



Fusion F.C. U5/U6 Recreation/Intramural Rules

Coaches are required to keep parents on parents designated side of the field. No parents behind the goals please.

Players will play with a size 3 ball. – Games will be 4v4. Players will **NOT** switch at half-time.

Check website for cancellations if bad weather is present. Any cancellations are at the discretion of the Recreational Director, Club President, or VP of Facilities.

1. Games will be four 10-minute quarters with a 5-minute break in between each quarter.
2. Each team will field 4 players. No goal keepers will be used.
3. Substitutions are unlimited and can occur anytime.
4. Restarts will be kick- ins (no throw- ins). Goals cannot be scored from a kick in.
5. No goalies. However, there is a defensive player. That defensive player cannot be camped out in the goal but instead stand in line with the X's or in front of to try to learn to defend the ball from an attacking player.
6. All goal kicks will be taken from the dots or X.
7. All corner kicks will be taken from the corner.
8. In the event of the striking team kicking the ball out the end, a goal kick will result for defending team. If the ball is kicked out the end by the defending team, the ball will be given to the striking team for a corner kick in.
9. Opposing players must be 10 feet away from ball on restarts.
10. No goals from free kicks. No direct kicks. All kicks to re- start play must have another player touch the ball before goal can be scored (to encourage passing).
11. Arc Guidelines (If Present)
 - Players are not allowed in the arcs.
 - If the ball stops in the arc, a goal kick will be awarded.

- If an offensive player is in the arc, a goal kick will be awarded.
- If a defensive player is in the arc, the player will be instructed to stand outside of the arc.
- If a defensive player is in the arc while the offense is near the goal (but a shot has not been taken), the players will be instructed to stay out of the arc and a corner kick will be awarded.
- If a defensive player enters the arc to prevent a ball from crossing the goal line and the referee determines that it would have gone into the goal, a goal will be awarded. This goal should only be awarded on obvious goal blockage and is at the referee's discretion"

12. No offsides calls.

13. If there are 5 or more goals between teams, the losing team may add an additional player.

14. Coaches are not permitted on the field of play unless an injury has occurred.

15. Parents may not approach the field of play or referees under any circumstances except injury (and only when called upon by the coach).

16. Players must wear soccer cleats (NO baseball or football cleats allowed) and shin guards. No jewelry may be worn.

17. Players should be subbed in every 5 minutes or so. Coaches must allow equal playing time for each player NO MATTER WHAT ABILITY THE PLAYER SHOWS.

Head Injury Rule

1. A player suspected of having a head injury the referee is instructed to stop play for treatment/intervention. A player with a suspected head injury may not return to the game without clearance from health professional, required in writing.

2. Any coach or parent insisting on returning the player without clearance will result in the referee ending the game.

Referee Specific Rules

1. Referees are encouraged to tell the children why a decision has been made (For example: The ball goes the out of play, Blue kick as it touched Yellow last). Referees do not have to give explanations to parents.

2. Referees should be relaxed with hand balls - let the game flow. Only if a player blatantly picks up a ball should a free kick be given.

3. Referee's decision is final.