

Madison Area Youth Soccer Association
U7 & U8 LEAGUE RULES 2007-2008

LAW I: THE FIELD

A. Dimensions

Each field of play should be rectangular, with a length of approximately 30 yards and a width of approximately 20 yards. Total space utilized should be approximately 50 yards by 30 yards. Use cones or discs to mark the perimeter. For games both home and visiting team's cones will be used to mark the field. Painted lines are optional for these leagues.

B. Goals

Two (2) cones or flags placed 6 ft apart on the goal line.

LAW II: THE BALL

A size 3 soccer ball should be used for games.

LAW III: NUMBER OF PLAYERS

- a. Maximum number of players on the field is 4.
- b. Minimum number of players on the field is 3.
- c. Maximum number of players on the roster is 12.
- d. Playing Time: Every player, except for disciplinary reasons, shall play a minimum of 50% of the total playing time.
- e. Substitutions may be made at any time and may be made "on the fly."

LAW IV: PLAYERS EQUIPMENT

- a. Footwear: Tennis shoes or cleated **soccer** shoes.
- b. Shin-guards are MANDATORY!

LAW V: REFEREE

U8 Games may be officiated by youth referees, coaches or parent volunteers. If a youth referee is to be used it is the home coach's responsibility to hire and pay the official the \$10.00 fee. Players should receive a brief explanation if they have committed a rule infraction.

LAW VI: ASSISTANT REFEREE'S

Use parents on the sidelines to identify balls that have gone out of bounds.

LAW VII: DURATION OF GAME

- a. The game shall be divided into (4) equal quarters.
 1. U7 shall play 10 minute quarters
 2. U8 shall play 12 minute quarters
- b. There shall be a (2) minute break between the 1st and 2nd quarters. A (5) minute break between the 2nd and 3rd quarters and another (2) minute break between the 3rd and 4th.
- c. The multi-game concept shall be used (see page 4 for details).

LAW VIII: THE START OF PLAY

- a. Home coach (Referee if present) calls both teams to the center circle for an equipment check. All players must have shin-guards in order to participate. After the equipment check is completed, the visiting coach (Referee if present) calls the team captains for the coin toss. Visiting captain calls the toss. Winner of the coin toss has choice of which goal they would like to defend first. Loser of the toss performs the 1st quarter kick off. Kick off is alternated between teams each quarter.
- b. Opponents must be (5) yards away from the ball while the kick off is in progress. The ball must be kicked into the opponents half of the field. Initial kicker must not kick the ball a second time until it touches another player.

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LAW IX: BALL IN AND OUT OF PLAY

The ball is in play until it entirely crosses the touchline or goal line or until the coach/referee stops the play by blowing the whistle.

LAW X: METHOD OF SCORING

Ball must cross the goal line entirely while on the ground or in the air and must travel between the goal posts and under 4 feet high.

LAW XI: OFF SIDE

The off-side rule does not apply.

LAW XII: FOULS AND MISCONDUCTS

Tripping, pushing, intentional kicking and handballs are all offenses that should be whistled and awarded an indirect kick to the non-offending team.

LAW XIII: FREE KICKS

- a. **All** free kicks should be restarted as **indirect** kicks.
- b. A goal may not be scored from an indirect kick until the ball has been played or touched by a second player of either team.
- c. No Free kicks shall be taken by the attacking team within the 10 yds of the opposing team's goal.

LAW XIV: CORNER KICKS

- a. A corner kick restarts the game after the ball entirely crosses the goal line (outside of the goal posts) having last been touched by a defensive player.
- b. Corner kicks may be taken from any point by the corner cone.
- c. Opponents must be five yards from the ball.

LAW XV: PENALTY KICKS

No penalty kicks are to be awarded during these games. An indirect kick may be awarded for infractions committed close to the defending team's goal.

LAW XVI: THROW-IN

- a. Throw-in restarts the game after the ball entirely crosses the touchline.
- b. A second throw-in will be allowed if the player commits a foul on initial attempt. The referee shall explain the proper method before allowing player to re-throw.

LAW XVII: GOAL KICK

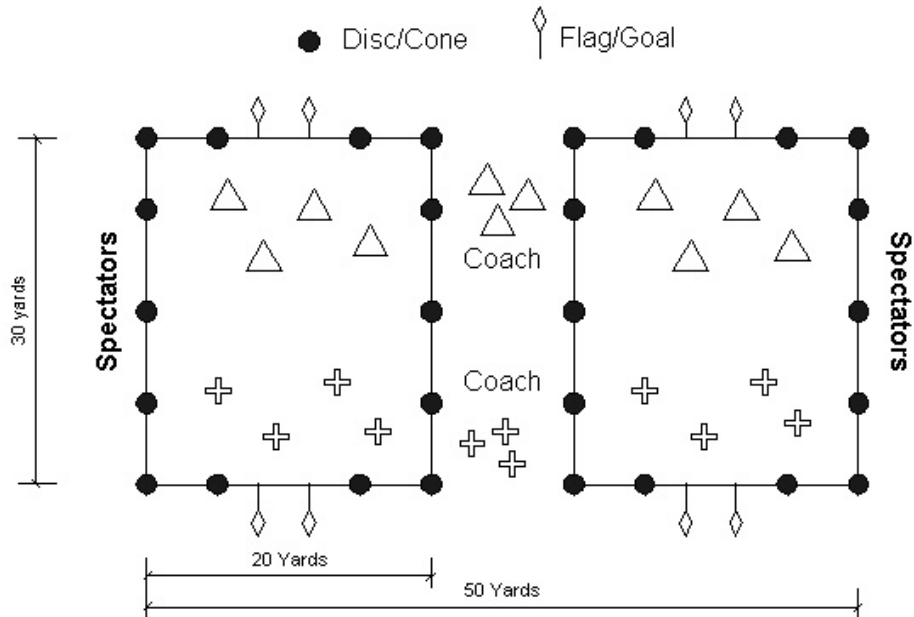
- a. Goal kick restarts the game after the ball entirely crosses the goal line (outside of the goal posts) and is last touched by an offensive player.
- b. Goal kick may be taken from any point near the goal.
- c. Opponents must be five (5) yards away from the ball.

MAYSA Adaptations & Guidelines

1. Opposing players and coaches should shake hands after each game.
2. Players are not permitted to wear any jewelry or hard metal objects on their persons. No Casts of any kind are permitted.
3. Coaches/parents *should* provide participation awards to every player.
4. Parents, coaches and spectators should not be closer than 2 yards to the touchline while watching a game.
5. Both teams should be located on one side of the field and parents/spectators on the other.
6. In case of same color conflict the home team must change their jersey color. (example: wear white t-shirts)
7. Remember - the game is for the kids, LET THEM PLAY!

Multi-game Concept Explained

**U7- U8 Multi-Game
Field Layout and Dimensions**



1. Two games will be played side by side as indicated above.
2. At half-time, the home team's (team \triangle in this example) will change fields, effectively resulting in two mini-games. If coaches desire, the switching of fields can occur at the end of each quarter to minimize any single player from dominating play for too long a period of time.