

Summary of CYSA Rules for U6/U7

Player Equipment: Players are to wear a basic uniform to include shorts, provided jersey shirt, soccer cleats, shin guards and socks long enough to cover the shin guards. Size 3 ball. No jewelry or casts of any kind may be worn. A medical bracelet is not considered jewelry. Tights, sweats, long-sleeved shirts or sweatshirts may be worn underneath jersey or shorts. It is the coach's responsibility to ensure their players' equipment is proper.

Referee: CYSA will do their best to provide a micro referee who has been trained. Coaches agree to accept that referee's decisions and to enforce good sportsmanship from spectators. In the event there is no referee, the home team shall supply the referee for the first half of the game and the away team shall supply the referee for the second half.

Coaches/Spectators: Coaches are responsible for the conduct of their players and spectators including but not limited to foul or abusive language, both on and off the field. The coach's tone of voice is to be informative, and no coach is to make derogatory gestures or remarks to the referees, players, or spectators. Spectators are expected to express PRAISE ONLY for players and referees. Coaches shall ensure spectators, as well as players not on the field, stay 2 yards behind the touchline. No coach, player, or spectator will be allowed behind the goal line during the game. Coaches and players from both teams are to be on one side of the field, while spectators are on the opposite side.

Goal Zone: There is to be a 2 yard arc in front of each goal, which will be referred to as the goal zone. The goal zone is placed to show a boundary for players not to be in unless the ball is within it. The goal zone is placed so defensive players learn defensive skills and do not play as a goalkeeper, and to keep offensive players from "cherry picking" for goals. The penalty for a player being in the goal zone when the ball is not in the goal zone, will be an indirect kick at the half line. Briefly and accidentally stepping in the goal zone does not need to be called every time. Please remind players to step out of the goal zone if you see them there when the ball is not there.

Build-Out Line, Goal Kick, Corner Kick, Throw-in:

- A goal kick will be taken by the defending team anywhere within the goal zone, including the goal zone line, when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the offensive team, and a goal was not scored. The opposing team will stand behind the build-out line, which at this age level is the halfway line. They may re-enter the half once the ball is in play. The ball is considered in play once it has been kicked and clearly moves.
- A corner kick will be taken by the offensive team anywhere within the corner arc, including the corner arc line, when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defensive team, and a goal was not scored.
- A throw-in is awarded to the opponents of the player whom the ball last touched when the whole of the ball passes over the touchline, on the ground or in the air. Both feet should remain on the ground and the ball should be thrown with two hands over the head. A throw-in done improperly should be redone with the referee or coach reminding the player to "keep your feet down" or "use both hands over your head". A throw-in should only be retaken once. After that, let play continue. We don't want to spend too much of the game re-doing throw-ins.

Game Play, Time and Substitutions: Games will consist of FOUR 8-minute quarters. Each team will play with 4 players on the field at a time for a 4v4 game. There is no goalkeeper at U6/U7. Most teams will elect to stop and substitute at 4-minute intervals. At the start of the game the home team will kick off. At the start of the second half/3rd quarter, the away team will kick off. At the start of the 2nd and 4th quarters, the team that had possession prior to the whistle will restart the game with a throw-in nearest to where the play was stopped. Substitutions shall be permitted on any dead ball (before a goal kick, before a throw-in is taken, after a goal, after an injury, at halftime or any other time the referee stops play). Each player that is suited up will play approximately one half of each half of the game except for disciplinary reasons and under the guidance of the member club.

Fouls and Misconduct: Deliberate heading and slide tackling is not allowed. Hand balls will only be called when they are deliberate, but not if the player is protecting their body and doing so did not make their body unnaturally bigger. Excessive pushing or dangerous play is not allowed. The referee may suggest a player be substituted to provide a cooling off period if the player is consistently being dangerous, pushing or grabbing at an opponent's jersey. The penalty for these fouls will be an indirect kick with the opposing team standing back at least 3 yards. No direct kicks or yellow or red cards are given at this age group.