

## **2009 Corcoran Soccer U06 Small-Sided Playing Recommendations**

### **Purpose**

This document provides the Corcoran Soccer recommended modifications to the 17 basic “Laws” of soccer as established by FIFA (*Fédération Internationale de Football Association*). Both coaches and parents should read and understand these modifications.

*FIFA Laws of the Game can be found at their web site [www.fifa.com](http://www.fifa.com).*

Additional recommendations are found in the “Other” section at the end of this document.

### **Law 1 – The Field of Play:**

**Minimum:** 15 yards width, 20 yards length, **Maximum:** 25 yards width, 30 yards length

**Field Markings:** Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle (optional) with a radius of four (4) yards is marked around it.

**The Goal Area:** None.

**The Penalty Area:** None.

**Flagposts:** Optional

**The Corner Arc:** Conforms to FIFA (optional)

**Goals:** Goals must be placed on the center of each goal line.

*2009 U06 Corcoran Soccer fields will be 20 yards wide, 30 yards long (60' x 90').*

*The Field of Play: the dimensions are smaller to accommodate the 3-versus-3 game and are appropriate for the movement capabilities of five and six-year-old children. These adjusted dimensions provide more practical space allowing players to be successful.*

*Field Markings: the center circle gives the players a concrete marking on where to be for the kick-off. The corner arc gives the young player a concrete place to put the ball to kick it back onto the field of play. While kids this young will not execute corner kick plays taking a kick from the corner is a reasonable way for them to put the ball into play and provides continuity with all other age groups. However, the center circle and the corner arc for U06 Small Sided Games are not mandatory field markings. Cones may be used in lieu of corner flag posts if desired. Neither cones nor corner flag posts to mark the corners of the field are mandatory for this age group.*

*Current U06 Corcoran Soccer goals are 4' x 6', constructed of white 1-1/2" PVC piping.*

### **Law 2 – The Ball: Size three (3).**

*The smaller ball is lighter and more easily kicked, received, dribbled and passed.*

### **Law 3 – The Number of Players:**

Each match [game] is played by two teams, each consisting of not more than three \*\* (3) players. There are NO goalkeepers.

**Substitutions:** At any stoppage and unlimited.

**Playing time:** Each player SHALL play a minimum of 50% of the total playing time. Teams and games will be co-ed.

*The Number of Players: there are no goalkeepers in the U06 age group so that all of the players may chase the ball around the field. The kids want to be where the action is and at this age it is around the ball. This will provide the opportunity for the children to further develop their running, jumping and kicking coordination. These are valuable traits for all soccer players to develop. The smaller number of players takes into account the egocentrism of this age group and therefore allows each child more opportunities for kicking and dribbling the ball. With fewer players on the field each child has an increased number of contacts with the ball and has more actual playing time. Additionally, the players will be required to make more decisions and experience repeating game situations frequently. The work rate and involvement of players will be more consistent. While learning both offense and defense, players will become well rounded and will understand more readily the roles and importance of teammates.*

**Coaches are strongly encouraged to allow players from a team with sufficient numbers to 'loan' a player or two to a team that is short players and then PLAY.**

**\*\*Note: For 2009 there are 10 teams with 7-9 players per team. To ensure each child gets a minimum of 50% play time, it may necessary to use a 4v4, & occasionally a 5v5 format.**

**Law 4 – The Players Equipment:**

Generally conforms to FIFA and comprises the following:

- Jersey or shirt (Team t-shirt will be provided early in the season)
- Shorts
- Well-fitting Shin Guards
- Tall Socks (must completely cover the Shin Guards)
- Soccer shoes; recommended, but not required.

[Baseball cleats are not allowed; they have a cleat at the toe.]

