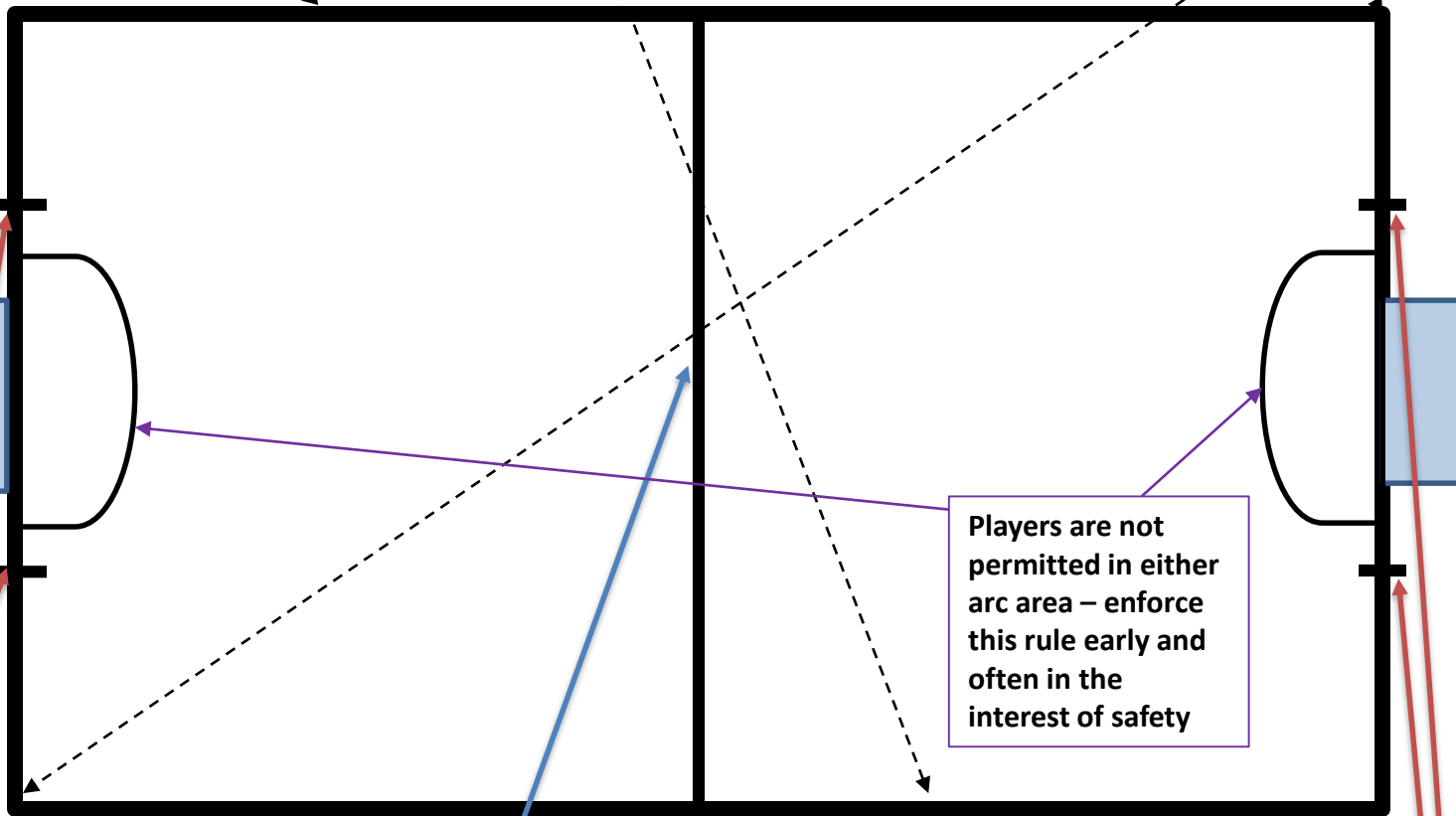


# U6/U7/U8 Field Markings

All restarts based on out-of-bounds or fouls utilize kick-ins from the touchline. (no throw-ins, no direct or indirect kicks, no penalty kicks)

Corner kicks to be taken by placing ball directly on corner. No flags or cones should be present.

