

U6 Restarts

- **Start of game:** A kick-off with each team standing in its own half of the field starts the game. Alternate who takes the kick-off after each quarter. Teams should switch sides at the half. Have players take turns kicking off.
- **After a goal:** A kick-off restarts the game and is taken by the team that DID NOT score the goal.
- **Ball goes out over the sideline:** Blow the whistle if players don't stop play. Restart is a kick-in by the team that DID NOT kick the ball out. State loudly which team is doing the kick-in on any restart so players and parents hear, retrieve the ball and set it up.
- **Ball goes over the goal line**—if the ball is kicked out by the team whose goal it is (defending team), the restart is a kick-in (called a corner kick) from the corner closest to where the ball left the field by the **offensive** team.
- **Ball goes over the goal line**—if the ball is kicked out by the offensive team, the restart is a kick-in (called a goal kick) from the corner closest to where the ball left the field by the **defending** team.
- **Fouls**—if a player kicks, hits, pushes, holds or tackles another player OR picks up or handles the ball, blow the whistle, stop play, and set up a kick for the opposing team where the foul took place. Explain to players why play was stopped. Players should be 5 yards from the kicker (just estimate this and back the kids up if you think they're too close).

Additional Rules as listed on the U6 Group Description