



KO United Soccer Club

A Parent's Guide to the Game

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Introduction

We are excited you have chosen to register your child to participate in the KOU Soccer Club. We seek to offer you and your child an enjoyable and memorable experience.

While soccer is beginning to gain popularity, there are still many people who are unfamiliar with the game and as a result may be a little confused by various aspects of the game and especially the rules. This parent/fan handbook is designed to give you a quick introduction to youth soccer and explain the rules of the game so you can be an educated observer. We also hope that it helps demystify the game so you realize you too can get involved and help coach this exciting game. We need parents to step forward and help us coach our growing number of teams.

The information provided is borrowed from US Youth Soccer and other sources. Complete source information is provided at the end of this guide as well as resources parents are strongly encouraged to review for greater understanding and appreciation of the game.



Soccer Pocket Guide

A game-time guide
to the rules and players



The Lingo – What are they talking about?

It is important to understand the language of the game. Players and coaches love it when parents begin to share the language of the game when they cheer and communicate about the game. This first section is mainly focused on general terms. The following sections will define the players and rules of the game.

Commonly called an AR. Each only covers one half of the field using a flag to signal calls to the center referee.

Assistant Referee: The official positioned on either side of the field who assists the referee to determine when the ball is out of play and penalties like offside are called.

Build-out Line: Line used in u10 & younger games to indicate where the defense needs to position themselves prior to a keeper restart with a goal kick or roll out. Affords goalkeepers and defenders more time to control the ball before being pressured

Carry: Term used to describe when a player will maintain dribbling control of the ball and advance it down the field of play - usually because the player is open.

Clear: Kicking the ball away from the goal.

Corner Kick: The restart of play when the ball goes out of bounds across the goal line by the defending team. The attacking team kicks it inbound from the nearest corner.

Cross: To set up a scoring opportunity, a player near the sideline kicks the ball (usually in the air) to a player in the middle or opposite side of the field.

Dribble: Move the ball by controlling it with the feet.

Ironic term, given hands are used minimally and certainly not on the field of play to advance the ball...

The Lingo – What are they talking about?

Players should juggle for 15mins 2-3 days weekly to develop skills to help maintain ball possession and control.

The Laws or rules of the game are amended for younger age groups.

Goal Area: The designated area in front of the goal, 20 yards wide by 6 yards deep, where goal kicks are taken.

Goal Line: Boundary line that runs just in front of, and parallel to the goal at each end, which the ball must cross ENTIRELY in order to score points; also called “End Line”.

Header: A player strikes the ball in the air with his head. Players 10 and younger cannot head the ball in a game. Heading is only permitted once a player reaches u12 as part of concussion prevention.

Juggle: To keep the ball above/off the ground using any part of the body except the arms and hands.

Keeper / “Goal Keeper”: Player positioned in front of the goal whose job is to defend the goal. Only player that can use their hands on the field of play.

Laws of the Game: The 17 official soccer rules as determined and published by FIFA.

Mark: A player guards an opponent one-on-one to keep him from moving toward the goal.

Penalty Area: Also called “the 18”, or simply “the Box”; the 44-yard x18-yard area surrounding the penalty spot (center), and situated alongside the goal line.

Penalty Kick (PK): Also called “Penalty Shot”; a direct free kick made by a player from the penalty spot against the opponent's goalie.

The Lingo – What are they talking about?

Slide tackles are not recommended until u13 and older. It must be executed safely (cleats down) or can be considered a penalty for dangerous play. Effective but controversial at times...

Fans should sit at least 1-2 yards from the line to give ARs and players space to play the game.

Offside: When an offensive player is behind the last defensive player, excludes the keeper, and either receives the ball or is involved in the play.

Pitch – another name for the field of play.

Practice: What a player should do on their own time to keep skills sharp. Also commonly known as the time with a coach receiving organized instruction to learn the game.

Tackle: Taking the ball away from an opponent's feet.

Slide Tackle: Sliding feet first into the ball at the opponent's feet to remove or stop the ball. Not permitted in u10 level of play for safety.

Throw-in: A technique for restarting the game when the ball crosses the sideline and goes out of bounds; a player throws the ball back inbounds from overhead and from behind the sideline using both hands, keeping both feet down.

Training AKA "Practice": The time spent with all teammates and a coach receiving organized instruction to learn the game and develop team tactics.

Touch lines: The sideline of a soccer pitch (field) which is the longest line on the field and indicates the boundary of play.

Volley: To kick the ball before it hits the ground.

If the ball is not thrown directly from over the head using both hands and both feet do not remain in contact with the ground behind the touchline it is a penalty.

REFEREE TALK

Charge: To run into an opponent. This is legal if done from the side of the ball carrier. However, it is illegal against a player without the ball or from behind.

Hand ball: A foul where a player (other than the keeper in the penalty area) deliberately touches the ball with his hand or arm. The opposing team is awarded a direct free kick.

Holding: When an opponent's movement is obstructed with either hands or arms, a direct kick is awarded.

Officials: (Referees) The official protects the players and enforces the rules. The referee officiates the game and is on the field with the players. The referee keeps the official time. The assistant referees each patrol one half of the field, from opposite sidelines. Their job is to provide assistance to the referee only. ARs as they are called, use a flag to signal to the referee and to the players when the ball is out of bounds, when a player is potentially offside, or they have seen a foul committed. The referee makes the final determination whether or not to blow the whistle.

Tripping: If a player uses any part of his body to trip an opposing player, a direct kick is awarded.

Offside: (Does not apply in U6-U10 small-sided games) Occurs when a player positions himself nearer to the opponent's goal line than both the ball and the second-to-last opponent. No fewer than two defenders (usually the goalkeeper and one other defender) must be nearer to the goal line than the attacker. The person advancing with the ball must be the first to cross the line of defense.

A player in an offside position is only penalized if, at the moment the ball is played by a teammate, he is, in the opinion of the referee, involved in active play, interfering with play or any opponent or gaining an advantage by being in that position. When a player who is in an offside position receives the ball from a teammate or is involved directly in the play, an offside is called and an indirect free kick is awarded to the defense.

