SOCCER FOR U6 & U8 AGE GROUPS 3 VS 3 & 4 VS 4

THE FIELD

1. FOR U6 3 VS 3
LENGTH 20 TO 25 YARDS
WIDTH 15 TO 20 YARDS
2. FOR U8 4 VS 4
LENGTH 35 TO 40 YARDS
WIDTH 25 TO 30 YARDS
3. A LINE, PARALLEL TO EACH GOALLINE, IS PLACED 6 YARDS OUT
GOAL, FROM SIDELINE TO SIDELINE
4. A CENTRE SPOT OF APPROXIMATELY 1 FOOT IN DIAMETER IS
PLACED IN EXACT CENTER OF FIELD.
5. A RECTANGULAR GOAL AREA IS MARKED 2 YARDS FROM EACH
GOAL POST AND 2 YARDS FROM GOALLINE MAKING A 7 YARD BY
2 YARD AREA.
6. A CENTRE LINE IS OPTIONAL.

GOAL POSTS

WIDTH 9 FEET HEIGHT 4.5 TO 5 FT



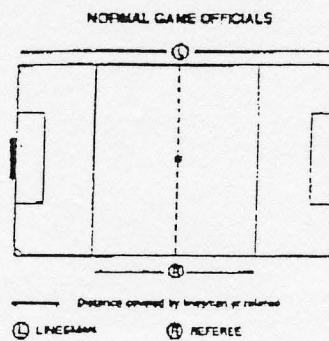
RULES FOR MICRO SOCCER FOR U6 & U8 AGE GROUPS 3 VS 3 & 4 VS 4

XIV. REFEREE AND LINESMAN

Normally, a maximum of two officials is required (referee and linesman) both outside the field of play and on opposite sides of the field. The referee has full control of the game and his/her decision is final.

The linesman assists the referee in the following manner:

- (1) Indicates a throw-in and the team to which the throw-in is awarded (by flag) when the ball goes out on the linesman's side of the field.
- (2) Confirms by a signal (the flag) when the ball goes out on the other side of the field, i.e. the side of the referee. In this case, the referee will award the throw-in and indicate by pointing which team has the throw-in. The linesman confirms the decision by flag from the other side.
- (3) Indicates by raising the flag an infringement the referee may not have seen, or assists the referee in making a decision when the ball goes out of play (for a corner, goalkick or goalkick at the end of the field).
- (4) The linesman works to stay in line with the ball so as to be in a good vantage position to assist the referee regarding goalkicks, corners and goals.



GAME DURATION:

U6 THIS IS UP TO THE INDIVIDUAL COMMUNITIES AS THERE IS NO LEAGUE PLAY.

U8 TWO - TWENTY (20) MINUTE HALVES

TIME OUTS ARE TO BE CALLED APPROXIMATELY EVERY 3 MINUTES TO ALLOW FOR SUBSTITUTIONS. THE REFEREE

SHOULD SIGNAL FOR SUBS WHEN BALL IS OUT OF PLAY OR IS IN NEUTRAL ZONE. WHISTLE FOR SUBS SHOULD NOT BE BLOWN TO NEGATE A SCORING OPPORTUNITY.

RULES FOR MICRO SOCCER FOR U6 & U8 AGE GROUPS.
3 VS 3 & 4 VS 4

BALL SIZE: SIZE 3 IS THE BALL TO USE FOR U6 & U8.
THE VARIOUS MANUFACTURERS SEEM TO EACH HAVE A
DIFFERENT STANDARD FOR SIZE 3. IF YOU HAVE VARYING
SIZES WITHIN YOUR SUPPLY OF SIZE 3 BALLS USE THE
SMALLER ONES FOR U6.

SCORING AND OFFENSE

THERE IS NO OFFSIDE IN MICRO SOCCER. GOALS CAN BE
SCORED FROM ANYWHERE ON THE FIELD BUT CANNOT BE
SCORED DIRECTLY FROM A GOAL KICK, A KICK-OFF, A
THROW-IN (KICK-IN), A THROW BY A GOALIE, OR A FREE KICK.

CORNER-KICK .

