

U-7 and U-8 Age Divisions

LAW 1 – THE FIELD OF PLAY

- A. Dimensions: The U7/U8 field is approximately fifty (50) yards long by thirty (30) yards wide. Field size may vary as allowed by USYSA.
- B. Markings:
 - 1. Distinctive lines not more than five (5) inches wide.
 - 2. Halfway lines shall be marked entire width of field.
 - 3. Center circle with a five (5) yard radius.
 - 4. Four corner arcs with a two (2) foot radius.
 - 5. Goal box extending three (3) yards either side of goal out approximately three (3) yards from end line for ball placement on goal kicks.
- C. Goals: Goals for U7/U8 games shall be twelve (12) feet wide by six (6) feet tall.

LAW 2 – THE BALL

- A. The ball used for U7/U8 games shall be a regulation soccer ball, size three (3).

LAW 3 – THE NUMBER OF PLAYERS

- A. Maximum number of players on the field at any one time is four (4) per side. Minimum number of players shall be three (3).
- B. Each player shall play a minimum of 50% of total playing time.
- C. Substitutions: May be made at any time during a stoppage of play with the following **exceptions**:
 - 1. Other team's throw-in.
 - 2. Any free kick by either team.
 - 3. Any corner kick by either team.

Referee must acknowledge all substitutions prior to player coming on the field.

LAW 4 – THE PLAYERS' EQUIPMENT

- A. Footwear shall be either tennis shoes or cleated soccer shoes (no toe cleat).
- B. Shin guards which protect the shin and the ankle are MANDATORY.
- C. Jerseys or T-shirts must be uniquely numbered for identification of players by referee.
- D. All jewelry is considered unsafe and must be removed, unless it conforms to the medical and/or religious standard established by the USSF.

LAW 5 – THE REFEREE

- A. USSF Registered referee.
- B. Referee's decision on points of fact connected with the game shall be FINAL.
- C. All rule infractions shall be briefly explained to the offending player.

LAW 6 – THE ASSISTANT REFEREES

- A. No assistant referees are used in the U7/U8 game.

LAW 7 – THE DURATION OF THE MATCH

- A. The U7/U8 game shall be divided into two equal halves of twenty (20) minutes each.
- B. There shall be a five (5) minute break between halves.

LAW 8 – THE START AND RESTART OF PLAY

- A. Opening Coin Toss: A coin toss before the game will determine the defending side and kickoff team.
 - 1. Team that wins the opening coin toss shall choose which side to attack.
 - 2. Team that loses the coin toss has opening kickoff.
- B. Kick-off:
 - 1. Ball is placed on the center spot.
 - 2. All players must be on their half of the field.
 - 3. All defending players must remain outside the center circle until the ball is kicked.
 - 4. The ball must move forward on the kickoff.
 - 5. The kicker cannot touch the ball again until another player has touched it.
 - 6. Halves are restarted on alternating kick-offs.
 - 7. For all kickoff infringements the kick is retaken. Only one retake will be allowed for a double touch.
- C. A goal may not be scored directly from a kickoff.

LAW 9 – THE BALL IN AND OUT OF PLAY

- A. The ball is out of play when it has totally crossed over the goal line or touch line, whether in the air or not, or when the referee stops play.
- B. The ball is in play at all other times including when it rebounds off a goal post, corner flag, or referee on the field of play, and remains on the field.

LAW 10 – THE METHOD OF SCORING

- A. A goal is scored whenever the ball totally crosses over the goal line between the goal posts and under the goal crossbar, provided that no infringement of the laws by an attacker has occurred prior to the ball entering the goal.

LAW 11 – OFFSIDE

- A. There is no offside in the U7/U8 game.

LAW 12 - FOULS AND MISCONDUCT

- A. The referee will briefly explain all infractions to the offending player.

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- B. Fouls and misconduct explained:
1. Deliberately Handling the Ball
 2. Kicking or attempting to kick an opponent
 3. Striking or attempting to strike an opponent
 4. Tripping an opponent
 5. Holding an opponent
 6. Jumping at an opponent
 7. Charging at an opponent dangerously
 8. Pushing an opponent
 9. Dangerous play.
 10. Impeding the progress of an opponent.
- C. Fouls and misconduct will result in the ball being turned over to the other team. Play will be restarted with an **indirect free kick** from the spot of the foul.
- D. Defending players must remain five (5) yards from the ball until it is kicked.

LAW 13 – FREE KICKS

- A. All free kicks shall be **indirect**.

LAW 14 – THE PENALTY KICK

- A. There is no penalty kick in the U7/U8 game

LAW 15 – THE THROW-IN

- A. If a ball is sent over a side touch line the team that touched it last loses possession. The other team takes a throw-in from the nearest point where the ball went out of bounds.
- B. The player taking the throw-in must throw the ball from behind and over his head with both hands, and with both feet touching the ground, positioned on or behind the touch line.
- C. If there is an infringement with the throw-in, one re-throw is awarded by the referee.

LAW 16 – THE GOAL KICK

- A. When the attacking team kicks the ball over the goal line and outside the goal posts, the ball is turned over to the other team for a goal kick.
- B. A goal kick may be taken anywhere along the goal kick line or behind the line.
- C. All defending players must remain five (5) yards from the ball until it is kicked.
- D. The kicker may not touch the ball again until it has been touched by another player.
- E. A goal may not be scored directly from a goal kick.

LAW 17 – THE CORNER KICK

- A. If the defending team kicks the ball over their goal line, outside of the goal posts, the attacking team receives a corner kick from the nearest corner where the ball went over the goal line.

- B. The ball must be placed on or within the corner arc.
- C. The kicker may not touch the ball again until it has been touched by another player.
- D. Defending players must remain five (5) yards from the ball until it is kicked.
- E. A goal may not be scored directly from a corner kick.

ADDITIONAL SLSC LAWS OF THE GAME

LAW 18 – INJURIES

- A. A coach may come on the field for an injury only AFTER the referee summons him/her.
- B. An injured player may be substituted for.
- C. A drop ball will be used to resume play if the injury was not the result of a foul. The referee shall drop the ball between two opposing players who will vie for the ball. The ball must hit the ground before either player kicks it.
- D. The referee may allow play to continue if he deems the injury to be not serious. Play will continue until a normal stoppage in play or until the referee blows his whistle.

LAW 19 – COACHES

- A. Coaches and assistant coaches must remain within the coaches' box at all times. The coaches' box (even if not physically marked) is two yards off the touch line, 3 yards deep, and extends five yards either side of the mid-field line.
- B. A maximum of two coaches may be in the coaches' box.
- C. Coaches are not allowed on the field unless summoned by the referee.
- D. Coaches shall not talk to the referee during the course of play. The coach may only talk to the referee before the game, during half time breaks and after the game.
- E. Absolutely no abusive, vulgar, flagrant, or threatening speech will be allowed toward the referee. Refer to SLSC Bylaws for definitions of referee abuse.
- F. Coaches are responsible for the behavior of their parents and spectators.

LAW 20 – PARENTS

- A. All parents and spectators shall remain behind the spectators' line during the game. The spectators' line (even if not physically marked) is half the distance between fields or five (5) yards, whichever is less.
- B. Parents and spectators are not allowed to coach players from the sidelines, and are not allowed to stand behind goals or the goal lines.
- C. Parents are not allowed on the field at any time during the game.
- D. Parents are not allowed to talk to the referee.

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- E. Negative flagrant yelling or screaming by a parent or spectator toward players, other parents and spectators, and the referee is not allowed.
- F. Any violation of these rules by a parent or spectator may result in the violator being ejected from the vicinity of the field before play resumes.
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