Red card: (Serious misconduct, violent play, offensive language or intentionally denying a goal). Immediate ejection from the game. The team may not replace this player and will play shorthanded for the remainder of the game.

Yellow card: (Caution) Shown to a player by the referee for dangerous or unsportsmanlike behavior. If a player is shown two yellow cards in one game, it is an automatic ejection from the game.

THE FIELD



KICKOFF

Corner kick: Awarded to the attacking team if the defense knocks the ball out of bounds over their own endline. The kick is taken from the corner nearest where the ball went out of bounds. A goal can be scored directly from a corner kick.

Goal kick: Awarded to the defense when the attacking team knocks the ball out of bounds over the end line. The kick is taken from within the goal area, and must clear the penalty area before being touched by another player. Extremely rare and unlikely, but a goal can be scored directly from a goal kick.

Free kick: Awarded by the referee due to an infraction of the rules. The kick is generally taken from the spot in which the infraction took place. The defending team must be a minimum of 10 yards away from the ball (modified for small-sided games). There are two kinds of free kicks (direct and indirect), determined by the severity of the infraction.

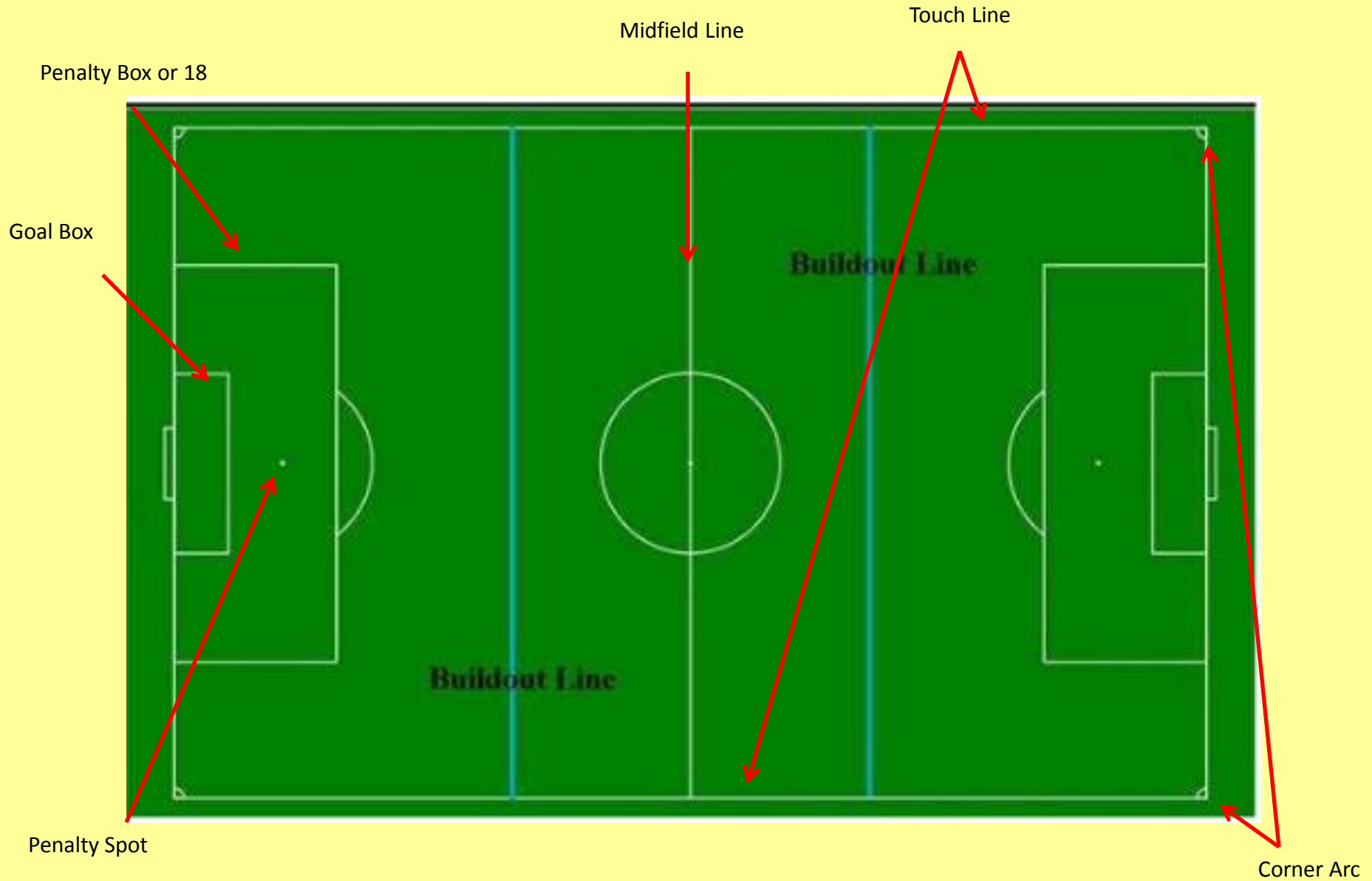
Direct kick: Awarded when a serious foul is committed against another player. This is a free kick in which a goal can be scored directly by the kicker. Some fouls resulting in a direct kick are holding, striking, tripping, pushing and hand balls.

Indirect kick: Awarded when an infraction of the rules has taken place or a less serious foul has been committed. On an indirect kick, a goal cannot be scored unless the ball is touched by a second player. Some minor fouls or infractions resulting in an indirect kick are offside and dangerous play.

Penalty kick: A direct kick is awarded to the attacking team when a major foul is committed by a defender inside his own penalty area. The kick is taken from the penalty spot. Only the kicker and the keeper are allowed in the penalty area. The goalkeeper must be on the goal line until the ball is kicked.



