

&\$%\$ Modified Laws for 9K NG5 Mighty Mite fl (ž'1) ĺ

Law I - The Field:

A. Dimensions:

The field of play should be rectangular. 50ft X 64ft. The field should be close to these dimensions, however field space may dictate smaller or larger fields. Try to be as close as possible.

B. Markings:

1. Distinctive lines are necessary, sidelines and end-lines.
2. A halfway line can be marked out across the field or otherwise indicated.
3. Other marks are possible but not necessary for the enjoyment and development of the youngsters.
 - a. A center circle with a five yard radius
 - b. Four corner arcs with a two foot radius

C. Goals: Goal mouth is 5 ft wide and should be marked by cones if there are no nets.

Law II - The Ball: Size 3 ball should be used in practice and games

Law III - Number of Players:

- A. Number of players on the field at any time will be 6. Each team with 3.
- B. Substitutions: During any stoppage of play.
- C. Playing time: each player SHALL play a minimum of 50% of the total playing time. (whenever possible)
- D. Teams and games may be co-ed

Law IV - Players equipment:

- A. Footwear: Tennis shoes or soft-cleated soccer shoes. (use common sense.)
- B. Shin-guards and socks covering the shin-guards - Mandatory
- C. Jersey- Supplied by organization. Try to have everyone in the same uniform including socks, and shorts whenever possible.

Law V- Referee:

The referee should be 1 coach or parent from each team on the field of play. Their duties would include directing the players to proper movements and encouraging them.

Law VI - Linesmen: Not necessary, but parents should be on the sidelines to keep the ball close to the field of play.

Law VII - Duration of Game:

- A. Duration of the game shall be divided into 2 equal halves of 20 minutes.
- B. There shall be a halftime break for 5 minutes.

Law VIII - The Start of play:

- A. The start of play shall consist of the visiting team starting with the ball at center.
- B. The second half shall start with the home team starting with the ball at center.
- C. The defending team shall be 5 feet away from the center at any start from center.
- D. The ball may be played forward or backward at the start of any play.

Law IX - Ball in and out of play:

- A. Any ball played out of bounds, shall be awarded to the opposite team that put it out of the field of play.
- B. Any ball that goes out of the end lines shall be given to the keeper. (no corner kicks)

Law X - Method of Scoring:

- A. Goals will be awarded when the ball is kicked into the net and must cross the goal line between the cones.
- B. No scoring may occur inside the goal area.
- C. The goal being scored may not exceed 4 feet in height. (if no nets are in place)

Law XI - Off-Side: There shall be no off-sides.

Law XII - Fouls and misconduct: No pushing, hitting, kicking or holding an opponent and No hand balls.

- A. All fouls will result in an indirect free kick with the opponents 10 feet away.
- B. The referee or parent shall explain all infractions

Law XIII - Free Kick:

- A. Shall be classified under one heading - INDIRECT
- B. A goal shall not be scored until the ball has been played or touched by a second player of either team.
- C. No kicks shall be taken by the attacking team within the defending teams goal box (if the goal area is marked off)

Law XIV - Penalty Kicks: No penalty kicks shall be taken during these games

Law XV - Throw-in: Should be replaced by kick-in.

- Kick-in considered as an indirect free kick with opponents 10 feet away from the ball.

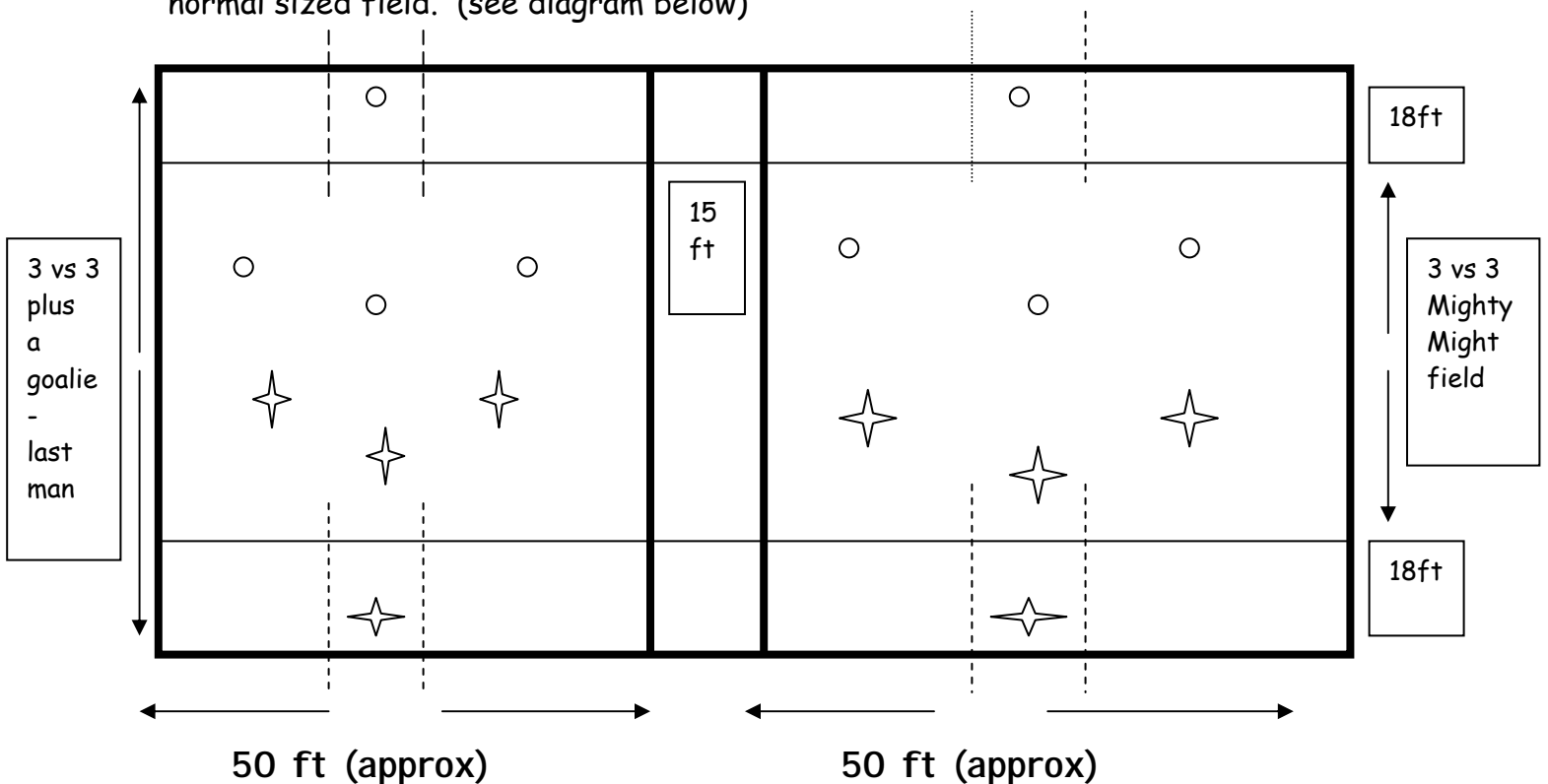
Law XVI - Goal Kick:

