

## MBSC U6 MICRO SOCCER RULES

1. Two teams will divide their players between two adjacent fields and play two 3v3 games simultaneously. Games can be modified to 4v4 or 3v4 or whatever is deemed appropriate to maximize playing time AND maintain parity.
2. Teams should be divided into two groups: one group will contain the more aggressive more advanced players and the other group will contain the less aggressive players. Players can move from field to field during the games and should be moved as appropriate to keep balanced competition.
3. The goal of game day is lots of touches by ALL the players, Lots of cheering and encouragement by both teams parents, Balanced playing between both teams, and a handshake and snack at the completion of the games! Fun!
4. Substitute players will be positioned between both fields and these players are allowed to substitute on either field at anytime.
5. Players are to get equal time.
6. There will be NO GOAL KEEPERS, nor anyone positioned near the goal throughout the game. Encourage players to play defence ("get the ball") as opposed to blocking the goals.
7. There will be no offsides rule; however discourage against a "cherry picker" standing in front of the goal throughout the game.
8. Games are 30 to 35 minutes long and played in quarters.
9. Parents are to on the sit between the two playing fields.
10. Players should be present and ready to play PRIOR to game time. Please end the game if you run past you allocated time.
11. Parents should help coaches set-up field and help cleanup and encourage all the players.
12. When needed, balls kicked past the goal line by an offensive player will result in a Goal Kick.
13. When needed, balls kicked past the goal line by a defensive player will result in a Comer Kick.
14. When needed, balls kicked beyond the touchline (sideline) will be returned to the field via a "throw in"
15. Try not to restrict the flow of the game (and one's development) with throw-ins whenever the ball is dribbled slightly beyond the touchline (sideline). It is recommended that the coach(s) command the players to "PLAY ON" whenever the ball is under control and there appears to a remote possibility that it might make it back to the field of play. Play should be stopped if and when there is a possibility of disrupting the play of another team or is in a dangerous location of the field.