Soccer Field with Build-out Lines Shown



Playing Specifics Defined by Age Group

<i>Age Group</i>	<i>Duration</i>	<i>Ball Size</i>	<i>Goal Size (max)</i>
Under 19	Two 45 min halves	# 5	8 x 24
Under 18	Two 45 min halves	# 5	8 x 24
Under 17	Two 45 min halves	# 5	8 x 24
Under 16	Two 40 min halves	# 5	8 x 24
Under 15	Two 40 min halves	# 5	8 x 24
Under 14	Two 35 min halves	# 5	8 x 24
Under 13	Two 35 min halves	# 5	8 x 24
Under 12	Two 30 min halves	# 4	7 x 21
Under 11	Two 30 min halves	# 4	7 x 21
Under 10	Two 25 min halves	# 4	<u>6.5 x 18.5</u>
Under 9	Two 25 min halves	# 4	<u>6.5 x 18.5</u>
Under 8	Four 10 min quarters	# 3	4 x 6
Under 7	Four 10 min quarters	# 3	4 x 6
Under 6	Four 10 min quarters	# 3	4 x 6
Under 5	Four 10 min quarters	# 3	4 x 6

Halftime for U8 and lower 5 minutes between quarters. Halftime for U9 and older 10 minutes.

Age Group Format Roster Size Field Size (max/min)

U13-U19*	11 v 11	18*	90 x 120/50 x 100
U11-U12	9 v 9	16	<u>70-80/ 45-55</u>
U10**	<u>7 v 7</u>	12	<u>55-65/ 35-45</u>
U8***	<u>4 v 4</u>	-	<u>25-35/ 15-25</u>
U6***	<u>4 v 4</u>	-	<u>25-35/ 15-25</u>

* U13 and older may have a maximum of 22 on the roster and 18 on the game day roster

** Build-out lines are required

*** No keepers, no offsides

All League games require a minimum of 7 players for regular and 5 players for small sided games.

Evaluating the Quality of Experience

If you read anything from reputable sources you will quickly learn that attitudes and approaches to youth sports are actually causing more harm than benefit. When looking at soccer, we see coaches emphasizing winning over learning, parents yelling unhelpful or inappropriate things from the sidelines and a host of other behaviors that are neither helpful nor representative of the values we hope players will gain from their soccer playing experience. This next section of the manual will share some cautions and suggestions to help ensure a fun, quality soccer experience.

If we begin to approach the sport of soccer as a game and work to make sure it is first **FUN for kids to play** that will go a long way to creating ENJOYERS OF THE GAME. Kids need to be free to have fun, tap into their creativity and most importantly be ALLOWED to MAKE MISTAKES. Players need to understand and be free from the weight of their mistakes to develop their skills and understanding of the game. We will see players make bad touches, run offside, lose their mark and a host of other errors – they need not be told about by us parents. They, in many cases, will already know and be feeling down because of their mistake. The coach will constructively talk with the player to help them understand the thinking, decision and action that led to the mistake. As parents our job is not to be critical but to encourage our player(s) to continue learning and let them know we enjoyed watching them play.

Evaluating the Quality of Experience

Before the Game:

- Make sure the player has; shin guards, cleats, both home and away jersey (travel), water and their ball.
- Tell them to have a great game and to play for; fun, themselves and their team.
- Let them know you really enjoy watching them play.
- Remind them of the **ROOTS: Respect for OPPONENTS, OFFICIALS, TEAM, SELF** - regardless of what happens on the field...it is after all only a GAME.

After the Game:

- Tell them you loved watching them play (regardless of how well they did or the team did – yes this can be challenging...).
- DO NOT evaluate their performance telling them what they did not do well or should have done (this is really tough but is the best approach).
- Refrain from criticizing the players on their team or the coach – it is not a parent's role and will only help to instill judgmental or negative attitudes about team members and the coach which can undermine unity and trust.
- Ask them where they want to eat as they are undoubtedly hungry after all of that running.

Evaluating the Quality of Experience

Losing when the score says you won...

If a game is won by doing the following then you really may have just witnessed a loss...

- All players do not play at least 50% of the game
- Players are not rotated through all of the positions
- Substitutions are made but some players never come out of the game or some players are not permitted to play certain positions
- Goals are not scored through a team effort but by the efforts of 1-2 athletically dominant players who roam the entire field and often impose upon other players and their positional responsibility
- The coach permits the team to run up the score on the opponent

These are a few examples of less than beneficial coaching that is focused on winning more than offering a developmental experience for all of the players. Barring some exceptions, the above mentioned actions should not occur with any regularity.

Okay, if the score alone cannot be relied upon to determine the quality or success of the team and players what can be used? Something that is often overlooked is the degree of progress and development. The next page contains some recommendations to use as alternatives to the score and season's standings players and parents should consider when trying to determine the quality of their experience.

Evaluating the Quality of Experience

Success and winning needs to be viewed through a much broader lense than just the score of the game. Soccer is a complex game that not only requires great technical ability but also creative critical thinking. The skill and ability needed to play soccer at the highest level will only develop over time through dedication. Understanding this, it is important to look for credible signs of improvement and development to see that “winning” is indeed occurring. The list provided below and borrowed from Coach Forero offers something else to consider besides the numbers of wins and losses for the season.

Ages U5-12

How many times were they able to stop the ball and turn away from pressure?

Which dribbling moves were attempted?

Did they look to dribble towards open space?

How many times was the weak foot used to either dribble or stop the ball?

How often did they change direction while dribbling?

Did they change speed after making a dribbling move?

How many passes were made? (for U10-U12)

Evaluating the Quality of Experience

Ages U13+

How many successful passes were made?

How many good “first touches” were made? *A good first touch is away from pressure and allows the team to keep possession of the ball.*

How often was the ball played in the direction the player was facing?

How many tackles were won?

How many times was the weak foot used?

How many shots were taken?

How often was the ball played in a different direction than it was received?

