



104 Bridge St S., PO BOX 489, ORTING WA 98360
Michell Alfieri, Activities & Events Coordinator
Phone: (360) 893-9017 • Cell: (253) 262-7842
www.teamsideline.com/cityoforting

Age 6-7 Youth Soccer Rules

Equipment:

- Soft-soled athletic shoes or cleats (optional).
- Shin guards are not required but they are highly recommended (parent discretion).
- Team Shirts will be provided by Orting Parks and Recreation prior to the first game.

Practices & Games:

- Practices and Games for Ages 6-7 will be held at Gratzer Sports Park located near 416 Orting Ave. NW in Orting (right next to Whitehawk Park). Please note the field is located behind the baseball fields.

Number of Players & Playing Time:

- 4 players on the field per side. There will be no goalie. One player is designated as a defender, the other three players are strikers. Play younger kids and older kids at the same time.
- If a team does not have 4 players they may play with only 3 players or borrow a player.
- Coaches should play players an equal amount of time, (exceptions: disciplinary reasons).

Starting the Game:

- **Home team is responsible for designating a referee (it can be a coach or parent), providing goal nets and a game ball.**
- Home team will be given first possession at the center of the field.
- Possession will alternate at the beginning of each period.

Duration of the Game:

- For Ages 6-7, two (2) 20-minute halves will be played with a five (5) minute break between halves.
- The clock will run throughout the game stopping only in the case of an injury and timeouts.
- Teams are allowed 2 timeouts per game. Timeouts are limited to 1 minute each.

Playing Area:

- The ball is always in play until the official blows their whistle or stops the game.

- When the ball has gone out of play, there are three ways for a team to bring it back into play: a goal kick, a corner kick, or a throw in
- **Goal Kick:** The referee will award a goal kick when the ball goes out of play at either end of the field, and a player from the attacking team was the last person to touch the ball. A player from the defending team must take a goal kick from within their goal area. All players on the opposing team must be outside of the penalty area when the kick is taken.
- **Corner Kick:** The referee will award a corner kick when the ball goes out of play at either end of the field, and a player from the defending team was the last person to touch the ball. A player on the attacking team must take the corner kick from the corner of the field closest to where the ball went out.
- **Throw-in:** If the ball goes out of play along the sidelines, the referee will award a throw-in to the opponents of the team that last touched the ball. For a throw-in, a player throws the ball in with both hands from where the ball went out of play. The player taking the throw-in must have both feet on the ground when they release the ball and throw the ball from behind their head.

Goal Keeper:

- We will not have goalies but instead you may have one player designated as a defender.
- **Please do not allow children to play with the soccer goals!**

Substitutions:

- Coaches may substitute at any time. Calling a timeout is a good way to substitute multiple players.
- Coaches should try to get their players on and off the field as soon as possible to avoid confusion.

Fouls and Penalties:

- Absolutely no sliding is allowed.
- The official will discourage players from using their hands, but penalties for handballs may or may not be called depending on circumstances (referee discretion).
- Absolutely no pushing, elbowing, or putting hands out to stop the ball.

Goals:

- A goal will be acknowledged when the ball passes completely into the goal.
- After each goal, the ball will immediately start at the center of the field for the non-scoring team to kick off the ball. Opposing team players must back up behind the half court line until the ball is kicked into play by the defender.
- **Game score is NOT kept.** The emphasis on this league is fun rather than winning and losing.

NOTE:

If coaches from both teams agree to other rules that benefit the players for a **FUN EXPERIENCE** then feel free to work it out amongst your teams.