Pop-up Pugg Goals are responsibility of coach to set up



Players are not permitted in either arc area – enforce this rule early and often in the interest of safety

Take goal kicks from these goal kick hash marks

All players must be 3-4 yards away on all kicks!!  
**SAFETY---SAFETY---SAFETY---SAFETY---SAFETY**

Take kick off from an estimated center spot.

Take goal kicks from these goal kick hash marks

## U6 AND U7 LEVEL MATCHES – SYSAS LOCAL LAWS OF COMPETITION

**DUAL MATCH FORMAT:** Split each team into 2 and play 2 simultaneous matches. Less aggressive/experienced players of each team on one field and the more aggressive/experienced players of each team on the other field. Coaches agree on which field is to be used for which prior to the matches and division of teams should remain discreet with no use of terms like good/bad or strong/weak players.

### **KICKOFF/2<sup>nd</sup> QUARTER/HALFTIME/4<sup>th</sup> QUARTER:**

- The initial kickoff should be taken at mid-field by the team wearing orange.
- 2<sup>nd</sup> quarter should start with a kickoff taken at mid-field by the team wearing white
- At halftime prior to the 3<sup>rd</sup> quarter, teams should change ends and shoot at opposite goal
- 3<sup>rd</sup> quarter should be started with a kickoff taken at midfield by the team wearing orange
- 4<sup>th</sup> quarter should start with a kickoff taken at mid-field by the team wearing white

**SUBSTITUTIONS:** Substitutions can be made on the fly. At any time during the game, a sub may be made by calling one player off the field and allowing another to enter from the midfield line. The referee's attention is not required for this form of substitution.

**GOALKEEPERS:** Matches are played without goalkeepers. Do not permit a player to act as a goalkeeper.

**DEFENDERS:** Neither team may position a full time "defender" in defense of the goal. If a player acts as a full time defender, ask them to join the game and mention to the coach at quarter break that full time defenders are not permitted.

**ARC RULES:** Neither team may enter the arc under any circumstance. If they do, referee will stop the game and restart it as follows:

- If the attacking team enters the opponents arc and the ball subsequently goes into the goal, the referee will disallow the goal and award a goal kick to the defending team
- If attacking team enters the opponents arc and the ball goes over the goal line without going into the goal, the referee will award a goal kick to the defending team
- If the defending team enters its own arc area while defending and blocks a ball that was clearly going in, the referee will award a goal to the attacking team and proceed with a kickoff
- If the defending team enters its own arc area while defending and blocks a ball that was NOT clearly on its way into the goal, the referee will award kick-in to the attacking team from the nearest touchline
- If the ball stops dead in the arc area during an attack, provide a goal kick to the defending team

**FREE KICKS:** indirect and direct kick fouls (handball, tripping, pushing, unsportsmanlike conduct) are moved directly out to the closest touchline and taken as "kick-ins" from the touchline. Players may score directly from any kick-in or from the kickoff.

**ARC AREA AND GOAL KICKS:** The arc area is a semicircle with a 2 yard radius in front of the goal. Goal kicks are to be taken at the hash marks which are 1 yard outside the arc on either side of the goal on the goal line. If there is no hash mark on the end line where the goal kick should be taken, spot the ball approximately one yard from where the arc meets the goal line. If the ball stops dead in the opponent's arc, the defense is awarded a goal-kick.

**3-4 YARD RULE:** All players must be positioned 3-4 yards (or more if needed) away from the kicker for any kick-in, kickoff, or goal-kick. A goal may be scored from any kick-in, kickoff, or goal-kick.