If evaluation of the game, the season, the coach must occur; then it should be focused on analysis of development and improvement with respect to fundamentals. If in addition to these elements your child is not enjoying the game, her confidence is not growing and some improvements in ability are not noticeable then it is valid to question the quality of the coaching and overall soccer experience. Just as players need to be allowed to experiment and make mistakes so do coaches. A coach must be permitted to move players around (to ensure players learn all positions), apply different formations, attempt different tactical approaches to determine what will work best for the players s/he has and to expose players to different playing circumstances. If only the score is focused upon then the freedom for the coach and players to explore different options is held hostage.

Handball, Offside & Advantage Played Explained

These are some of the more tricky, confusing, and perhaps annoying calls that will occur in a soccer game. This next section will attempt to explain them so you can keep your wits about you and your heart rate down. These determinations are JUDGEMENT calls and will sometimes seem wrong. Please remember to respect the officials and appreciate that the speed of the game and vantage point contribute greatly to the final decision made.

Handball: First, the rule for a hand ball includes using any part of the body from the tips of the fingers to the shoulder. A ball that is kicked and hits a player's hand or arm is not necessarily a hand ball. This means that the referee must use his or her own judgment to some extent in determining whether or not a hand ball is accidental contact or a purposeful attempt to gain an advantage.

Rule to be applied...Handball if, the HAND went to the BALL. NOT handball if, the ball went to the hand. Caution, you will likely see that many instances of any contact with the ball touching a player's hand be called as handball. Also know that if a player moves their hands up to protect their face most times this contact will be identified as handball. The only time handball can possibly be avoided is if a player has her arms crossed tightly against her chest when struck in the arm/hand by the ball.

Handball, Offside & Advantage Played Explained

Offside: Beside handball, this is can be one of the most controversial calls for a fan to appreciate and the most challenging for an officiating crew to consistently get correct. Why?...because there are a few elements to consider when determining offside.

Here is what is **NOT** offside:

1. A player positioned on the player's own half of the field regardless of where the 2nd to the last defender is positioned.
2. No offside on a throw-in, corner or goal kick – as the ball is not considered in the field of play.
3. A player being in an offside position BUT not being actively involved in the play or affecting the play's outcome in an unfair way.

Where the offensive player is at the time the ball is touched/sent is critical to an offside call and is often the element that leads to incorrect calls.

A player is in an offside position if: *She is nearer the opponent's goal than the 2nd to the last defender at the time the ball is sent and is actively involved in the play.*

That's it...but this is tricky because the officiating crew has to watch both the timing of the ball being kicked and the position of the attacking player. Really speedy players can time runs so well that the officials think they were offside because they are so far past the 2nd to the last defender – not accounting for their position at the time of the touch. Don't worry as these calls often even out by the end of the game.

Handball, Offside & Advantage Played Explained

Advantage Played or Given:

Soccer is a fast-paced game that sometimes only presents a few quality scoring opportunities. Momentum and opportunity are critical ingredients to scoring a goal. The center referee taking this into consideration can make a judgement call about giving an attacking team what is called “Advantage” when a foul occurs that warrants a penalty stoppage. An **Advantage** - delaying or suppressing a call if stopping for a defender's foul hurts an attacker's good play - only occurs when a foul has been committed by the defending team.

Generally, advantage should only be applied (a) in the fouling defender's half of the field and (b) outside the defender's penalty area. (A Direct Free Kick is usually better than any ongoing play in the attacker's own half of the field, and a Penalty Kick on the defender's is the best.)

Advantage cannot be given and then the foul also called. The referee will usually say something like “Play on” or “Advantage” to let players know the foul was recognized.

Remember the referee will need to make a quick decision about whether to call the foul or play the attacking team's advantage. It is a judgement that can go either way – take a breath.

U10 Playing Rules

Number of players on the Field per team – **6v6 plus the goal keeper.**

- **Size 4 soccer ball** to be used.
- The size of the Field to be used 40W X 60L (as close to as possible)
- **Parents will sit on the Opposite side of the Players.** Only Coaches and Players shall be on the Players sideline.
- The Coaches should stress Offensive and Defensive Positioning. Players are to **be rotated around to play all positions.** Try to keep space between the players to teach them positioning.
- Referees will call the games when present. If Refs are not available then the Coaches will referee the game. (One Coach from Each Team).
- There is to be **NO HEADING OF THE SOCCER BALL** at this age group.
- All restarts will be either a (Goal Kick, Corner Kick, Throw-In). All fouls will be called.

The keeper is **not allowed to punt the ball** to restart the game. This rule change is applied in conjunction with the use of the build-out line and is applicable for u10 and younger when a keeper is being used. See the end of the rules for specific instructions and diagrams.

U10 Playing Rules cont'd

- On Throw-Ins if the player making the throw-in lifts their foot or uses improper technique a second throw –in **Will Be Allowed**. The Ref or Coach that's Referring will explain to the player what they did wrong.
 - If any foul is committed (hand ball, tripping, slide tackle, etc.) then the other team receives a direct kick. **There are No Penalty Shots**. If a foul occurs in the box by the defensive team the offensive team will be awarded a direct kick.
 - **There is Off-Side at this age group**. Off-Side will be called even if it is close. If it is called then an **indirect kick** will be given to the other team at that spot.
 - There will be NO Cherry Picking allowed.
 - Game times will be **2 – 25 minute halves**. There will be a 10 minute break for halftime in between the first and second halves.
- Players Jerseys must be worn on the top most layer. **Jerseys Can Not be covered up** by other clothing (Hoodies, Jackets, Shirts, etc.), hoods must be tucked under shirt.
- **All players must wear shin guards under soccer socks. Only soccer cleats are to be worn for play.** No baseball or football cleats are to be worn. These type of shoes can cause injury to players. This is for Players safety.
 - Players **CAN NOT** wear any type of jewelry. NO earrings, bracelets, metal or hard plastic headbands, watches, etc. **Earrings cannot be banded or taped over.** ALL JEWELRY shall be removed prior to kickoff. This is for players safety so nobody gets injured. Mouth guards and guards for glasses are optional for wearing to play .

