

Maiden / Sherrills Ford Soccer Under 8 Playing Rules



This league is designed to instruct players on the basics of soccer. There is a zero tolerance policy for poor sportsmanship from coaches, participants, and parents. Coaches and parents are to remember that these games are for the kids – not the adults. Referee's decisions are final. ***Coaches are encouraged to have players try multiple positions so that they learn as much of the game as possible.***

Law 1

The Field of Play:

Dimensions:

The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 30 yards, maximum 45 yards

Width: minimum 20 yards, maximum 30 yards

Field Markings:

The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of five (5) yards is marked around it.

The Goal Area:

A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line five (5) yards from the inside each goalpost. These lines extend into the field of play for a distance of five (5) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area:

A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, eight (8) yards from the inside of each goalpost. These lines extend into the field of play for a distance of eight (8) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area a penalty mark is made seven (7) yards from the midpoint between the goalposts and equidistant to them.

Flag posts

Not required.

The Corner Arc

Conform to FIFA (1 yard)

Goals

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is fourteen (14) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Safety

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2

The Ball: Size three (3).

Law 3

The Number of Players, Substitutions, and Required Playing Time:

Number of Players:

A match is played by two teams, each consisting of six players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than five players. In the event a game is started with one team having fewer than six (6) players, the team with a full complement of players may choose to play them all, but this is not a requirement. In the spirit of the fair play, both teams may choose to play 5v5.

Substitutions:

- possessing team's throw-in: If the possessing team makes a substitution before their throw-in, the defensive team is allowed to make a substitution also and play will be held until the substitution is made. If the possessing team does not make a substitution, a defensive substitution will not be allowed.
- possessing team's corner kick: If the possessing team makes a substitution before their corner kick, the defensive team will be allowed to make a substitution as well and play will be held until the substitution is made.
- goal kick: If the possessing team makes a substitution before their goal kick, the defensive team will be allowed to make a substitution as well and play will be held until the substitution is made.
- foul kick: If the possessing team makes a substitution before their foul kick, the defensive team will be allowed to make a substitution as well and play will be held until the substitution is made.

Playing time:

Each player **SHALL** play a minimum of 50% of the total playing time. Teams and matches are coed.

Law 4

The Players' Equipment:

Conform to FIFA. Non uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. In other words, jerseys may not be covered by any outerwear. Players must wear shin guards at all times. Players may not play with anything that in the referee's judgment presents a safety hazard. The goal keeper must wear a distinguishing jersey or covering to designate this position.

Law 5

The Referee:

A referee is recommended. This is a teaching league. All rule infringements shall be briefly explained to the offending player.

Law 6

On-field Coaching:

This is a teaching league. A **single** coach from each team is allowed on the field of play at all times to instruct player movement. Only documented coaches are allowed on the field or the benches touch line. No spectators or coaches are allowed on the goal lines.

Law 7

The Duration of the Match:

Regular Season Games:

The match will be divided into two (2) equal halves of twenty (20) minutes each. There shall be a break between halves of five (5) minutes each. In the event that teams are tied at the end of regulation, the game ends in a draw.

Tournament Games:

If this level plays a tournament, the following tie breakers will be used:

- Quarterfinal and Semifinal Games: a penalty kick shootout (see Law 18) will determine the winner.
- Championship Game: up to two overtimes of 4 minutes each will be played. If the game is tied after the two overtime periods, a penalty kick shootout (see Law 18) will determine the winner.

Law 8

The Start and Restart of Play:

Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least five (5) yards from the ball until it is in play.

Law 9

The Ball In and Out of Play: Conform to FIFA.

Law 10

The Method of Scoring: Conform to FIFA.

Law 11

Offside:

There will be no offsides in U8, however the intent of the rule will be explained to coaches so that there is NO "cherry picking". In other words, a player of the opposite team is not allowed to stay near the goal in anticipation of a pass.

Law 12

Fouls and Misconduct:

Conform to FIFA. All fouls or misconduct will result in a direct free kick. ***Slide tackling WILL NOT be allowed.*** Slide tackling is defined as sliding to attempt to take the ball from another player. Sliding is fine when not used in this manner. The spirit of the game will be upheld. Hard physical play (ie. shoulder-to-shoulder) will be encouraged, but pushing or grabbing with hands will not be tolerated.

Law 13

Free Kicks:

Conform to FIFA with the exception that all opponents are at least five (5) yards from the ball when the kick is taken

Law 14

The Penalty Kick: Conform to FIFA

Law 15

The Throw-In:

Conform to FIFA with the exception that if an illegal throw-in occurs during the first throw-in, demonstration for proper throw-in will be explained to the player by the referee and/or coach. The same player will then attempt a second throw-in. If a second illegal throw occurs, the ball will be given to the opposite team for a throw-in. The player throwing in the ball may not touch it again until it is touched by another player.

Law 16

The Goal Kick:

Conform to FIFA with the exception that opponents remain at least five (5) yards from the ball until it is in play.

Law 17

The Corner Kick:

Conform to FIFA with the exception that opponents remain at least five (5) yards from the ball until it is in play.

Law 18

The Penalty Kick Shootout Procedure:

This procedure is for use only during tournament games where a winner must be decided.

If there is a shoot-out, both teams will meet at the center circle for instructions from the officials. Only players on the field at the end of overtime can participate in the shootout. Goalies can be shooters if they were on the field at the end of overtime. Bench players must stay on the bench. The goalie at the end of overtime must be the goalie during the shoot-out. There are no goalie substitutions.

Each coach will pick 5 players and provide their jersey numbers to the officials. The players will shoot in the order in which they were provided to the officials.

Teams will alternate shooting. Team A will shoot with Team B protecting the goal. Then Team B will shoot with Team A protecting the goal. Teams will alternate until all 5 shooters of each team have taken their turn. Once a player has shot, they must exit the field toward the touchline opposite from the bench. We will have 2 PK markers - one for U10 and one for U12.

Only the shooter and goalie are allowed near the goal. All other players and coaches must remain behind the center line or on the bench if they were not on the field at the end of overtime.

Method

- The official will place the ball on the marker.
- The official will ask if the keeper is ready. If so, the official will blow his whistle and then the shooter will shoot. The shooter must use a "fluid" motion and make only one strike. No dribbling, stopping, or stuttering is allowed. If any of these occur, then the turn is lost.
- The goalie must remain on the goal line and cannot move off of the line until the ball is struck (move forward to the shooter). The goalie may jump, wave their arms and move side to side as long as they do not come off of the line. If a goalie comes off of the line and a shot was missed, the shooter will take a re-kick.
- If at the end of 5 shooters, there is still a tie, then the coaches will then provide players 6 - 10. If a team does not have 10 players, they may use player 1, 2 etc. in their original order again to get their complement of shooters. Bench players may be used at this time. All players on the team must be used before using player 1 again.

- Starting with round six, the shootout goes to single elimination. Once a team scores and the other does not, the match is decided. For example, if in the 6th round of the shootout, Team A scores and Team B fails, Team A wins the game. There would be no rounds 7 – 10.

Law 19

Exception to Handling:

If a ball is played back to a goalkeeper from a member of their own team or from themselves (ie. a kick straight up or backwards necessitates the keeper catching the ball before going in the goal) and the goalkeeper handles the ball, this will not be considered handling.