

# MOOSE JAW SOCCER U6 RULES

## 2009/2010 INDOOR CITY LEAGUE

### The Ball:

The ball will be a # 3 futsal ball.

### Number of players:

Each team is allowed 4 players at a time on the court. There are **NO** goalkeepers. Players may defend their goal areas but may not use their hands or arms. There is free and unlimited substitution (on the fly). Coaches are encouraged to make **frequent** shift changes.

### Players' Equipment:

All players must wear shinguards with socks over the shinguards. Players must not wear anything that is dangerous to themselves or to other players. Medical alert bracelets are allowed to be worn during competition.

### Duration of the Game:

The game consists of 2 twenty minute halves (running time) with a three minute half-time intermission.

**Each team will have a fifteen minute training session prior to the start of each game.**

### Start of Play:

At the start of each half and after every goal there will be a kick-off at center court. To start the first half the home team will kick off and the visiting team will choose ends. Teams should switch ends at half-time. The visiting team kicks off the second half. The team scored upon kicks off after a goal is scored. A kick off is just like a free kick (see Free Kick rule below). In addition to all the free kick rules, each team must be in their own defensive half until the ball is kicked. The kick off **must** go forwards. If the game must be stopped for an injury (or for some other reason not covered elsewhere in these rules), the restart is a dropball ('faceoff'). The coach drops the ball between two opponents. Neither opponent may kick the ball until it touches the floor first.

### Ball In and Out of Play:

The ball is in-play off the walls. The only out of bounds is the ceiling and its fixtures (indirect free-kick, taken from the place where the ball was last touched by the opposing team).

### Method of Scoring:

A goal is scored when the whole of the ball has passed over the whole of the goal-line between the goal-posts and under the crossbar. The goal may be 'collapsed' so as to make the potential goal-scoring area smaller.

### Technicalities:

There are **NO** offsides, corner-kicks, throw-ins, kick-offs, goal-kicks, direct free kicks, or penalty kicks.

### Fouls:

A free kick is awarded to the opposing team if a player kicks, trips, holds or pushes an opponent; plays in a dangerous manner or deliberately uses the hands or arms to play the ball.

**NO** slide tackling allowed. **NO** boarding allowed

### Free Kicks:

All free kicks are indirect kicks meaning that a goal cannot be scored until some other player on either team contacts the ball first. Free kicks are taken from the place where the infraction occurred. No free kick should be taken closer than 6 meters to either goal. On all free kicks the opponents of the team taking the kick must be at least 3 meters from the ball until it is kicked. The teammates of the player taking the kick may position themselves wherever they wish. The player taking the free kick may not contact the ball again until it first contacts some other player on either team.

### Coach Referees:

Coaches referee their own games. They shall warn any player for unsporting behavior or persistent misconduct. They may disallow any player's further participation in that game for serious foul play, violent conduct or after repeated warnings about unsporting behavior or persistent misconduct. The player's team does not have to play short.