U10 Playing Rules cont'd

- All Players must play at least half of the game. Unless the Player is injured, sick, or disciplinary reasons.
- No child should be forced to play Goal Keeper. This should be a voluntary position.
- All Players not currently playing in the game will be required to be on their team sideline during the game.
- The Commissioners will cancel games due to inclement weather and try to at least one hour prior to start times.
- Make sure that the kids are having **FUN**. This is the most important rule. That is why we are supposed to be here, **FOR THE KIDS**.

Field Set Up

- Coaches are responsible to make sure the Goal Nets are set for the U10 Goal boxes and secured in place for play. They will also need to make sure the Corner Flags are put at the corners of the U10 Field Size.

The Build-Out Line will need to be marked on the field. It is a line drawn across the width of the field, parallel to the goal line and approximately at the halfway point between the midfield line and the top of the penalty box.

For the last Game of the day the Coaches are responsible to remove and put away any Field Equipment (Corner Flags, Soccer Balls, etc.) and lock up the Equipment in the storage area.

U10 Playing Rules cont'd

Build-out Line General Overview:

The purpose of the build-out line is to allow goalkeepers and defenders more time to control the ball before being pressured from opposing players; to play the ball without pressure and confidently play out of the back.

The build-out line is used at U10 games ONLY and for u8 games when a keeper is used.

Coaches (NOT OFFICIALS) should address players who are slow to retreat, or the referee can issue misconduct if necessary.

Build-out Line Rule 1- Goal Kicks:

At all goal kicks, opposing players must move out of the build-out area. Opposing players must remain on the other side of the build-out line until the ball is in play. The ball is in play once the ball leaves the penalty area. The sanction is to retake the goal kick. The ball is not required to clear the build-out area to be in play. The build-out line is not relevant for any restart other than goal kicks.

Can the goalkeeper throw or roll a goal kick?

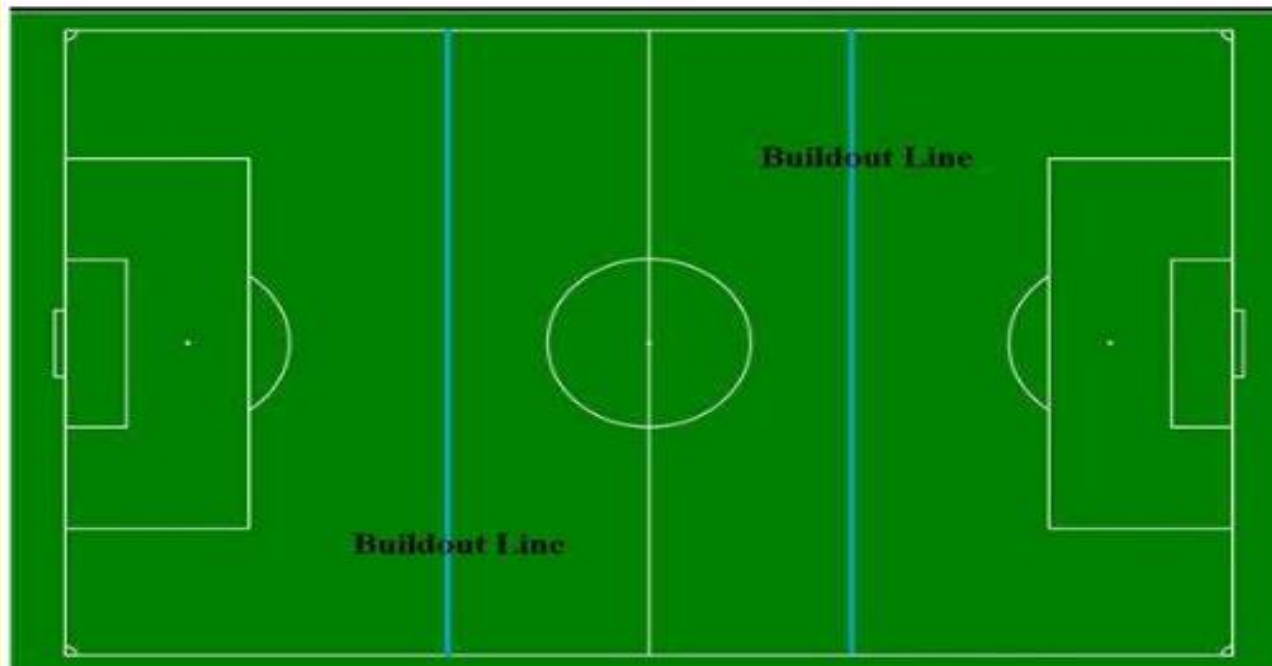
No. At a goal kick the ball must be stationary inside the goal area. The ball must be kicked and the ball is not in play until the ball leaves the penalty area.

U10 Playing Rules cont'd

Build-out Line Rule 2 - Goal Keeper Possession:

At all goalkeeper possessions, opposing players must move behind the build-out line. Opposing players must remain outside of the build-out area until the goalkeeper releases ball from their hands. The sanction is an IFK to the goalkeeper's team where the build-out line infringement occurred. The six-second goalkeeper possession rule is not enforced until all opposing players are outside of the build out area. Goalkeeper possession includes the goalkeeper contacting the ball with any part of their hand or arm including bouncing and tossing/catching the ball.

Diagram



Build-out Line Explanation and Reasoning

The Build-out Line (BL) is a development coming from the US Soccer Federation (USSF) which is the organization that governs all play in the US. The USSF determined that our players need to better learn the fundamentals of developing play from the backfield. The approach of punting the ball deep and hoping a faster offensive player can chase, win and score a goal is counterproductive to quality game play. **The BL requires that players learn to develop backfield ball movement because it does not permit keepers to punt the ball deep.**

The BL is a line drawn at the midway point between the midfield line and the top of the penalty box. It serves two functions. One it extends the area in which the offensive players can move into beyond defenders without being offside; previously the midfield line. Two, it defines the area that defenders must retreat to prior to a restart via a goal kick or roll out when the opposing keeper gains possession of the ball. **The purpose of the build-out line is to allow goalkeepers and defenders more time to control the ball before being pressured from opposing players;** to play the ball without pressure and confidently play out of the back.

