

MICRO SOCCER PROGRAM

General Information for U7 and U8

PLAYER'S EQUIPMENT

Shin guards are mandatory for both practices and games and must be worn under the socks.

LEAGUES

Leagues will be formed no later than August 1. There will be at least a ten (10) game schedule. (This does not necessarily mean that there will be 10 games. There may be a "bye" in the schedule in the case of uneven team numbers.) Games will start the week following jamboree and continue for five (5) weeks, playing 2 games per week. U7s play Tuesday/Thursday; U8s play Monday/Wednesday. (A club may need to modify game nights due to an excessive number of teams and field availability.)

GAMES

1. Other than as referees, COACHES WILL NOT BE ALLOWED ON THE FIELD OF PLAY DURING GAMES. Coaching, while on the field as a referee, will not be allowed.
2. PARENTS OR COACHES WILL NOT BE ALLOWED TO STAND BETWEEN THE 6 YARD LINE AND THE END LINE DURING THE GAME NOR WILL THEY BE ALLOWED TO STAND BEHIND THE GOAL.
3. Games will not be rescheduled or canceled due to rain, hail, snow or other inclement weather. In the event of a lightning storm or flooding, games may be rescheduled by the Area Rep after being notified by both coaches involved that such weather did not permit the scheduled game to be played.

FIELDS

1. Games will be scheduled on fields specifically selected for micro soccer. Equipment will be provided to each coach to allow the field to be set up just prior to each game.

Dimensions:	Length	35 yards
	Width	25 yards
	Goalkeeping zone	6 yards from end line; total width of field
	Goal Size	4.5 to 5 feet X 6 feet wide

2. Practice fields may or may not be assigned for micro teams. The coaches will be provided with sufficient equipment to allow use of any grassy area. Large, flat backyards may even be used due to the small size teams and lack of field space.

DANGEROUS ITEMS OF APPAREL: No player shall be allowed to practice or play in competition that has any cast, jewelry (including pierced earrings), clothing with pockets or belt loops or any other items that could be a danger to themselves or others.

FOR THE GOOD OF THE GAME

Why Are We Here? This program was designed to give players maximum touches on the ball. We are here to teach these players (AND THEIR PARENTS) the basic rules of the game together with good sportsmanship and proper player (and spectator) conduct. Most of all (but within the realm of "teaching") we are here to have FUN. Please remember that soccer is still a game.

RULES OF PLAY FOR U7

The rules of play are governed by FIFA laws and modified in accordance with those adopted by SnVYSA for use in the 2002/2003 season. The exceptions to the FIFA laws are as follows:

I - THE FIELD OF PLAY

Size of Field: Games will be played on a field approximately 35 yards long by 25 yards wide. The size of the goal will be six (6) feet wide and 4.5 to 5 feet X 6 feet wide. (See Field Layout)

II - THE BALL

Size of Ball: The ball will be a size #4 for Under 7 play.

III - NUMBER OF PLAYERS

Team Size: The maximum number of players on the field from each team shall be three (3). Maximum roster size is six (6) players.

Substitutions: Frequent substitutions are recommended and should be accomplished by rotating players in and out during any dead ball, regardless of possession. All players will have equal playing time.

Use of Goalkeepers: There will be no designated goalkeeper. No one will be allowed to intentionally touch the ball with their hands except for throw-ins.

IV - PLAYERS' EQUIPMENT

All players on the team will wear the same color jersey which will be provided by SnVYSA. Players should also have matching shorts and socks.

V – REFEREE

Home team will provide a referee. This can be a coach, a parent, or an older brother or sister soccer player.

VI – ASSISTANT REFEREES

None.

VII - DURATION OF THE GAME

The game will be divided into two periods, each lasting eighteen (18) minutes. There will be a five (5) minute break at half-time.

VIII - THE START/RESTART OF PLAY

To start the game the ball will be placed in the middle of the field and the team chosen by the toss of a coin will take the kick-off. The other team must stand back at least six (6) yards. The ball must move forward to be considered "in play". The same method will be used to restart the game after a goal is scored. The team not taking the initial kick-off at the start of play will take the kick-off to start the second half.

IX – BALL IN AND OUT OF PLAY

The ball is out of play when it has wholly crossed the goal line or touch line (whether on the ground or in the air) and when the referee has stopped play. The ball is in play at all other times.

X - METHOD OF SCORING

Goals cannot be scored directly from a goal kick, throw-in, free kick or kickoff. In addition, slide-tackling is not allowed and no goal will be counted that is made by a player on the ground. (Players must stay on their feet at all times when striking the ball.) “Own” goals count.

