6v6 Game Format
Wellesley In-town Program

OVERALL OBJECTIVES

- **FOCUS ON SKILLS - NOT TACTICS**
- **EVERYONE TOUCHES THE BALL - ALOT!!**
- **KEEP THE GAME MOVING**
- **HAVE FUN**

1. **Field Size: Approximately 40 yds x 60 yds; metal goals 6ft x 12 ft; penalty box extends entire width of field about 12 yards from the goal line; inside this area (the "box") the goal-keeper may use her/his hands**
2. **Players: 6 v 6 – 5 field players and a goalkeeper**
3. **Referees: young referees in training; coaches are NEVER to contest any call made by the referee and must remain behind the sideline at all times with their team (not on the field and not roaming up and down side-line)**
4. **Playing Time: Two Halves of 30 minutes each - running time**
5. Off-side: None
6. **Start of Each Half: Team with ball starts at mid-field; defensive team must be 5 yds from the ball.** Center forward must pass the ball to a teammate to start play with ball moving in a forward direction. Teams alternate possession each quarter.
7. After a Goal: Team scored upon starts with the ball in same position as at the beginning of a quarter.
8. Out of Bounds: (whole ball must be over the whole line.)
    - **On the side (touch-line): Team who did not touch ball last gains possession and throws ball into play; both hands must be directly behind the head and both feet must remain on the ground and behind or on the touch-line**
    - **At Goal-Line: Last touched by the offensive team results in a goal kick - ball spotted 12 yds from goal-line – defensive team must be 5 yards from the ball;** last touched by the defensive team results in a corner kick**.**
9. **Intentional Hand Ball: Inside the defensive "box" results in a penalty kick (unobstructed shot on goal – except for keeper - 8 yards from goal); all other players start at mid-field; after initial strike on goal, kicker may not touch ball again until another player on <u>any</u> team has touched the ball.**
10. **Substitutions: At beginning of a half, after any goal, on any goal-kick, on an offensive throw-in, on any defensive throw-in IF the offensive team substitutes. Any substitutes must be ready at the mid-field line in order to be subbed in and may ONLY enter the game with the referee's permission. Absent an injury, only substitute for the goal-keeper between quarters.**
11. ****Goal Scoring: Every offensive player (except the goal-keeper) MUST be over mid-field; otherwise it's a goal kick for the defending team******This is a Wellesley Youth Soccer rule that is used in grade 3 and 4 intown league to require all players to move up the field and be in the game. It teaches the players not to stand in front of the goal but to move with the play and encourages a better development of skills.*
12. Coaches should focus on development of foot skills
13. Each player should play all positions (including goalie) and should receive equal playing time.

*****Changes from 4 vs. 4 rules are in bold type. ***Goal scoring rule for in-town Wellesley games only. This rule does not apply Grade 4 BAYS travel league games.**