



Swansboro Soccer Association Laws of the Game Modifications U6 Recreation

Law1: The Field

- **Dimensions:**
The field of play shall be rectangular. Minimum dimensions 20 yards wide and 30 yards long.

- **B. Markings:**
 1. Distinctive lines not more than five (5) inches wide.
 2. A halfway line shall be marked across the field.
 3. A center circle with a three (3) yard radius.
 4. Four (4) corner arcs with a one (1) yard radius.
 5. Goal Area shall be a three (3) yard Arc.
 6. Goal Area will be a “No Touch Zone”
 7. Spectator Lines running parallel with both touchlines from penalty area to penalty area.

- **Goals:** Allowed: three (3) feet high and four feet wide.

- **Coach’s Area:**
 1. Teams on the same side of the field; coaches must stay in the area from penalty area to midfield outside the touchline on their end of the field.
 2. Teams on opposite sides of the field; coaches are permitted to move from penalty area to penalty area outside the touchline on their side of the field.

- **Conduct:**
Coaches are permitted to confer with one another in a gentlemanly manner about calls on the field.

Law II: The Ball

- Size three (3)

Law III: Players

- Maximum number of players on the field is Four (4).
- There shall be NO goalkeeper.
- Maximum number of players on the roster will not exceed eight (8).

- Substitutions: Teams may substitute **“on the fly”**. Substitutions on and off the field should occur at the center field line from the same touchline as the team is located. “On the fly” substitutions are allowed without waiting for the referee’s permission to leave or enter the field of play.
- Playing Time: Each player SHALL play in each half of the game.(Exceptions are defined in ECSA Challenge Policy III Participation.)
- A team must have three (3) players to start or continue a match.

Law IV: Game Play

- There will be no throw-ins at this level of play, all restarts will happen by a kick-in.
- Goal kicks will be taken from the end-line.
- Corner kicks will be taken within the designated spot.
- **“The NO FLY ZONE”** – a 3-yard semi-circle around the goal
- The purpose of this no fly zone is to eliminate players standing in the goals for long durations, to help them get involved in the game. Please try and discourage players from staying in this area.

- **Law VII: Duration of the Game**

- The game shall be divided into Two (2) Half of Twelve (12) minutes each.
- There shall be a five (5) minute break at halftime.
- Teams will exchange ends of the field at the halftime break.

LAW XI: OFFSIDE

- No Offside for this age group

To Reiterate:

We are playing a very close simulation to the real game of soccer. Kickoffs are like normal kickoffs. You may not kickoff to yourself and then shoot or dribble down the field. You must kickoff like any other soccer game. Your teammate may immediately shoot like a normal game.

Corner kicks must be passed and taken like a normal corner kick.

Free kicks are indirect kicks and must be played or touched by another teammate to score. Free kicks cannot be touched to oneself and taken like a dribble in. Remember we are trying to simulate the true game as much as possible.

Please make sure the defensive team is 5 yards or steps away from all dead ball situations. Such as kickoffs, out of bounds on sideline, goalkicks, corner kicks, free kicks. This does not apply on penalty kicks where everyone must be behind the kicker.

After a goal is scored there must be a kickoff to restart the game. Just like a normal game.

