

MESA SOCCER ASSOCIATION
Division 7 (U6) Modified Game Rules

GAME DURATION: The game shall consist of two 20 minute halves separated by a 5 minute halftime period. Games tied after regulation play shall end in a tie.

FIELD: Small goals with no goalkeeper. Goal box is the arch in front of the goal and will be called the “Golden Arch”. The “Golden Arch” is unique to DIV 7.

BALL: Size 3

COACH: Coach is allowed on his/her defensive half of the field to “coach” the players. If a coach interferes either intentionally or unintentionally with the game, referee will award a free kick. If a clear goal scoring opportunity is blocked by a coach, a penalty kick will be awarded.

“GOLDEN ARCH”: Players may not shoot or defend inside the “Golden Arch”.

1. If defender stops the ball inside the “Golden Arch” on its way into the goal (as determined by the referee) - a penalty kick will be awarded to the attacking team. The penalty kick will be taken from a spot located right in front of the goal and 4 feet from the top of the “Golden Arch” (ie. approximately 10-12 feet from the goal line).
2. If an attacking player touches the ball inside the “Golden Arch” – the defending team will take a goal kick. The goal kick may be taken from any place inside or on the “Golden Arch” line.
3. If the ball stops by itself inside the “Golden Arch” (“runs out of steam”) - it will result in a drop ball from the penalty spot.

“TEN” YARD RULE: In all dead ball situations, defending players must stand at least ten yards away from the ball. If the defensive player's “Golden Arch” is closer than ten yards, the ball shall be placed ten yards from the “Golden Arch” in line with the place of the penalty (change from 5-10 yards 3/2007).

GOAL KICKS: Goal kicks may be taken from any place inside or on the “Golden Arch” line.
*All defensive players will remain behind the “**18 YARD**” line until the ball is played (modified 3/2007). This will allow the goal kick and play to materialize.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner and penalty kicks.

KICK OFF: May be taken in any direction.

NO OFFSIDES

NO SLIDE TACKLING

SCORING: All scoring must be made from the scoring team’s offensive half of the field.

SUBSTITUTIONS: May be made at anytime with referee’s permission.