

U5 EMSA GAME RULES



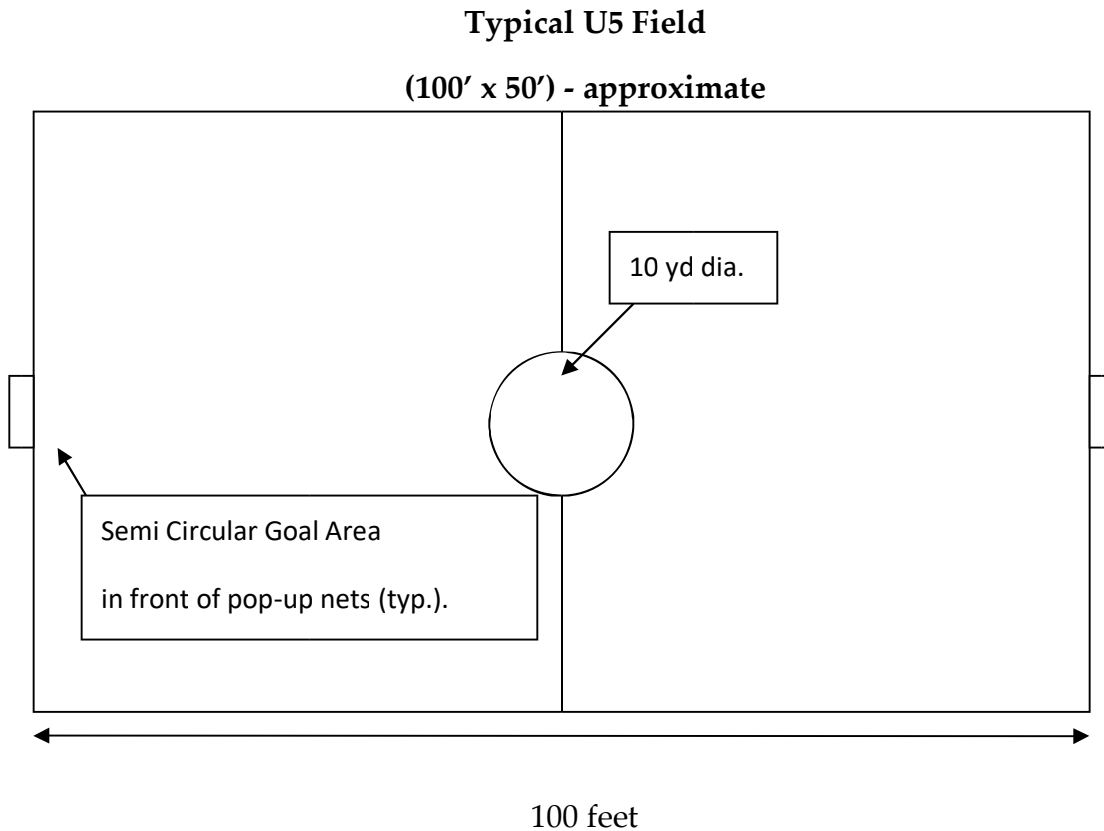
emsa

Mini Community Premier



MODIFIED EMSA LAWS FOR (U5)

Law I – The Field:



A. Dimensions:

The field of play will be rectangular (50ft X 100ft). The field markings will be close to these dimensions, however field space may be slightly smaller or larger depending on paint markings and availability of fields.

B. Markings:

1. Distinctive lines are necessary, sidelines and end-lines. If there are no field markings or they have faded coaches should outline the field with discs and/or pylons.
2. A halfway line can be marked out across the field or otherwise

indicated.

3. Other marks are possible but not necessary for the enjoyment and development of the youngsters.
 - a. A center circle with a five yard radius
 - b. Four corner arcs with a two foot radius
 - c. Semi-circle arcs in front of pop-up nets to define crease.

C. Goals: 6 foot pop-up net (suggested). Cones are acceptable as well but most communities now utilize pop-up nets.

Law II- The Ball:

Size 3 ball should be used in practice and games

Law III- Number of Players:

- A. Number of players on the field at any time will be 6. Each team with 3 (3v3).
- B. Substitutions: During any stoppage of play. Suggested every 3 minutes.
- C. Playing time: each player SHALL play a minimum of 50% of the total playing time.
(whenever possible)
- D. Teams and games will be co-ed.
- E. There shall be **no goalkeepers** at this age group.

Law IV – Players equipment:

- A. Footwear: Running shoes. Cleated soccer shoes are permitted but not recommended.
- B. Shin-guards and socks covering- **Mandatory**
- C. Jersey- Supplied by community organization.

Law V- Referee:

The referee should be 1 coach or assistant coach from each team on the field of play.

Their duties would include encouraging and directing the players to proper movements. Coaches should encourage not only their own team but the opposite team in the spirit of fair play.

Law VI – Linesmen:

Not applicable.

Law VII- Duration of Game:

- A. Duration of the game shall be 30 minutes (after the initial 30 minute practice/activity session).
- B. There shall be a snack after the game.

Law VIII – The Start of play:

- A. The start of play shall consist of the visiting team starting with the ball at center.
- B. The defending team shall be outside the center circle on their own half at any start from center.
- C. The ball may be played forward or backward at the start of any play.

Law IX – Ball in and out of play:

- A. Any ball played out of bounds, shall be awarded to the opposite team that put it out of the field of play. The ball shall be kicked-in (no throw-ins at this age level).
- B. Any ball that goes out of the end lines shall be given to the defender (no corner kicks).

Law X – Method of Scoring:

Goals shall be scored from anywhere on the field, and must cross the goal line. Scoring within the crease is allowed.

Law XI – Off-Side:

There shall be no off-sides.

Law XII – Fouls and misconduct:

No pushing, hitting, kicking or holding an opponent and no hand balls.

- A. All fouls will result in an indirect free kick with the opponents 10 feet away.
- B. The referee or parent shall explain all infractions

Law XIII – Free Kick:

- A. Shall be classified under one heading - **INDIRECT**
- B. A goal shall not be scored until the ball has been played or touched by a second player of either team.
- C. No free kicks shall be taken by the attacking team within the defending teams semi-circular goal box.

Law XIV – Penalty Kicks:

No penalty kicks shall be taken during these games

Law XV – Throw-in:

Should be replaced by kick-in. Kick-in considered as an indirect free kick with opponents 10 feet away from the ball.

Law XVI- Goal Kick:

- A. Goal kicks may be taken within the marked semi-circle of the goal.
- B. Opponents must be at least 10 feet away from the ball.

Law XVII- Corner kick:

No corner kicks. The ball goes to the defender.

Recommendations:

- Opposing coaches and players should shake hands after each game.
- No alcoholic beverages will be consumed or allowed near the playing area