



U5 Little Kickers' Rules

Game Format

- Teams will begin with 25 minutes of practice time. Once the practices are complete the teams will participate in a game.
- All games will consist of (2) 10 minute halves with a 3 minute half time.
- Games will be played using a size 3 ball.
- There will be (2) game fields. 1 field will be for aggressive players while the other field will have tentative players. Coaches are to divide teams appropriately prior to the game.
- All games will be played with 4 field players on each side. ***NO GOALIES WILL BE USED FOR THIS AGE GROUP.*** Children must stay out of the 3' arc as there is no goaltending.
- All players are required to play 16 minutes over the course of the game.
- Score will not be kept.

Role of Coaches

- There are no referees; coaches are to explain to the players what they did wrong and what they should have done during the course of the game when infractions occur.
- Coaches flip a coin for kick-off possession. The opposing players must stay 4 yards away.
- Coaches will need whistles for stoppages and watches to keep game time.

Rules of the Game

- Throw-ins are with two feet planted side by side. The ball comes behind the players head before being released. If the throw in is incorrect game play will continue anyways.
- There are no penalty kicks. There are only direct kicks. The opposite team must stay 4 yards away which may result in a kick straight into the goal.
- Corner kicks will be taken from the corner closest to the ball going over the end line. No player may be within 4 yards of the kicker.
- Goal kicks should be taken within 2 yards of the goal line nearest the point where the ball is retrieved to keep the game moving.

Equipment

- All players must wear their team's uniform for every game. Coaches will inspect their players before each game to insure that shoes are tied and shin-guards are being properly worn beneath the socks and shirts are tucked into the shorts.
- Children must wear shin-guards, mouthpieces are optional.
- Hard casts must be padded and inspected before the player is allowed to play.