



## **AYSO U8 Division for Region 206**

### **“Whistle for the Kids”**



**The Goals:** The goals in U-8 games are 6 feet high and 12 feet wide.

**Ball:** Size #3

**Teams:** 6 v 6. Maximum number of players on a team is eight. Substitutions only at quarters and halftime unless of injury. Each player must play at least three quarters of a game.

**Equipment:** Soccer shoes (soft cleats) or tennis shoes. Shin guards are mandatory at all practices and games and must be covered entirely by socks. No jewelry (including earrings, necklaces, beads in hair, or other body piercing), watches, etc.

**Duration of Game:** Two twenty minute halves, each half divided into a quarter at approximately the halfway point (ten minutes) for about two minutes. The clock continues to run at the quarter breaks. Call quarters on a natural break in play, ie: (out of bounds, corner kicks, goal kick or score) if possible. A halftime break of 5 minutes is given at the end of the first twenty minutes. The clock starts over again at the beginning of the second half for twenty minutes. If an injury occurs the clock continues to run.

**Kick-off:** A kick off is taken in the center of the field, with the defending team outside the center circle and on their half of the field. Opponents must be at least 6 yards from the ball during the kick-off (outside of center circle). Start each quarter with a kick off (teams take turns kicking off). A person may score a goal off a kick off.

**Throw-in:** A proper throw in is with both feet on the ground and the ball going over the persons head with both hands on the ball. The throw in is to be taken from the point where the ball went out of play on the touch line. Following brief corrective instructions, a second attempt should be permitted if the first attempt was improperly done. If the second attempt is still done improperly, throw in goes to other team. Proper technique can be reinforced later by the coach. Keep the game moving and minimize interruptions.

**Goal Kick:** A goal kick is awarded the opposing team when the attacking team is last to touch the ball before it crosses the goal line but not scoring a goal. The goal kick may be taken from any point inside the goal area. The opposing team must be behind the goal area line, if provided. If there is no line, the opposing team must be at least 6 yards from the ball when the goal kick is taken. Members of the defending team may stand within the goal area.

**Corner Kick:** A corner kick is awarded to the opposing team when the defending team is last to touch the ball before it crosses the goal line but not scoring a goal. The corner kick may be taken from any point inside the corner arc. The opposing team must be at least 6 yards from the ball when the corner kick is taken.

**Drop Ball:** When play is stopped by the referee for an unusual but neutral reason such as an injury, a dog on the field or a stray ball from a nearby game, play is restarted by the referee dropping the ball. The referee drops the ball where it was when play was stopped, unless it is in the goal area. In this latter case, the referee drops the ball at the nearest point on the goal area line that is parallel to the goal line. The ball is dropped from the height of a player's waist and is in play when it hits the ground. If a player kicks the ball before it hits the ground, it is dropped again because play has not been restarted properly. Young children may have to be asked to step back one *giant* step so the ball may be dropped correctly.

**Misconduct:** Misconduct should be rare in the games. There is no need for the public cautioning and sending off of young players (leave your red and yellow cards home). Officials should work cooperatively with the coach when a player may need a “time out”.

**Fouls:** The following, if deliberately done, are the fouls most likely to occur in the games: kicking, tripping, pushing, holding, handling the ball and dangerous play. Do not stop play for trifling violations. It's a player's game so keep the fun going and let them play. If you need to stop play because of a foul, the restart is a free kick by the opposing team.

**Free Kicks:** All free kicks are direct free kicks. Opponents must be at least 6 yards away from the ball or on the goal line between the goal posts during free kicks. Free kicks awarded to the attacking team inside the defending team's goal area are to be taken from the nearest point on the goal area line parallel to the goal line.

**Other Info:** *NO indirect free kicks, NO offside, NO penalty kicks. All free kicks are direct free kicks.*

~There will be NO goalkeepers.

~If one team is short players, the opposing team may loan that team some players so that the game can be played.

~A coin toss determines which team starts the game, with the winner of the toss selecting which side of the field to attack and the loser kicking off in the first half and the winning team of the toss is to kick off the start the second half.

~Game is to start with a kick-off. See the kick-off section.

~If a goal is scored the restart is a kick-off. See the kick-off section.

~Scores will not be kept and there are no team's standings.

~Teams change direction, directions they attack or sides of the field, at the start of the second half.

~Ball is out of play only when the entire ball has passed completely beyond the boundary line; i.e. a ball that has any portion on the line is in play and the game continues. This applies to touch lines, goal lines, and goals.

~If an Injury occurs during the game, play is stopped but the clock still is going, all other players must take a knee, and the coach is called to take care of the player. The Restart of play is a drop ball. See the drop ball section.

**Officials:** The Official should briefly explain any infringements to the player(s) and encourage proper play and sporting behavior. As with all games, every effort should be made to keep the game moving and free from stoppages for doubtful infractions. Let them play and enjoy.

Dimensions may not be exact but, does give you an idea of what it should be about.

