

U6 Coed League – Game Rules

- Game days for this age group will begin with each team warming up and practicing individually in separate U6 fields (both of which are located on the small field) prior to the game. Teams will do so for approximately 20 minutes.
- Game Setup
 - Games will be played either 6 vs. 6 or 5 vs. 5 (whichever works best for both teams) with no goalie.
 - If both teams have at least 11 players in attendance on game day, 2 games will be played simultaneously.
 - Team 1 will subdivide into team 1a and team 1b. Team 2 will subdivide into team 2a and team 2b. 1a and 2a will play each other on U6 Field 1 while 1b and 2b play each other on U6 Field 2. Please try to change up which children are together each game.
 - If teams have 10 players or less in attendance on game day, only 1 game will take place (game will take place on U6 Field 1).
 - All players should play approximately the same amount of time.
 - Each player should be able to experience playing offense and defense.
- Game Time
 - The game will consist of two, 10 minute halves.
 - Subbing every 2.5 minutes. The clock will always stop at sub marks for 30 seconds – if there are no subs for a team, the players will be given an additional 30 seconds at each sub mark in order to rest.
 - The game ball will be wiped down and disinfected between each sub mark.
 - There will be a 3 minute half time.
- Specific Rules
 - There is no official referee for U6 games. The coaches will act as the referees.
 - This is an introductory league so please feel free to step in and correct players if they are doing something incorrectly.
 - Out of Bounds
 - For the first few games, correct the players if they go out of bounds without changing possessions.
 - As the children become more comfortable with the game setting, begin stopping the play if the ball goes out of bounds. If it goes out, the opposite team will be given an indirect kick at the spot of the infraction.
 - There will be no throw-ins, no heading the ball, no slide tackling and, as always, there is no hitting/pushing/kicking.
- Face Coverings
 - *Players:* Since games consist of 2 “stable pods”, or teams, interacting with each other, players will have to wear face coverings for the entirety of the game with the following exceptions:
 - During sub marks, water breaks, timeouts, and halftime, players may remove their face coverings if they are able to maintain a continuous 6+ foot distance from all members of their team AND a 14+ foot distance from any opposing team member.
 - A mask break will be given to all at the 5 minute mark of the game provided all players spread out in order to maintain a continuous 6+ foot distance from all members of their team AND a 14+ foot distance from any opposing team member.
 - Any player with asthma who cannot keep their mask on for an extended period of time will be able to sub out when needed (the asthmatic player will not have to sub in/out

in accordance with the substitution rules) and separate themselves 6+ feet from all team members and take a mask break.

- *Coaches & Staff*: Coaches and staff will be required to wear a face covering for the entirety of the game unless they are able to maintain a continuous 6+ foot distance from all members of their team AND a 14+ foot distance from any opposing team member.
- *Spectators*: Spectators will be required to wear a face covering for the entirety of the game unless they are able to maintain a continuous 14+ foot distance from the perimeter of any field of play and a continuous 6+ foot distance between members of any other household.
 - Exceptions exist for children younger than age two and for those who can't wear one as a result of a health or developmental reason.
- Other
 - Players are not to share any water bottles, drinks, or equipment.
 - Team areas will be on opposite sides of the field in order to provide more room for the players to spread out.
 - Teams will not high-five or shake hands after the game.
 - At the conclusion of the game, we ask that players, coaches, and spectators leave the field and do not congregate.