**Law 5 – The Referee:** A Parent and/or Coach will be used.

*The Referee: a referee is not really needed for this age group. Instead a parent or a coach should supervise the game for safety sake. All rule infringements shall be briefly explained to the offending player. 'Do-overs' should be a regular occurrence allowed by the adult(s) supervising the U06 game.*

**Law 6 – The Assistant Referees:** None.

**Law 7 – The Duration of the Game [Match]:** The match can be divided into four (4) equal, six (6) minute quarters. There should be a short one to two (1-2) minute break between quarters one and two and another one to two (1-2) minute break between quarters three and four. There should be a half-time interval of three to four (3-4) minutes. [~29 to 32 minutes total]

*The duration will allow two games to be played during Thursday game night. Coaches may make the quarters shorter in duration if necessary due to hot weather, insufficient players, or other concerns. Quarters are played in the U06 age group to accommodate the attention span and physical limitations of the children.*

**Law 8** – The Start and Restart of Play: Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least four (4) yards from the ball until it is in play.

**Law 9** – The Ball In and Out of Play: Conform to FIFA.

**Law 10** – The Method of Scoring: Conform to FIFA.

*However, No score or standings should be kept.*

**Law 11** – Offside: there shall be no offside called for this age group.

**Law 12** – Fouls and Misconduct: Conform to FIFA with the exception that all fouls shall result in a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

*Fouls and Misconduct: no caution or send off shall be issued to players. If a child is being too rambunctious then the supervising parent or coach official will make a substitution of that player to give the child a chance to calm down before returning to play.*

**Law 13** – Free Kicks: Conform to FIFA with the exceptions that all free kicks shall be direct and opponents are at least four (4) yards from the ball until it is in play. *This should keep the game flowing and keep the attention of the kids.*

**Law 14** – The Penalty Kick: for this age group no penalty kicks will be called.

**Law 15** – The Throw-In: A throw-in may be replaced with a kick-in; considered as a direct free kick with the opponents four (4) yards from the ball until it is in play.

*The Throw-In: many U06 players do not yet have the eye-hand coordination to execute a throw-in to the letter of the law. This can lead to endless retakes from one team to the other. With a kick-in, the ball is on the ground and stationary so the U06 player has a better chance of striking it correctly.*

**Law 16** – The Goal Kick: The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be four (4) yards away from the ball until it is in play.

*The Goal Kick: the kick should be allowed to be taken from anywhere along the goal line over which the ball traveled. This is so the ball can be put back into play quickly.*

**Law 17** – The Corner Kick: Conform to FIFA with the exception that opponents remain at least four (4) yards from the ball until it is in play.

**OTHER**

Team Roster Size: With a 3v3 game format, the recommended roster size is six players.

Misc:

- Opposing coaches, players and parents should shake hands after each match.
- Parent/coaches, non-participating players and spectators should be there to enjoy and encourage the activity of the youngsters.
- Spectator and team benches should be on opposite sides of the field. *However, Corcoran Soccer does not enforce this requirement within U06.*
- No alcoholic beverages or tobacco products will be consumed or allowed near the playing area.
- No slide tackles to be allowed in this age group.

Jamboree:

The season-end Jamboree will feature a minimum of small-sided mini-games with no elimination and no ultimate winner. The Jamboree creates an atmosphere of enjoyment, stemming from the fun of participation in the game and allowing play to be the center of the experience. Coaching during the Jamboree consists of positive comments about the player's efforts and cheering. Fans cheer for the players on both teams.

In the middle of the Jamboree, play will be suspended for a group photo including all teams, coaches, and referees.

Advantages of Playing Small-Sided Games:

- More time with the coach/facilitator
- Energetic workouts due to playing both offense and defense
- More efficient use of field space
- Children are physically more efficient in smaller space
- Children are actively involved for a longer period of time
- It takes less time to score a goal or advance to goal
- Greater success rate for the players

Revision History		
Revision	Changes	Date
01	Preliminary Release Majority of material obtained from US Youth Soccer Web Site	15-June-2007
02	Minor changes to reflect 2007 conditions	10-July-2007
03	Changes to reflect 2009 conditions	9-July-2009
04	Wording changes	13-July-2009