A CORNER-KICK IS AWARDED TO THE ATTACKING SIDE WHEN
THE WHOLE OF THE BALL PASSES OVER THE DEFENDING
GOALLINE, EXCEPT IF BETWEEN THE GOAL POSTS, HAVING
LAST BEEN TOUCHED BY A DEFENDING PLAYER.
ALL OPPONENTS MUST BE AT LEAST 5 YARDS FROM THE BALL
UNTIL IT IS KICKED. THE PLAYER TAKING THE CORNER KICK
MAY NOT TOUCH THE BALL A SECOND TIME UNTIL IT HAS
BEEN IN CONTACT WITH ANOTHER PLAYER.
GOALS CAN BE SCORED DIRECTLY FROM CORNER KICKS.

GOAL-KICK

A GOAL-KICK IS AWARDED TO THE DEFENDING SIDE WHEN
THE WHOLE OF BALL PASSES OVER THE DEFENDING
GOALLINE, BUT NOT BETWEEN THE GOAL POSTS,
HAVING LAST BEEN TOUCHED BY AN OFFENSIVE PLAYER. THE
GOAL KICK IS TO BE TAKEN FROM ANYWHERE IN THE GOAL
AREA BUT MUST PASS BEYOND THE SIX YARD LINE. THE
BALL CANNOT BE TOUCHED BY ANY PLAYER UNTIL IT IS
OUTSIDE THE SIX YARD LINE. IT IS TO RETAKEN IF IT DOES
NOT CROSS THE SIX YARD LINE. THE GOALIE MAY NOT TOUCH
THE BALL FROM A GOALIE KICK UNTIL IT IS TOUCHED BY
ANOTHER PLAYER.

RULES FOR MICRO SOCCER FOR U6 & U8 AGE GROUPS
3 VS 3 & 4 VS 4

GOALIE

THE GOALIE MAY HANDLE THE BALL ONLY BETWEEN THE GOALLINE AND SIX YARD LINE. GOALIE SHOULD BE ENCOURAGED TO PLAY OUTSIDE THE GOAL AREA BUT MAY NOT HANDLE THE BALL OTHER THAN FOR A THROW-IN. IF AFTER CATCHING THE BALL THE GOALIE PUTS IT DOWN TO PLAY WITH THE REST OF HIS BODY HE CANNOT RE PICK IT UP UNTIL TOUCHED BY ANOTHER PLAYER. IF GOALIE DOES OPPOSING TEAM GETS AN INDIRECT KICK FROM OUTSIDE 6-YARD AREA. GOALIES NEED TO HAVE A BIB FOR IDENTIFICATION.

THROW -IN

WHEN A BALL GOES OUT OF PLAY OVER THE SIDELINE, THE GAME IS RESTARTED BY A THROW-IN, TO BE TAKEN BY A PLAYER OF THE OPPOSING TEAM TO THE PLAYER WHO LAST TOUCHED THE BALL. ALL OPPOSING PLAYERS SHOULD BACK UP 5 YARDS JUST AS IN A FREE KICK.

PENALTY-SHOT

FOR U6 PLAYERS NO PENALTY SHOTS (OR KICKS) ARE AWARDED. INSTEAD, FOR A FOUL, HANDLING OR OTHER INFRACTION, AN EXPLANATION IS GIVEN AS TO WHY THAT ACTION IS NOT PERMISSIBLE IN THE GAME, AND AN INDIRECT KICK IS AWARDED TO THE OPPONENTS.

FOR U8 A PENALTY SHOT IS TAKEN FROM THE CENTRE SPOT. THE BALL MUST BE STATIONARY BEFORE THE KICK IS TAKEN. PRIOR TO THE KICK, PLAYERS OF BOTH SIDES, INCLUDING THE GOALKEEPERS, MUST GO OUTSIDE THE FIELD OF PLAY. THE ONLY PLAYER ON THE FIELD IS THE PENALTY SHOT TAKER. THE SHOOTER IS ALLOWED ONLY ONE KICK AND THE KICK IS CONSIDERED TAKEN WHEN THE BALL HAS TRAVELED ITS CIRCUMFERENCE.
THE PENALTY SHOT IS COMPLETED WHEN EITHER:

1. THE BALL ENTERS GOAL
2. THE BALL LEAVES FIELD OF PLAY WITHOUT GOING IN GOAL.
3. THE BALL COMES TO A STOP BUT DOES NOT CROSS SIDELINE OR GOALIE.

PLAYERS RETURN TO FIELD AND GAME IS RESTARTED BY:

1. A KICK-OFF FROM CENTRE SPOT BY THE TEAM THAT WAS SCORED UPON OR
2. A GOAL KICK IF NO GOAL WAS SCORED. THE KICK IS TAKEN BY THE TEAM THE PENALTY WAS AGAINST.