Parents need to be aware of this new playing convention **and not yell or encourage players to be overly aggressive** to attack the ball when players are resetting to follow this rule.

U6 Playing Rules

Number of players on the Field per team – **4 (no goalkeeper)**

Size 3 soccer ball is to be used

The size of the Field to be used 30W x 40L (as close to as possible)

No scores are to be kept during the game

The coaches will referee the games. If a foul occurs, (hand ball, tripping, slide tackle, pushing, etc.) the coach should stop play and explain to the child quickly on what they did wrong. Then start the play with an indirect kick for the other team.

The Head Coach or one Assistant-Coach (no kids please) from each team, are allowed on the field during play. They should make every attempt to keep the ball in play at all times. If the ball is kicked out by a team, the ball is to be a Thrown-in to play by the other team.

There will be **NO Penalty Kicks** at this age level. If a foul occurs then the other team gets an indirect kick.

There is to be **NO HEADING OF THE SOCCER BALL** at this age level.

There will be no OFF-SIDE at this age level.

If the ball goes out of play and depending on how and what team made the ball go out of play then the game will be restart by a (corner kick, throw-in, or a goal kick) for the team that will be restarting with the ball.

U6 Playing Rules cont'd

The Coach should have their team at the game **20 minutes prior for a practice/warm ups**. The length of the games will be **FOUR 8 minute quarters** and if needed a quick stoppage in between quarters for a water break (this will be up to the coaches on the break and time). There will be a 10 minute stoppage of play (halftime) in between the Second and Third quarters. This will give the players a small rest.

ALL players must **play at least half of the game**. Unless the player is injured, sick, or disciplinary reasons.

All players must wear shin guards under soccer socks. Only soccer cleats are to be worn for play. No baseball or football cleats are to be worn. These type of shoes can cause injury to players. This is for players safety.

Players **CAN NOT** wear any type of jewelry. **Earrings cannot be banded or taped over.** NO earrings, bracelets, metal or hard plastic headbands, watches, etc. This is for players safety so nobody gets injured. Mouth guards and guards for glasses are optional for wearing to play.

U6 Playing Rules cont'd

All players not currently playing in the game will be required to be on their team sideline during the game.

Parents will sit on the Opposite side of the Players on the Field.

If a team wants to pass out snacks this will be done at the end of the game. This will be up to each team/parents if they want to.

The Commissioners will cancel games due to inclement weather and try to do so at least one hour prior to start times.

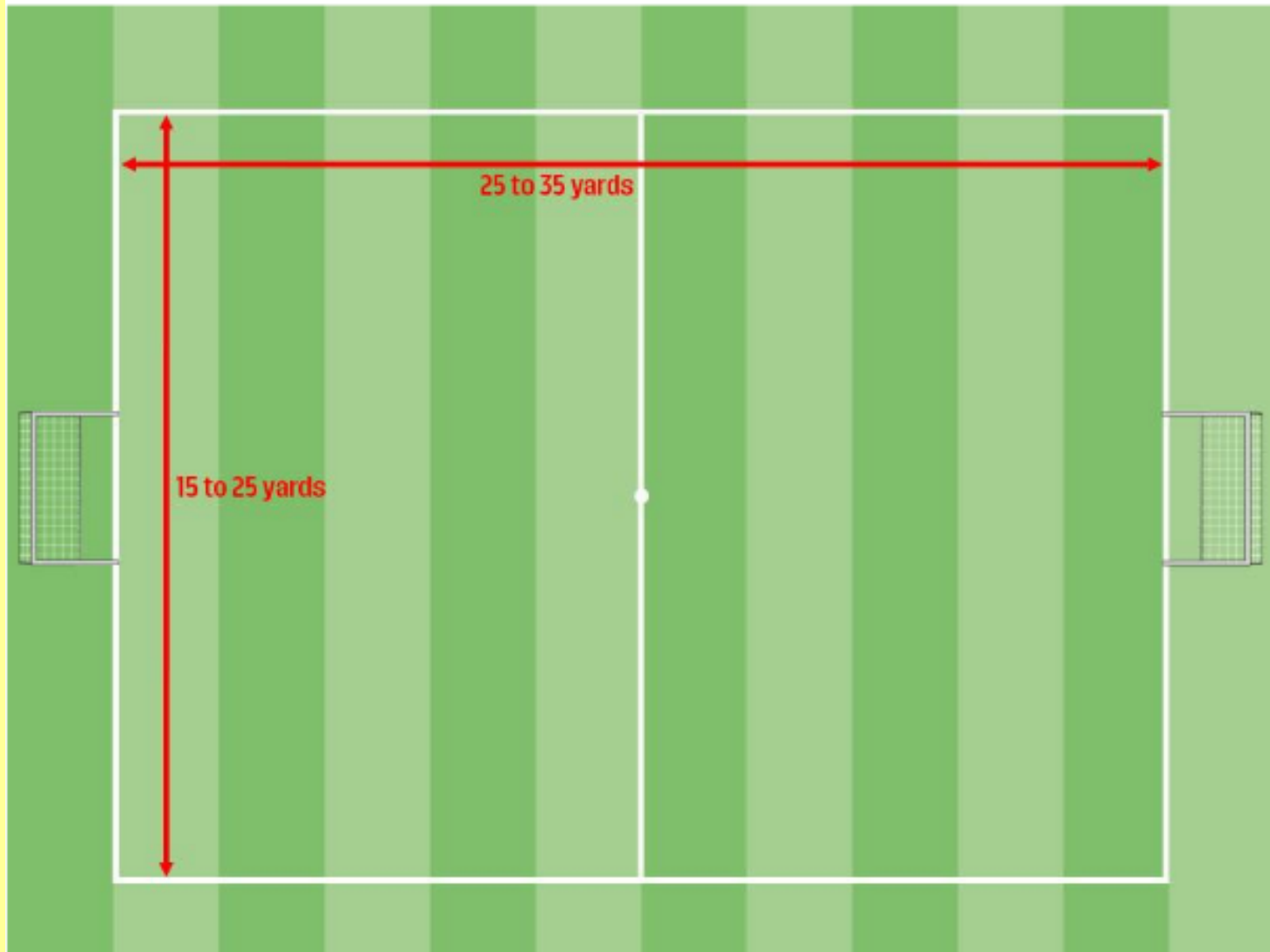
Make sure that the kids are having **FUN**. This is the most important rule. That is why we are supposed to be here, **FOR THE KIDS**.

