U6 RECREATIONAL SOCCER MODIFICATIONS TO THE IFAB 2024/25 LAWS OF THE GAME MARCH 1, 2025

Law 1	The Field of Play	- Field Dimensions: 18-22 yards long by 10-12 yards wide
		Center Circle: Not required; if marked, 10-foot radius
		 Goal Area: Not required; if marked, 2-3 yards x 4-6 yards
		- No Penalty Area, Penalty Mark, or Penalty Arc
		Corner Arc: Not required; if marked, 1-yard radius
		Corner flags are not mandatory; substitute items must be safe if used
		- Goals: no larger than 4 x 6 feet
Law 2	The Ball	Size 3
Law 3	The Players	Teams play simultaneous games on multiple fields
		- Coaches can play 1v1, 2v2, 3v3 or 4v4. No goalkeepers
		Minimum of 1 player to start/continue game regardless of playing format
	Substitutions	Unlimited "on the fly" while the ball is in play or during any stoppage in play
	Participation Rule	 Every player must play at least 50% of game
		- Simultaneous play on adjacent fields; players interchangeable between fields
Law 4	The Players' Equipment	Uniform numbers are not required
Law 5	The Referee	Not required; use Game Facilitator (when there is no referee)
		- Game Facilitator (or referee) has all responsibilities and authorities under the Laws of the Game
		Head coach is responsible for behavior of all players, team officials, and spectators
		 No yellow/red cards shown to players, coaches, team officials, or spectators
1	The Other March Committee	- None. If used, other match officials have all responsibilities and authorities under Laws of the Game
Law 6	The Other Match Officials	 No "club linesman" unless requested by the Game Facilitator (or referee)
		- 4 x 8-minute periods (no added time) (total game time = 32 minutes)
Law 7	The Duration of the Match	- 5-minute halftime
		Can be adjusted by mutual agreement of coaches and Game Facilitator (or referee)
Law 8	The Start and Restart of Play	Opponents must be at least 10 feet from ball on kickoff
Law 9	The Ball In and Out of Play	No SYA modifications to the Laws of the Game
Law 10	Determining the Outcome of a	- No scores are kept
	Match	No penalty shoot-out to determine a winner
Law 11	Offside	No offside
Law 12	Fouls and Misconduct	Restart for all fouls and misconduct is indirect free kick
		- Any player may use their hands or arms to protect their head, face, or neck from impact with the
		ball (at the Game Facilitator or referee's discretion)
		 No yellow/red cards shown to players, coaches, team officials, or spectators
	No Heading Rule	Players cannot play the ball with their head
		 If action is intentional, restart is an indirect free kick to opponent
		If action is unintentional or accidental, restart is a dropped ball
	No Sliding Rule	Field players cannot slide on the ground (intentionally leave their feet) for any reason
Law 13	The Free Kick	- All free kicks are indirect
		- Kicks Taken in Kicking Team's Half of Field: Opponents must move behind halfway line
		- Kicks Taken in Defending Team's Half of Field: Opponents must be at least 10 feet from position of
		kick (unless standing on own goal line and between goal posts)
Law 14	The Penalty Kick	No penalty kicks
Law 15	The Throw-In	- Players can throw-in, kick-in, or dribble-in ball to restart play on a throw-in
		 Opponents must be at least 10 feet away from position of throw-in
		Players cannot throw-in or kick-in ball to themselves (another player must touch ball)
		 Kick-in is an indirect free kick—goal cannot be scored directly from a kick-in (another player must
		touch ball)
		Team taking throw-in does not lose possession for "illegal" throw-in
Law 16	The Goal Kick	- Taken 3-4 yards from goal
		Opponents must move behind halfway line
		Players can kick-in or dribble-in ball on a goal kick
Law 17	The Corner Kick	Taken 1-2 yards from corner of field
		Opponents must be at least 10 feet away
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		Players can kick-in or dribble-in ball on a corner kick