

Dublin Soccer League

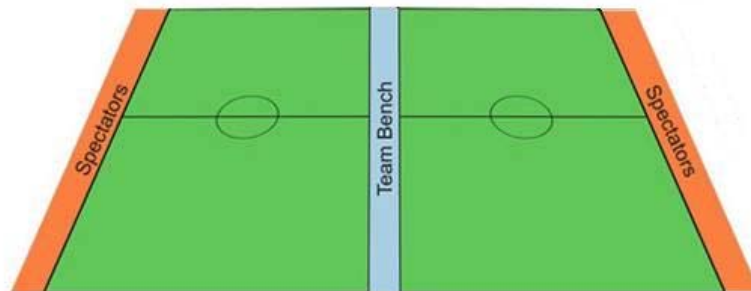
U-6 Program



U-6 Age Group Description

TO BE USED IN CONJUNCTION WITH THE PROGRAM HANDBOOK

Players on field (x 2):	3 each with simultaneous play on 2 fields and no goalkeepers
Minimum # on field:	2 on each
Total Players on Team:	9 – 10
Referees:	1
Ball Size:	3
Minimum playing time:	50% of each game (minimum), except when injured
Substitutions:	At mid-quarter (15 seconds) At quarter and half-time and in cases of injury (On injuries, when a player is replaced, the DSL permits all subs at the halfway mark to substitute from either team.)
Duration of game:	8 minute quarters 2 minutes between quarters <u>5 minutes half-time</u> 41 minutes total time



20 x 30 yards recommended
6ft. wide x 4ft. high goal maximum
3 yard radius center circle
2 foot radius corner arcs (if included)
No goal or penalty areas (boxes)

- Age: No goalkeeper
- Rules: Kick-in, no throw-in
Only indirect kicks – No goals from kick-off
 No direct kicks – No penalty kicks
 No offside calls
 Referee explains calls/rules to players
 Switch sides at half-time.
 No scores kept.
- Special Rules: - Opposing players are to be 5 yards from the ball on goal kicks, kick-ins, corner kicks and free kicks.
 - Goal kicks and corner kicks taken from closest corner arc to where the ball left the field.
 - Effectively rotating players makes the experience more enjoyable. With players divided into 3 groups; those on field A, those on field B, and subs. As you take a player off field A, prepare them to sub onto field B, then remove a player from field B to rest. A resting player then moves onto field A and so on until all players have an opportunity to rest and play on each field with a constantly changing group of teammates--figure 8, circular subbing, between fields.
- Injuries: In cases where a game is stopped for an injury and coaches are permitted (by the referee) to enter the field, the injured player is expected to leave the field (Referee discretion). Coaches should try to re-enter the player, if possible, to maximize playing time for each player.
- Concept: The objective of the 3-a-side "micro" soccer program is to introduce participants to the game of soccer using a simple formula (3 makes a triangle, the basic team unit of soccer) that encourages fun, develops individual skills and provide fundamental knowledge of the game.
 Small sided games allow each player with as many opportunities to "touch" the ball as possible and minimize the "swarm" effect where several players hover around the ball as it moves around the field, giving only a few the opportunity to touch the ball. The "micro" soccer concept also reinforces the notion that soccer can be played with as few as 3 or 4 players, thus promoting independent pick-up games of "playground soccer." At this age scoring is frequent, desirable and satisfying to the young player. Having a player stationed in close proximity of the goal to guard against scores is not only undesirable, it isn't any fun.
- Coaches: The focus first is on the players' individual skills, and secondly, on "team" play or tactics. Tactical skills should be developed, but not at the expense of individual skills. Players will learn tactics through the playing of the game as they learn to "create space" in order to receive passes, or pass to space to efficiently develop an attack, etc. The beauty of the game is that the players have numerous opportunities to get involved in play with realistic challenges to accommodate the age/ability levels of the players.
 No one may enter the field of play without permission of the referee.
 Do not argue with the referee. You may talk to the referee at half-time or after the game.
- Problems: Contact Avery Park south concession stand or call the office.
 No win-loss record or game score is recorded.