- A. Goal kicks may be taken within 5 feet of the goal.
- B. Opponents must be at least 10 feet away from the ball.

Law XVII - Corner kick: No corner kicks. The ball goes to the keeper.

Recommendations:

- Opposing parents coaches and players should shake hands after each game
- No alcoholic beverages will be consumed or allowed near the playing area
- The field of play can be used for both Mighty might and U-6.
- You can also use the split fields so that you can have two teams playing at once within a normal sized field. (see diagram below)



&\$\$ Modified Laws for 9K NG5 U-6 program

Law I - The Field:

A. Dimensions:

- The field of play shall be rectangular. The playing area should be 50ft X 100ft.
- Where possible we will be combining the Mighty Might field and the U-6 field so that space can be utilized. (See Diagram)

B. Markings:

1. Distinctive lines are necessary, sidelines and end-lines.
2. A halfway line can be marked out across the field or otherwise indicated.
3. Other marks are possible but not necessary for the enjoyment and development of the youngsters.
 - c. A center circle with a five yard radius
 - d. Four corner arcs with a two foot radius

C. Goals:

1. Goal Size should be 7-8 feet wide.
2. Goal mouth should be 12 feet from the center of the goal, and made into a half circle surrounding the net.
3. The net can be made of cones, flags or portable nets. As long as they are the same for both sides.
4. The center line should have a circle 6 ft in diameter.

Law II - The Ball: The ball should be size 3

Law III - Number of Players:

- A. Number of players on the field at any time will be 8. Each team with 3 players and 1 sweeper keeper.
- B. Substitutions: During any stoppage of play.
- C. Playing time: each player SHALL play a minimum of 50% of the total playing time. (whenever possible)
- D. Teams and games may be co-ed (depending on your league rules)

Law IV - Players equipment:

- A. Footwear: Tennis shoes or soft-cleated soccer shoes. (use common sense.)
- B. Shin-guards and socks covering the shin-guards - Mandatory

Jersey- Supplied by organization. Try to have everyone in the same uniform including socks, and shorts whenever possible

Law V- Referee: Since there are no referees at this age group and the players need to be in close contact with the instructional coach, each team should have a representative on the field. Each person (preferably the coach) will take half a field.

Law VI - Linesmen: No linesmen at this level

Law VII - Duration of Game:

- A. The game will consist of two 20 minute halves.
- B. There shall be a five minute break in between halves.

Law VIII - The Start of play:

- A. The start of play shall consist of the visiting team starting with the ball at center.
- B. The second half shall start with the home team starting with the ball at center.
- C. The defending team shall be 5 feet away from the center at any start from center.
- D. The ball may be played forward or backward at the start of any play.

Law IX - Ball in and out of play:

- Any ball played out of bounds, shall be awarded to the opposite team that put it out of the field of play.

Law X - Method of Scoring:

- A. Goals will be awarded when the ball is kicked into the net, or between the goal posts (pylons, flags).
- B. No scoring may occur inside the goal area.
- C. Goals may not be scored off of restarts
- D. Goals must be scored no higher than 4 feet. (If there are no nets)

Law XI - Off-Side: There will be no off-sides.

Law XII - Fouls and misconduct: No pushing, hitting, kicking or holding an opponent and No hand balls.

- A. All fouls will result in an indirect free kick with the opponents 10 feet away.
- B. The referee or parent shall explain all infractions

Law XIII - Free Kick:

- A. Shall be classified under one heading - INDIRECT
- B. A goal shall not be scored until the ball has been played or touched by a second player of either team.
- C. No kicks shall be taken by the attacking team within the defending teams goal box.

Law XIV - Penalty Kicks: No penalty kicks

Law XV - Throw-in:

- A. Kick ins will occur when the ball is put outside of the playing area (side-lines)
- B. The ball will be placed and passed or kicked into play
- C. The same player can not touch the ball twice in a row if he/she is putting it into play.
- D. No goal can be scored on a kick in

Law XVI -

- Goal Kick: Goal kicks will occur when the defending team puts the ball across their end line. This will result in the goalkeeper kicking the ball from anywhere in the goal area

Law XVII - Corner kick:

- A corner kick will be awarded when the defending team puts the ball across their end line. This will result in a kick being taken at the corner closest to where the ball exited the playing area.

Recommendations:

- See mighty might Field dimensions and diagram