Final Thoughts...

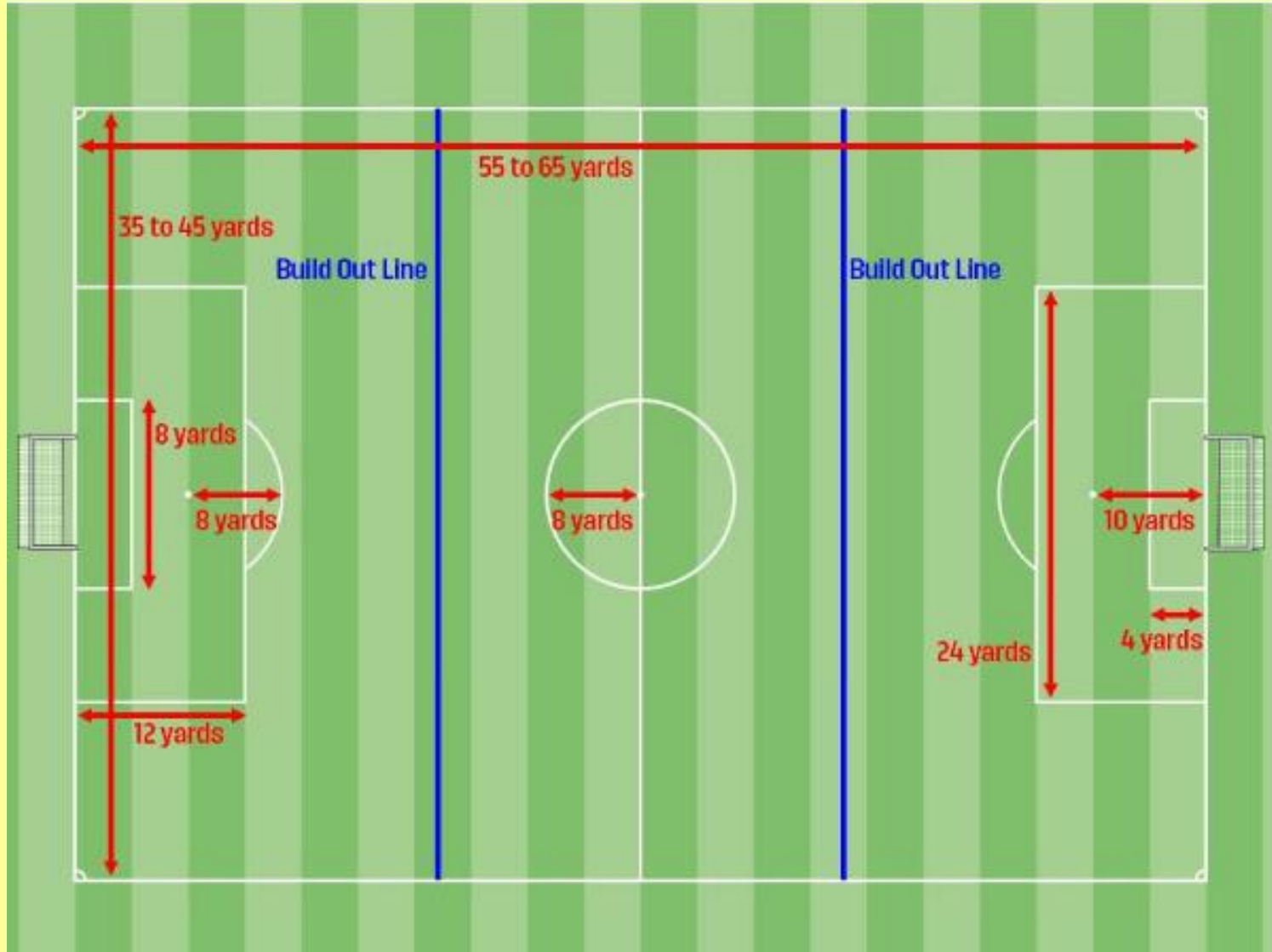
Remember ...

- These are children playing a game to have **FUN**.
- To Show **RESPECT** for Officials, Opponents, Team and Self.
- To be a **positive role model** for my child demonstrating courtesy, respect, and sportsmanship at all times and all venues.
- To **cheer the play of both teams**, respect officials and refrain from any behavior that is vulgar, profane, or inflammatory.
- To **leave the coaching to the coaches** and focus my energy on being a good fan.
- That as a KO fan **I represent all of KO** and therefore will present a positive image of our community through my behavior.

