

NorthStar Soccer Club
6U Intramural League Game Rules / Procedures

Rules

Field – The NorthStar 6U game field is approximately 40' wide and 80' long.

Game format – following US Youth Soccer Guidelines for small-sided games for this age group

- The game will be divided into 4 periods. Periods will be 8 minutes each. If both teams have few or no subs then the periods may be shortened to whatever agreed upon amount of time. If the game starts late the periods will have to be shortened.
- No goal keepers. Coaches may encourage a player to function as a defender but that player is not a goal keeper
- **Kick off.** There is no center circle. The defending team should be required to line up approximately half way on their side of the field and not to go forward until the other team kicks the ball.
- No throw ins. Every ball out of bounds on the side will be brought back into play with a **kick in** directly on the sideline at the approximate point where the other team kicked it out. Players will learn to make thrown ins at the next age level and on a bigger field.
- **Goal kicks** should be made from the goal line approximately half way between the goal and the corner. We do not want goal kicks from directly in front of the goal – both because it is dangerous for the kicking team and because we want them to get used to kicking from the corner of the goal area when they move to 9U. Defending players should back up around the circle and not move forward until the ball is kicked. If the score gets out of balance then this rule may be relaxed for the team on the losing end and the team that is winning forced back even further.
- **Corner kicks.** If the ball goes out having last been touched by the defenders then it should be handled as a corner kick. However, if there is any doubt on which team had last contact the ball should go back to the defenders for a goal kick. We want to quickly get the ball back in play. No one *should* be overly concerned about the score or who wins in these games.
- Addressing **unbalanced games**. If the score becomes unbalanced in a game then we want to adjust rules to make the game harder for the higher scoring team and easier for the lower scoring team. Age appropriate strategies for addressing an unbalanced game include: adding a player to the team with the lower score, removing a player from the team with the lower score (only if there are no extra players to add), change the point of kick off for each team, switch to a smaller goal for the team with the higher score. I would prefer not to end the game early – unless that is needed due to loss of stamina.
- **Playing time – Every player, regardless of athleticism or soccer skill, should play a minimum of half the game.** Coaches are encouraged to communicate around this issue – perhaps have weaker players in at the same time in order to not create an advantage/disadvantage. Even playing time for this age group is preferred. Maximizing the fun and learning for ALL the kids is a much more important goal than wins and losses in U6.
- **Referees** will be supplied if possible. If none are available then coaches should also referee.

Philosophy – player development over team development

- Which team wins the game is not particularly important for the players at this age level. Frequently they won't even know who won. Often if

- But, we never want any player to walk off the field feeling discouraged. That is why we encourage pulling tricks out to keep the games as competitive as possible.
- Sportsmanship should be modeled by coaches and expected/required of players.
- Players and coaches from both teams are encouraged to gather at the center circle after the game and pray together. Encourage parents to set up a tunnel and have both teams run through it together.