



Arlington Soccer Association
PLAYING RULES

UNDER 8
AGE GROUP

Beginning Fall 2008
Updated for Fall 2011



ASA PLAYING RULES

UNDER 8 AGE GROUP

The following rules of play and additional instructions will apply to all games and scrimmages for the Arlington Soccer Association's (ASA) Recreational Soccer League. The Laws of the Game as authorized by the International Federation of Association Football (F.I.F.A.) and the United States Soccer Federation (U.S.S.F.) shall apply in all cases except as follows:

LAW 1 FIELD OF PLAY

- The field of play is rectangular, its length being no more than 40 yards or less than 30 yards and its width not more than 35 yards or less than 20 yards. The length in all cases shall exceed the width.
- Goals are set in place at the center of each end line. Goals are four (4) yards wide.
- Goal area lines are one (1) yard to the right and left of the goal posts and extend three (3) yards out from the goals.

LAW 2 THE BALL (Size 3)

- The under 8 age group uses a Size 3 ball.

LAW 3 NUMBER OF PLAYERS

- The maximum number of players on the field at one time for each team is four (4) - unless the runaway game rule is in effect (*see Runaway Game Rule in next section*).
- There is no goalkeeper in 4v4 competition.
- Substitutions are allowed at any stoppage of play by the referee. The player going out must be completely off the field before a new player can enter.

LAW 4 PLAYERS' EQUIPMENT

- Shin guards are mandatory for all players. Shinguards must be covered by the sock; or be built into the sock.
- Players of teams participating in Association competition are required to wear the matching shirt of the Club the team represents. Individual team colors are not acceptable.
- Proper soccer shoes in conformity with the official lawful standard are the only acceptable soccer shoes. Sneakers may be worn, but no hard-soled street shoes are permitted.
- The "home team" according to the schedule must change its uniform colors if they conflict with the "away team" colors.

LAW 5 REFEREES

- All games are officiated by a single referee, assigned by the ASA.
- If the assigned referee fails to appear within ten minutes after scheduled game time, the teams may appoint a substitute referee by mutual agreement. Such appointment of a substitute referee shall be binding for the game. Should the assigned referee appear after a substitute has been assigned, the teams may allow the referee to officiate the game.
- All Association coaches, players and adult spectators must recognize the referee as the sole authority over the game. As specified under the F.I.F.A. Laws, maintaining respect for the game

leader is of vital importance to successful youth soccer. Behavior which falls below this standard of respect and interferes with the game leader's ability to officiate will not be tolerated. Any incidents will be subject to Association Board review and discipline.

LAW 6 ASSISTANT REFEREES

- There are no assistant referees.

LAW 7 DURATION OF GAME

- Four ten minute quarters with a three minute break between quarters and a five minute break at half time.

LAW 8 THE START OF PLAY

- The game begins with the ball being played from the approximate center spot by the team winning the coin toss. Opposing players must be at least six (6) yards away. The kick is indirect. The ball may be kicked in any direction.

RESTARTS

- Opponents must be six (6) yards away from the ball on all restarts. All restarts are indirect. (The ball must be touched by another player before a goal can be scored.) The player taking a kick cannot touch the ball again until another player has played it. Restarts after a goal are taken from the center, same as the start of play.

LAW 9 BALL IN AND OUT OF PLAY

- The ball is out of play when it has completely crossed over the sideline or end line; or when the game has been stopped by the referee.
- A ball going out of play over the side is restarted by a throw-in by the team not playing the ball out of bounds.
- A ball going out of play over the end line is played in either by a goal kick or a corner kick.

LAW 10 METHOD OF SCORING

- The ball must pass completely across goal line between the goal posts and under the crossbar (or the height of the goal posts).
- Players may score a goal from anywhere on the field.
- All free kicks are indirect. (the ball must be touched by another player before a goal can be scored).

LAW 11 OFFSIDE

- There is no offside in the under 8 age group.

LAW 12 FOULS AND MISCONDUCT

- All fouls result in awarding an indirect free kick for the team that was fouled.

LAW 13 FREE KICKS

- All free kicks shall be indirect (the ball must be touched by another player before a goal can be scored).
- The player taking a kick cannot touch the ball again until another player has touched it.

LAW 14 THE PENALTY KICK

- There are no penalty kicks in the under 8 age group.

LAW 15 THE THROW IN

- A ball going out of play over the side is restarted by a throw-in by the team not playing the ball out of bounds. *Referees are instructed to allow minor infractions of the throw-in rules, to provide instruction to the players and/or to allow players to re-take a throw-in.*
- A goal may not be scored directly from a throw-in.

LAW 16 THE GOAL KICK

- The defending team takes a goal kick when the attacking team touched the ball last before it went over the end line. The ball may be kicked from anywhere inside the goal area. Attacking players must be at least six yards away from the ball and outside the goal area.
- All goal kicks are indirect.

LAW 17 THE CORNER KICK

- The attacking team takes corner kicks when the defending team touched the ball last before it went over the end line. Corner kicks are taken from either corner of the field, one (1) yard from the spot where the end line and sideline meet.
- All corner kicks are indirect.

ADDITIONAL INSTRUCTIONS & ASA PHILOSOPHIES *UNDER 8 AGE GROUP*

TEAM ROSTER SIZE

- In the under 8 age group, the ASA recommends that teams are formed with 8 players. With four (4) players on the field, that would provide four (4) substitutes.

RUNAWAY GAMES

- When a team is losing a game by four (4) goals, it may add one (1) additional player, creating 5 v 4.
- When a team is losing a game by five (5) goals, it may add another additional player, creating 6 v 4.
- The maximum player advantage is two (2) players.
- The process is constantly adjusted depending on the score of the game.

SPECTATORS

- The ASA recommends that each team, and their spectators, be separate from each other and respect the other team's area. The team area is defined as:
 - on opposite sides of the field, within 8 yards of the midfield line; or
 - on the same side of the field, but on opposing sides of the midfield line, and under no circumstances extending from midfield past the penalty area.
- All instructions from team coaches must be done from inside the team's area.

SCORE REPORTING

- Teams in the u8 age group are asked to report scores in both the fall and spring seasons. These score will not be published and division standings will not be kept. Reported scores will only be used to better group teams for the following season.
- Team coaches will be asked to report score using established procedures of the ASA Recreational League. These procedures will be communicated prior to each season.

PROFANITY

- Under no circumstances will any coach use profanity or physically or psychologically abuse any other person.

GOOD OF SOCCER

- Opposing parent/coaches and players should shake hands after each game.
- For the purpose of fostering the good of soccer and of providing full participation for all Arlington Soccer Association players, any player who regularly attends their practice sessions shall play in every scheduled game. The spirit of this rule is that each player should play a substantial amount of each game that they attend.

AREA CLEAN UP

- All teams shall be responsible for maintaining field areas in a clean and neat appearance, disposing of all trash prior to leaving the field.

