

# Game Philosophy

- Games at this level are meant to be fun and instructional.
- It is everyone's job to make sure it is a safe, instructional and fun environment.
- Everyone attending shall promote good sportsmanship.
- Coaches are allowed to offer on-field guidance or take small timeouts to instruct especially early in the season.
- If a player is dominating, have them play back, perform assists / pass and help others score.
- Coaches should encourage team oriented soccer (passing to move the ball)
- Have fun and develop all players!

# General Game Rules (all divisions)

- Official Score is not kept
- All players have the opportunity to play even time : at least half the game : with no favoritism. If players do not want to play that is OK, give them every chance.
- Coaches are referee's.
- Coaches shall work together for the common good of the game.
- Coaches shall be cordial to each other and resolve any disagreements amicably.
- Coaches are allowed to make minor rules adjustments based on what they are seeing on the field. Coaches must be in agreement.
- All games consist of 5 Minute periods until time is over with a short water break in between
- Switch players in-between periods
- Opposing Teams must return to mid-field on all goal kicks or if the goalkeeper gains possession of the ball
  - This does not apply to throw-ins
  - This is to encourage teams to "build out from the back"
- Penalties awarded for infractions like blatant physical fouls, improper throw-ins, hand balls).
  - Based on age / level (graded approach)
  - Give warnings and instruction : Clearly explain all penalties to players
  - Legal aggressive Play is OK.
  - Switch possession and award a direct kick for all penalties
- If a team is dominating and is winning by more than approximately 5 goals the opposing team may add a player. If the game continues to be lopsided and more goals are scored the opposing coach may add another player. (2 players maximum). The implementation of this rule is at the discretion of the opposing coach.

## U5 Game Rules

- 25 x 35 yard field (Ebenezer Upper)
- Team size: 4v4
- Small Goals (4' x 6')
- No goalkeepers. Try to not have players in goal circle unless the other team has the ball is in it
- "New Ball" method for out of bounds and kickoffs: Coaches do throw-ins / goal kicks, try to demonstrate proper form.
- Be "easy" on out of bounds decisions
- No offsides
- Parents are allowed on-field to hold their player's hand or encourage if needed. (obviously try to keep this minimum and get them to play independently, but a little help is OK).

## U6 Game Rules

- 30 x 40 yard field (Ebenezer Lower)
- Team size: 5v5
- Small Goals (4' x 6')
- No goalkeepers. Try to not have players in goal circle unless the other team has the ball is in it
- Players perform throw-ins, goal kicks, corners with on-field coach assistance. Teams can play "new ball" the first game until kids are ready.
- No Offsides

## U7 Game Rules

- (Largest Tiger Field) 100' x 130' Ontelaunee Lower Field
- Team size: 6v6 including Goal Keeper
- 12 x 6' goals
- Goal Keepers have a Pinny on (can use hands)
- Players perform throw-ins, goal kicks, corner kicks with minimal on-field coach assistance.
- Penalty Kicks from the top of the "18" awarded for blatant fouls inside the penalty box
- Blatant Offsides called (must be obvious) : Explain this rule especially early in the season