

WSA Under 6 Guidelines

THE FIELD:

- **Size:** 120 feet long by eight feet wide (**120' x 80'**)
- **Goals:** Six feet wide by four feet high (**6' x 4'**)
- **Goal Box:** Fifteen feet wide by ten feet long (**15' x 10'**)
- **NOTE:** The Goal Box is directly in front of the goal. An attacking player is always allowed to play the ball within the goal box. A defender is allowed to play the ball within the goal box provided the defender was not purposely playing as a “goalie” immediately prior to the infraction. If a defender is purposely playing as a goalie and touches the ball in the goal box, a goal is awarded to the attacking team.

THE BALL:

- **Size 3.** Teams are responsible for providing game balls.

NUMBER OF PLAYERS PER TEAM:

- Recommend **SIX (6)** players on the field at any time.
- Can also play **FIVE (5)** players on the field.
- **There are no goalkeepers.**

SUBSTITUTIONS:

- May be made at any dead-ball situation, regardless of possession (e.g. between periods, and during stop in play). Teams must get the referee's permission to make a substitution. There are no substitutions on the fly.

PLAYING TIME:

- **Minimum** of 50% of the total playing time for each player and 75% when possible. No one should play four periods until everyone has played three.

PLAYERS' EQUIPMENT:

- Soccer cleats and shin guards are **MANDATORY** for both practices and games.
NOTE: Players without the proper equipment will not be allowed to play.

REFEREE:

- Will be either a league-assigned referee or **coach**.
- Should emphasize fun, fairness, safety and learning.
NOTE: Referees should briefly explain any infringements to the player(s) and help players with instructions. All referees must be registered WSA volunteers.

Referee decisions are final and must not be questioned by coaches or spectators.

DURATION OF GAME:

- Four (**4**) periods of nine (**9**) minutes.
- Period breaks of two (**2**) minutes, with a Halftime break (after the second period) of five (**5**) minutes.
- **There are no timeouts.**

METHOD OF SCORING:

- A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

OFFSIDE:

- **There are no offsides.**

SLIDE TACKLING:

- Slide tackling is not allowed and will result in a foul.

BALL IN AND OUT OF PLAY:

- The coaches/referees have the option to not call the ball out of play if it is only a **foot or less** over the line. Otherwise, no change from regular play.

FIVE YARD RULE:

- In all dead ball situations, except the kick-offs, defending players must stand at least **five (5)** yards from the ball.

KICK-OFF:

- Is an indirect kick and may be taken in any direction. The opponents must be **outside the center circle** before and while the kick-off is in progress.

INDIRECT KICK:

- All dead ball kicks (kick-ins, free kicks) are indirect kicks, **except for corner kicks.**

PENALTY KICK:

- No penalty kicks.

THROW-IN:

- There are no throw-ins. The ball shall be kicked into play from the sideline instead of a throw-in.

GOAL KICK:

- A goal kick may be taken from any point on the goal line or from any point in the goal box area.

CORNER KICK:

- No change from regular play (**direct kick**), except that opponents must be **five (5)** yards from the ball.

WSA RECOMMENDATIONS:

- 1) Team standings are not recorded.
- 2) Game scores are not recorded.
- 3) Coaches, and players from both teams exchange handshakes after each game.
- 4) Coaches and spectators are not allowed to run the length of the field, except for the coaches on the field who are refereeing.
- 5) Coaches and spectators should encourage players, but parents/spectators must not coach or instruct players during game time.
- 6) **Spectators are not allowed behind either goal or within two (2) yards outside the touchline.**