



# AZLE SOCCER ASSOCIATION

## U4/U5 Rules of the Game

**BALL:** Size 3. ASA provides game balls.

**NUMBER OF PLAYERS:**

3 players on field- No goalie (3v3)

**LENGTH OF GAME:**

U4/U5 - 4 – 6-minute quarters with a 1-minute break between and a 5-minute half time.

**EQUIPMENT:**

Shin guards are MANDATORY. Socks must be worn completely over the shin guards. Tennis shoes or soccer cleats may be worn. No baseball or football cleats, they have a toe cleat in the front that soccer cleats do not have. **No jewelry or metal hair clips are permitted.**

**SIDELINES:**

All players, water bottles, spectators shall always remain at least 6 feet from the sidelines during the game. No spectators will be permitted along the goal lines or behind the goal.

**COACHES:**

Coaches are allowed on the field to help their team.

The coach is responsible for his own behavior as well as that of his players, parents and spectators on his/her sideline. Remember this is just for fun.

**REFEREES:**

One referee will be assigned to each field. The referees will check each player's equipment prior to the game. The referees are the sole authority on the field and all their decisions are final.

No scores will be kept for U6 games.

**DELAY OF GAME:**

A player has 5 seconds to put the ball in play.

**OUT OF BOUNDS:**

The ball is out of play when it completely crosses the goal line or sideline – whether it is on the ground or air. The team gaining possession is responsible for getting the ball.

**BUILD-OUT LINE :**

The build-out line will be approximately right in between the halfway mark and the goal line on each side of the field.

- The opposing team must move behind the build-out line on a goal kick.
- After the ball is put into play and their teammate "takes a touch" (receives the ball from the player taking the goal kick) the opposing team can cross the build-out and play may resume as normal.

## **FOULS:**

A FOUL occurs if a player commits any play/action that the referee sees as dangerous, reckless. See examples of fouls below:

- Holding an opponent
- Handling the ball (exception of goalie within box/boundaries)
- Playing in a dangerous manner
- Impeding the progress of an opponent (obstruction)
- Preventing the Goalkeeper from releasing the ball from his hands
- Kicking an opponent
- Tripping an opponent
- Jumping at an opponent
- Charging an opponent
- Striking or elbowing an opponent
- Pushing an opponent
- Encroachment: Entering protected area of an opposing player taking a free kick (warning may be given)
- Other: Behavior in which (REFS DISCRETION) does not warrant another category of penalty (ex. foul language or taunting)

## **YELLOW CARDS:**

Player may receive a YELLOW CARD for any of the above listed actions at the referee's discretion. 2 YELLOW CARDS in a game will result in a RED CARD.

## **RED CARDS:**

Any player/coach/spectator that receives a red card must leave the team area; management may request that the coach/player/spectator leave the premise.

Any player/coach/spectator who receives a DIRECT RED CARD, must go before the "Appeals and Discipline Chairman" to determine the severity of a red card suspension. A minimum of 1 game suspension will be implemented.

It is the team's responsibility to follow up with the Appeals and Discipline Chairman should a red card be issued to a player/coach/spectator on the team.

## **SUBSTITUTIONS:**

The coach can substitute a player at any stoppage of the game.

## **GOALIES:**

There are no goalies in U4-U7 games.

## **KICK-OFF:**

Occurs to start off and after half time and after any goal scored. Kick is taken from the center of the field and the ball must move forward. The kicker may not kick the ball again until it has touched another player. A goal may be scored on a kick-off. Defenders must remain 5 yards back until the ball is played. Players must be on their own side of the field during kick-offs.

No coin toss. The home team takes the kick-off at the start of the game and the opposing team takes the kick-off at the start of the second half. If a goal is scored, the team that was scored on takes the kick-off to resume play.

## **KICK-IN :**

Kick-in are awarded at the point that the whole ball crosses the sideline. The Kick-In will be awarded when the opposing team plays the ball out of bounds. Throw-in may be introduced mid-way through the season but is not required age.

**GOAL KICK:**

A goal kick is awarded when the ball crosses the goal line and was touched last by the opposing team. The kick is taken from the edge of the penalty box. The kicker may not play the ball again until it has touched another player first. Defenders must be in back of the buildout line until the ball has been played. A goal may be scored from a goal kick.

**CORNER KICK:**

A corner kick is awarded when the ball has crossed the goal line and was last touched by a defensive player. A kick is taken from the corner on the side nearest to where the ball went out. The kicker may not touch the ball again unless the ball has touched another player.

**DROPPED BALL:**

The dropped ball is used to restart play after the referee has stopped play for some neutral reason such as an injury, interference by an outside agent or when play is stopped for substitution with the ball still in play. The dropped ball should not be used to restart play when it is not obvious who last played the ball before it went out of play. Referees must make a decision.

When having a dropped ball, although not required, referees usually will wait until one player from each team has taken up position to attempt to kick at the ball and then will instruct the players to wait until the ball hits the ground before commencing the kicking. If the ball is kicked before it has touched the ground, the dropped ball must be retaken. The referee may remind the players to be good sports and try not to kick each other

**DIRECT FREE KICK:**

Awarded at the spot of the foul for the following:

1. Deliberate handball.
2. Tripping.
3. Pushing with hands or holding shirt of the opposite player.
4. Striking another player.

The kicker may not touch the ball again until it has touched another player. Defenders must stand 7 yards away. A goal may be scored from a direct free kick without requiring another player to touch the ball first.

All fouls will result in direct free kicks. No indirect free kicks in this age group.

**OFFSIDE:**

The offside rule will not apply to U4-U7 games.

**PENALTY KICK:**

No penalty kicks called at this age.

**SLIDE TACKLING:**

No slide tackling is allowed at this age group. It will result in a direct free kick for the other team if it is done.

**HEADING:**

Heading the ball is not allowed.

**PLAYING TIME:**

Each player must play at least 50% of the total playing time. However, participation and playing time in soccer games can be influenced by their regular attendance and active participation in practices at coach's discretion.

### USE OF INELIGIBLE PLAYERS:

A team shall forfeit each game of the team in which—

(1) an unregistered player was with the team at the game in a uniform; or (2) a player was improperly entered on the team's roster.

### SPORTSMANSHIP:

Coaches are responsible for the conduct of their assistant coaches, players and spectators at all times. No coach, player or spectator shall yell at the referee, opposing coach, players or fans. No coaches or fans shall run up and down the sidelines during the game. The coach shall have all players ready to be checked in by the referees before the scheduled game time. After the game is complete, players and coaches will line up and shake hands with the opposing team and referees along the centerline.

### TEAM RESPONSIBILITIES:

All teams are responsible for the cleanup of the fields after each game. Please do not leave garbage on the sidelines.

### FIELD:

Games will be played on Field - 1

### GOAL SIZE:

Goals will be 4ft x 6ft

