

# NYAA Tiger Division (U5-U7) Game Rules

3/21/2025

## Game Philosophy

- The purpose of U5-U7 games is to teach the game, develop players and have fun.
- Coaches, Parents and Players should promote good sportsmanship.
- Inappropriate behavior shall be reported to the Tiger program coordinator.

## General Game Rules (all divisions)

- Coaches will work together to referee games
- Coaches are allowed to offer on-field guidance or take short timeouts to instruct especially early in the season.
- All players should play an even amount of game time
- If a team is dominating, the opposing team may add additional players (Maximum of 2)
- All games shall consist of 5 Minute periods until the scheduled time is over. A short water break will be taken in between periods
- Players should rotate in-between periods
- Out of bounds shall be enforced. The entire ball must be outside of the painted line for the ball to be considered out.
- 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”
- Penalty kicks are 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.

# U5 Game Rules

- 25 x 35 yard field (Ebeneezer 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.
- 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 (Ebeneezer 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

## Soccer Field Lines (Image)

