



MASC U5/U6 RULES

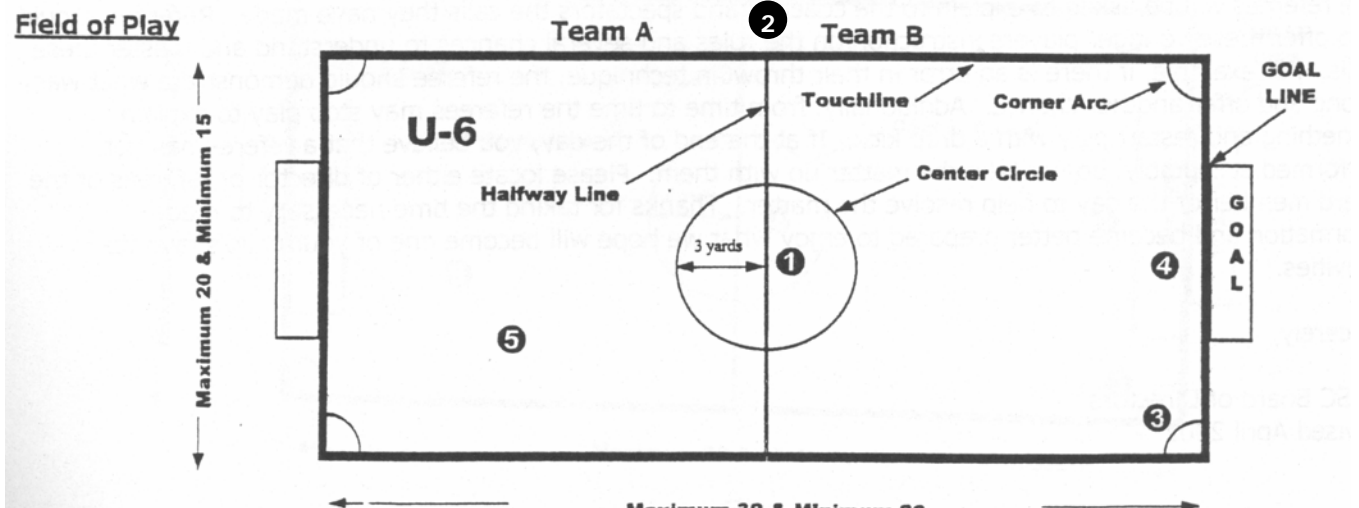
It is the intention of the Marshalltown Area Soccer Club to provide a healthy family oriented experience for the children of Central Iowa. To that end, we ask that you read the information provided here. The greatest influence on these young people is their parents and guardians. Please cheer good play by any participant and respect the decisions of the referees. Come expecting to have fun and then follow through. We are glad you are here!

Prior to Play

1. The teams are to be located on one side of the field with spectators on the opposite side of the field. See the MASC Field Map for team and spectator locations by field number.
2. The referee will check in players:
 - All players must have shinguards and all shinguards must be covered by a sock.
 - All players must have on suitable footwear. No metal cleats are permitted.
 - All jewelry must be removed. The exception is medical alert ID's and these must be taped to the inside of the uniform.
 - The colored team T-shirt must be the top layer of clothing.
 - Knit caps or head covering for warmth is permitted; however ball caps are not allowed.
3. Team captains and coaches will meet for a coin toss. The winner of the toss will select the goal they want to defend for the entire game and the loser will be given possession and will kick off. Each team will provide a potential game ball and the referee will pick one. It will be returned after the game.

General Rules

1. Each team will have three (3) players on the field at any one time.
2. The team designated to kick-off will alternate to start each period but at no time during the game will the teams trade ends.
3. Substitution by either team may occur before a throw-in, after a score, at the start of a period, prior to a free kick or because of an injury. Please note playing time should be fairly divided but no player should be forced to play if they aren't willing to do so.
4. One coach from each team is permitted on the field. The coach may gently help position players and offer instruction during play, but should refrain from chasing their players from end to end while loudly shouting instructions.
5. There will be four periods of play, each eight (8) minutes in length with breaks in between. Time is kept on the field by the referee and there are no time outs permitted.
6. While the referees will record the scores, they will not report them to the players, coaches or spectators.



Play

1. Play begins with a kick off and proceeds until the ball leaves the field of play, a rule violation occurs or a goal is scored.
 - **Kick off – The kickoff begins with both teams' players on their end of the field and the ball in the center of the field (1).** The kick must go forward and the player taking the kick may not play the ball again until another player touches it. The team defending the kick must be outside the center circle when the kick is taken but may move forward as soon as it is. **A goal CANNOT be scored directly from a kick off.**
2. If one team causes the ball to leave the field of play the other team is awarded possession and given a throw-in. The person throwing in must use both hands, bringing the ball behind their head, and throw with both feet in contact with the ground. The player taking the throw-in may not play the ball again until another player touches it. The team defending the throw may not closely guard the player throwing the ball into play. A goal may not be scored directly from a thrown in.
 - **If the ball crosses the touchline because of a kick by either team, a throw-in from that spot is given (2).**
 - **If the ball crosses the goal line because of a kick by the defensive team, a corner throw from the nearest corner is awarded (3).**
 - **If the ball crosses the goal line because of a kick by the offensive team, a goal throw from the goal line at the nearest corner is awarded (4).**
3. Pushing, shoving, tripping, elbowing, charging, blocking, spiting, cursing, or the use of hands, are not permitted. **If one of these actions results in an unfair advantage gained, the referee may award an indirect free kick from the spot of the foul (5).** The kick doesn't have to go forward, but the player taking the kick may not play the ball again until another player touches it. The team defending the kick must be ten yards away if space permits when the kick is taken, but may move forward as soon as it is kicked. A goal may not be scored from an indirect free kick. If the ball goes directly into the goal, no goal is counted, a goal throw is awarded to the defending team.
4. If a goal is scored, possession is awarded to the other team and they **kick off (1).**
5. Player positioning is up to the coaches and assigning primarily defensive or offensive positions is accepted. However, goal hanging and/or stationing a player in the immediate proximity of the goal is strongly discouraged. Please note this direction applies to either offensive or defensive players. If observed by the referee the coach will be notified and that coach is expected to encourage that player to become more actively involved in the game.

Conclusion

The referees may be asked to explain to the coaches the calls they have made. Referees should also offer these younger players instruction on the rules and several chances to understand and master these skills. For example, if there is an error in their throw-in technique, the referee should demonstrate what was wrong and offer another chance. If at the end of the day, you believe that a referee has not performed acceptably, do not take the matter up with them. Please locate either the director of referees or the board member of the day to help resolve the matter. Thanks for taking the time necessary to read information and become better prepared to enjoy what we hope will become one of your child's favorite activities.

Sincerely,

MASC Board of Directors

Revised Mar 2004