

U5 and U6 Munchkin Soccer Rules

Primary Objective: Fun and Participation

Secondary Objectives:

1. Understanding of the Game
2. Individual Player development (preparing the player for the next level)
3. Team Play

This is a developmental league. Standings and scores will not be kept throughout the season.

Rules

- Teams can play 4v4 or 5v5 depending on the number of players there. Try to keep players on the field as close to the other teams skill level as possible. If you want to add a player or take a player off to keep the game even, that's OK.
- Teams play 4 eight minute quarters
- Throw ins
 - A team takes a throw-in when the ball goes out of bounds on the side of the field. Possession of the ball transfers to the team who did not touch the ball last before it went out of bounds. One player from the team takes a throw-in.
- **NO GOALIES. Some kids will try to stand in the goal. Keep your players from standing in front of the goal and blocking it as much as possible. We want LOTS of goals.**
- One coach from each team is to be on the field during the game. Parents are not to be on the field with their children.
- Corner Kicks
 - Corner kicks are taken when the defensive team kicks the ball out of their defensive end of the field. Corner kicks are taken from the corner of the field by the opposite team.
- Goal Kicks
 - Goal kicks are taken when the offensive team kicks the ball out of their offensive end of the field. Goal kicks are taken from anywhere about 5 feet in front of the goal.
- Don't worry too much about corner kicks and goal kicks, just get the ball back in play. It's OK to just kick it back in when the ball leaves the field. Keep things moving.
- Coaches are encouraged to teach the kids throughout the games.
- All games are self-refereed by coaches.