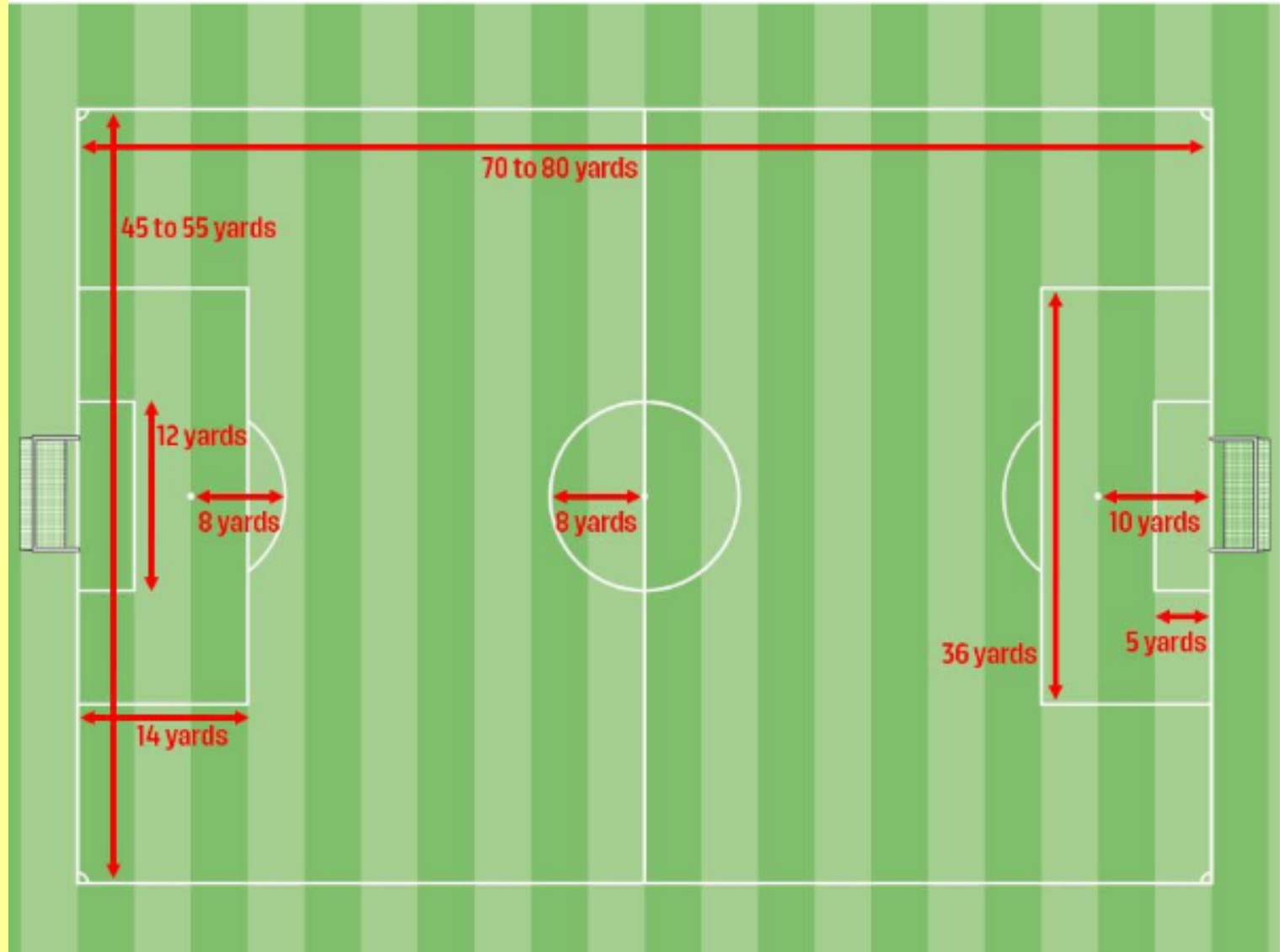
4v4 Field



7v7 Field



9v9 Field



Recommended Playing Conditions

Small-Sided Games Chart

	U6 6 years old and younger	U7 7 years old and younger	U8 8 years old and younger	U9 9 years old and younger	U10 10 years old and younger	U11 11 years old and younger	U12 12 years old and younger
Field Size (yards)	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 55-65 Width 35-45	Length 55-65 Width 35-45	Length 70-80 Width 45-55	Length 70-80 Width 45-55
Maximum Goal Size (feet)	Height 4 Width 6	Height 4 Width 6	Height 4 Width 6	Height 6.5 Width 18.5	Height 6.5 Width 18.5	Height 7 Width 21	Height 7 Width 21
Ball Size	3	3	3	4	4	4	4
Players	4v4 No GK	4v4 No GK	4v4 No GK	7v7	7v7	9v9	9v9
Game Time (minutes)	4x10	4x10	4x10	2x25	2x25	2x30	2x30
Offside	No	No	No	Yes	Yes	Yes	Yes

Soccer Resources

Soccer Resources:

US Youth Soccer: <http://www.usyouthsoccer.org>

Player Development Initiatives: <https://usys-assets.ae-admin.com/assets/1/15/Small%20Sided%20Games%20Rules.pdf>

Pocket Guide: [http://www.usyouthsoccer.org/parents/Soccer Pocket Guide-Soccer Talk/](http://www.usyouthsoccer.org/parents/Soccer%20Pocket%20Guide-Soccer%20Talk/)

PA West Soccer: <http://www.pawest-soccer.org/>

Build-out Line: <https://usys-assets.ae-admin.com/assets/965/15/10-U%20Build%20out%20Line.pdf>

Soccer-for-parents (Randy Gardner):

[http://www.ccysoccer.org/sites/default/files/10%20Simple%20Rules%20for%20Soccer%20Parent s%20v2.pdf](http://www.ccysoccer.org/sites/default/files/10%20Simple%20Rules%20for%20Soccer%20Parents%20v2.pdf)

Soccer Parenting Association (Skye Eddy Bruce): <http://www.soccerparenting.com/>

A Parent's Guide to Analyzing A Youth Soccer Game by Louis Forero

Soccer Glossary: <http://soccer.epicsports.com/soccer-glossary.html>

The Watch and Whistle ~ Christopher Seiwald

(Primer for Youth Soccer Referees): <http://www.watchandwhistle.org>

The Laws of the Game (2016/2017 Edition) The current laws by FIFA, extensively rewritten in 2016.

Skills and Technical Training Video Suggestions: YouTube is an amazing place to locate skills and information.

All Attack: <https://www.youtube.com/watch?v=YX45mN-oqJ4>)

Beast Mode Soccer: <https://www.youtube.com/user/beastmodesoccer>