



# SYSA Soccer Rules for 2009 Fall League

## I. Objectives of Soccer for U-8:

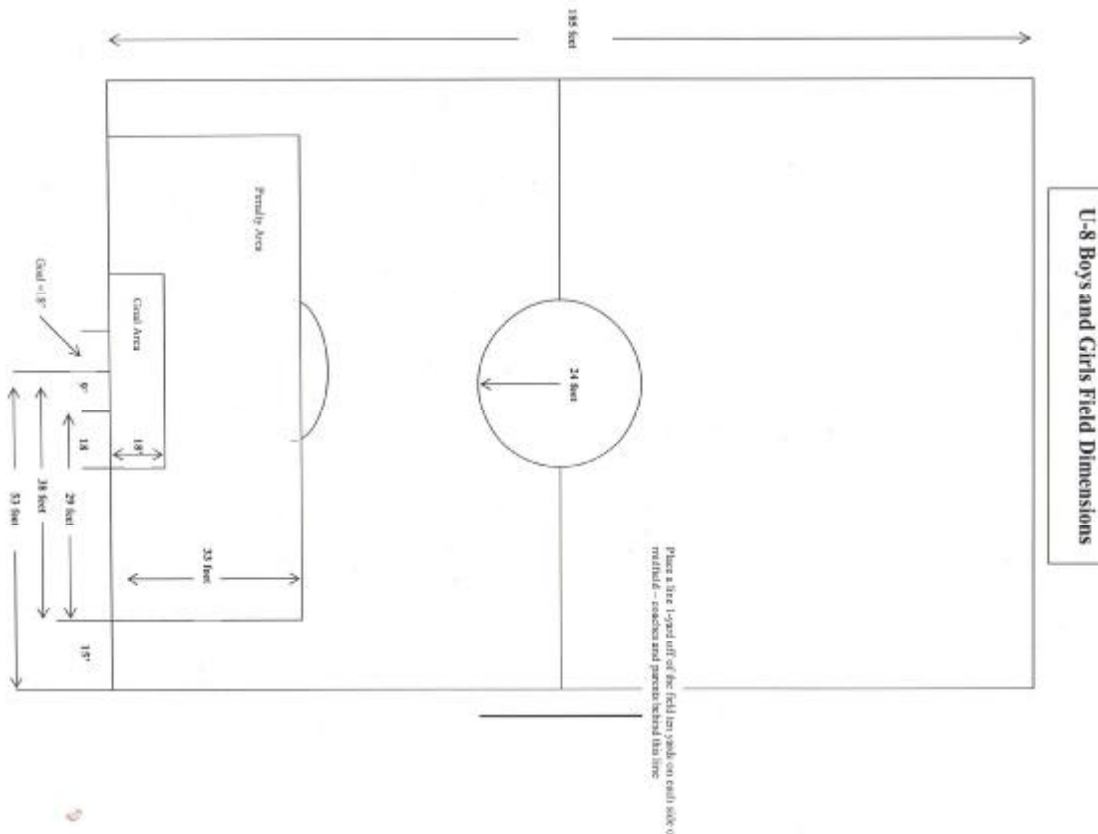
1. Every player must be given the opportunity to make frequent contact with the ball
2. Provide a playing environment which teaches and develops the fundamental soccer skills
3. Present a game that provides a simple understanding of the basic tactical configuration of soccer
4. Encourage decision making in the players
5. Make SOCCER FUN FOR EVERYONE!
6. Unless a change is stated, FIFA rules apply

## II. Soccer Rules and Regulations:

### 1. Length of the Game

The game consists of two 20 minute halves, with a three to five minute break between the halves. Each team has the field for 1 hour.

### 2. Field Size



### **3. Ball Size**

A size #3 ball is used for these games.

### **4. Players**

A game is played with 7 players, including the goalkeeper, on the field. Each player must play at least 50% of each game and each player must receive playing time in each half. One player cannot be goalkeeper for more than half the game. The minimum number of players allowed on the field for a game to start or continue is 4. The maximum roster size is twice the number of players allowed on the field.

### **5. Ball Out of Play Over The Touch Line**

When the ball goes out of bounds on the sidelines then a throw-in will take place.

Coach/Referee is encouraged to show how to restart play correctly. Player may retake the throw in until correct.

### **6. Direct Free Kicks**

There are no Direct Free Kicks. All fouls are "Indirect Free Kick".

### **7. Indirect Free Kicks**

On an indirect free kick, the opposition must be 6 yards away from the ball and the ball must be touched by a second player (from either team) before:

- a. The player taking the free kick can touch the ball again
- b. A goal can be scored.

### **8. Penalty Kick**

No penalty kicks are to be taken during the games.

### **9. Slide Tackles**

Slide tackles are not allowed.

### **10. SYSA Sportsmanship/Score Differential Policy**

This policy does not apply to this Age Group, however, coaches are encouraged to control a high scoring game. Please read the Player Development Policy for ideas on what to do and what not to do when controlling a high scoring game. A coach should not prevent players from scoring.

### **11. Substitutions**

The number of substitutes shall be unlimited. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee. Substitutions are done during the following times:

- a. Prior to a throw-in, in your favor.
- b. Prior to a goal kick, by either team.
- c. After a goal, by either team.
- d. After an injury, when the referee stops play, by either team.
- e. At half time.
- f. When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game.

### **12. Goalie Substitution**

Most times the Goalie is substituted at Half-Time, however, the Goalie can be substituted at any time during normal play. Before substituting the Goalie the Referee must be advised. No player can play as Goalie for more than half a game.

### **13. Examples of Fouls to Focus on**

- a. No deliberate hand balls – Note at this age there are a lot of non-deliberate hand balls. Only call Hand Ball if the player made a purposeful attempt to either catch the ball or knock it away with one or both hands.
- b. No pushing another player using your hands or arms.
- c. Shoulder charges are legal providing they are equally contested.

#### **14. Off-sides**

There are no off sides, however, coaches should not "camp" a forward in front of the opponent's goal. Such action would offend the spirit of this rule change.

#### **15. Referees**

An Official referee is used during a game. The referee is encouraged to explain infractions to the offending player. The decision of the referee on points of fact connected with the game shall be final.

#### **16. Player Passes**

The referee shall collect all player passes prior to the start of the game. No player will be allowed to play the game with out a player pass. The referee shall verify the identity of the player with his/her player pass prior to starting the game.

### **III. Basic Skills of Soccer**

At this level of play you should focus on the following skills:

1. Ball Control
2. Dribbling
3. Passing
4. Shooting
5. Throw-ins

### **IV. Tactical Team training Ideas**

At this level you should be training the players how to:

1. Throw-ins (page 6 of manual)
2. Start of game: show how to kick forward to a teammate
3. Be sure to "balance" your team in each quarter
4. Teach which direction your players need to go: "practice it"
5. At your practices, try to utilize your "balanced" 2 teams (4v4) to run your practice games so that your players get use to playing together under a game condition.
6. Teach players how to defend corner kicks.
7. Teach players how to kick a corner kick
8. Teach goalie and defender how to kick "goal kicks"

Any questions contact:

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