



**CITY OF LIGHTHOUSE POINT**  
**6U SOCCER RULES**

**1. GAME LENGTH:**

- 1.1 Four 8 minute quarters (5 minute halftime)
- 1.2 Officials are allowed to call for a water break if deemed necessary. No substitutions during water break.

**2. EQUIPMENT**

- 2.1 Teams will use a size 3 ball
- 2.2 All players are required to wear shin guards NO exceptions.
- 2.3 Players may not wear any item of equipment that may be dangerous to themselves or others including earrings.
  - 2.3.1 If a player is required to wear a medical bracelet please tape it up for the safety of everyone participating in the game.

**3. SUBSTITUTIONS**

- 3.1 Substitutions to be made between quarters and at halftime
  - 3.1.2 Only exception unless a player is injured and must come out of the game.
- 3.2 If a coach has to tend to an injured player on the field, he/she must come off the field until at least the next dead ball.

**4. PLAYING TIME**

- 4.1 Each player SHALL play a minimum of 50% of the game and must play in BOTH halves.
- 4.2 No more than 4 players on the field at any time.
- 4.3 The minimum amount of players that will be allowed is 3. If a team has less than 3 players, it will result in a forfeit.

**5. GAME RULES**

- 5.1 Indirect kick is required at the start of play, 2<sup>nd</sup> half and after each goal is scored.
  - 5.1.1 Players cannot score on an indirect kick, so a pass to a teammate is required.
  - 5.1.2 Passes to your side of the field are required for goal kicks. NO BOOTING THE BALL TO THE OTHER SIDE OF THE FIELD
- 5.2 The opposing team is required to be behind the midfield line during goal kicks.
- 5.3 On goal kicks, the opposing team may not steal the ball until a teammate of the kicking team has touched the ball.

- 5.3.1 The defensive team (team with goal kick) may bring back one offensive player to help with goal kicks. After making the pass/receiving the pass, the offensive player must return back to the offensive side and cannot play defense (similar to throw ins and corner kicks). If the offensive player does make an effort to play defense, a direct kick will be rewarded to the opposing team.
- 5.4 When throwing it in on the other team's side of the field, a defender may come up on the offensive side to throw the ball in. After throwing the ball in, the defensive player must run back to the defensive side of the field. The same rule applies when throwing in on the defensive side. An offensive player may come back to throw the ball in, but must return back to his/her position after.
- 5.5 The offensive players cannot cross midfield to play defense. No defense players may cross midfield to play offense. If an offensive player crosses midfield to play defense, a direct kick will be rewarded to the other team. Same rule apply for defensive player crossing midfield to play offense.
- 5.6 No players (offense or defense) are to be inside designated goal box at any time
- 5.7 Defensive players may not block the goal area (may not act like a goalie)
- 5.8 \*Penalty: If the defensive player is in box when ball is shot and stops a potential goal, a penalty kick will be rewarded to the offensive team. If there is an intentional hand ball that stops a potential goal from scoring, the offensive team will be rewarded a penalty kick.
- 5.9 The offense must shoot the ball and score from outside the box. If a player dribbles into the box and scores, a free kick will be rewarded to the other team.
- 5.10 If a ball is shot, not kicked hard enough, and stops inside the box, the whistle will be blown and a goal kick will be rewarded to the other team.
- 5.11 Please encourage defensive players to go after the ball and not just sit and wait in front of the goal. The object of 4v4 is for the players to pass and move.
- 5.12 Goal kicks can be put into play anywhere on the line on the side of the goal the ball went out from and the corner. Best to designate a specific player for this on the field before play begins each quarter.
- 5.13 Throw ins will be used on the side lines. One warning will be given for incorrect form, but on the second offense ball will change possession.
- 5.11.1 A proper throw in is defined as both feet on the floor and the ball is thrown directly over the head with both hands. The ball must be thrown forward, no spiking is allowed.
- 5.14 For player safety, INTENTIONAL headers will not be allowed.
- 5.15 Any other fouls committed by the defensive team in the vicinity of their goal area will result in a direct free kick and the defensive team can only set up a "one man" wall.
- 5.16 Offside: No offside will be called unless player(s) is waiting on opposite side of field near opponent's goal area.
- 5.17 7 yard distance on free kicks.
- 5.18 5 yard distance on penalty kicks.

- 5.19 No slide tackling in the vicinity of another player. Automatic yellow card for first offense and red card on second offense. Team must play remainder of game down one man if issued a red card.
- 5.20 When a team goes up by 4 goals – the winning team must play a man down. Once the game is back within 3 goals, the player can come back into the game.
- 5.21 All other rules to confirm with FIFA regulations.

## **6. COACHES**

- 6.1 Two coaches (wearing the LHP volunteer coach shirt indicating clearance of background check) are permitted on sidelines (strictly enforced).
- 6.2 One coach permitted to stand behind their goal (not on field) and one coach to stand on their team's sideline. No one else is permitted behind the goals.

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- 6.3 No parental coaching from sidelines. Please let the coaches coach their teams. All parents must be on the opposite sideline of the players and coaches to cheer on their players.
- 6.4 In the event a player, coach, or a spectator is ejected from the game, he/she must leave the playing field immediately and go to the parking lot until the game is over. A refusal to leave in a timely manner will result in a forfeit of the game.
- 6.5 Should a player or coach be ejected from a game the City of Lighthouse Point staff will determine if a suspension of future games is warranted.
- 6.6 Please respect the referees at all times. Remember, you are to set a good example for your players as they are watching your actions and behavior. If there is a disagreement on a call, please address it between quarters, at halftime, or after the game in a respectful manner.