XI - OFFSIDE

"Offside" shall not be penalized. However, the referee shall warn the coach and may award a free kick to the other team if a persistent infraction occurs. Emphasis should be placed on education of the coach on the intent of the law.

XII - FOULS AND MISCONDUCT

Slide Tackles: Slide tackles are NOT allowed. Players must stay on their feet at all times when striking the ball.

XIII – FREE KICK

Infractions: Any infractions/fouls will result in an indirect free kick. Any indirect free kick means that a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal. The defending team must be at least six (6) feet from the ball on any free kick awarded to the other team.

XIV - PENALTY KICKS

Penalty kicks will not be awarded in U-7. Any infraction committed within the six yard area will result in an indirect free kick. Any foul or infraction by the attacking or defending team inside the six (6) yard line will be moved to the nearest point on the six (6) yard line. Both teams are allowed to be in the six (6) yard area during the free kick. However the defenders must be at least six (6) feet from the ball.

XV - THROW-IN

If necessary, one (or more) re-throws will be allowed after a foul throw. Emphasis will be placed on learning how to properly throw in the ball.

XVI – GOAL KICK

Goal kicks will be taken from any point on the six (6) yard line. As with a free kick, the defending players must be at least six (6) feet from the ball.

XVII – CORNER KICK

If a defending player is the last to touch the ball prior to the ball going over the end line, the other team will be awarded a corner kick.

RULES OF PLAY FOR U8

The rules of play are governed by FIFA laws and modified in accordance with those adopted by SnVYSA for use in the 2002/2003 season. The exceptions to the FIFA laws are as follows:

I - THE FIELD OF PLAY

Size of Field: Games will be played on a field approximately 35 yards long by 25 yards wide. The size of the goal will be six (6) feet wide and 4.5 to 5 feet X 6 feet wide. (See Field Layout)

II - THE BALL

Size of Ball: The ball will be a size #4 for Under 8 play.

III - NUMBER OF PLAYERS

Team Size: The maximum number of players on the field from each team shall be four (4). Maximum roster size is eight (8).

Substitutions: Frequent substitutions are recommended and should be accomplished by rotating players in and out during any dead ball, regardless of possession. Every player shall be allowed equal playing time.

IV - PLAYERS' EQUIPMENT

All players on a team will wear the same jersey with the exception of the goalkeeper who will wear a shirt, jersey or other vest-type covering of contrasting color to both teams. Players should also have matching shorts and socks.

V – REFEREE

Home team will provide a referee. This can be a coach, a parent, or an older brother or sister soccer player.

VI – ASSISTANT REFEREES

None.

VII - DURATION OF THE GAME

The game will be divided into two periods, each lasting twenty-two (22) minutes. There will be a five (5) minute break at half-time.

VIII - THE START/RESTART OF PLAY

To start the game the ball will be placed in the middle of the field and the team chosen by the toss of a coin will take the kick-off. The other team must stand back at least six (6) yards. The ball must move forward to be considered "in play". The same method will be used to restart the game after a goal is scored. The team not taking the initial kick-off at the start of play will take the kick-off to start the second half.

IX – BALL IN AND OUT OF PLAY

The ball is out of play when it has wholly crossed the goal line or touch line (whether on the ground or in the air) and when the referee has stopped play. The ball is in play at all other times.

X - METHOD OF SCORING

Goals cannot be scored directly from a goal kick, throw-in, free kick or kickoff. In addition, slide-tackling is not allowed and no goal will be counted that is made by a player on the ground. (Players must stay on their feet at all times when striking the ball.) "Own" goals count.

XI - OFFSIDE

"Offside" shall not be penalized. However, the referee shall warn the coach and may award a free kick to the other team if a persistent infraction occurs. Emphasis should be placed on education of the coach on the intent of the law.

XII - FOULS AND MISCONDUCT

Slide Tackles: Slide tackles are NOT allowed. Players must stay on their feet at all times when striking the ball.

Protection of Goalkeepers: Every effort shall be made by the referee to prevent injuries to the goalkeeper. One hand on the ball will result in the goalkeeper being ruled in possession of the ball and the opposing team must "fall back" at that time.

XIII – FREE KICK

Infractions: Any infractions/fouls will result in an indirect free kick. Any indirect free kick means that a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal. The defending team must be at least six (6) feet from the ball on any free kick awarded to the other team.

XIV - PENALTY KICKS

Penalty kicks will not be awarded in U-8. Any infraction committed within the six yard area will result in an indirect free kick. Any foul or infraction by the attacking or defending team inside the six (6) yard line will be moved to the nearest point on the six (6) yard line. Both teams are allowed to be in the six (6) yard area during the free kick. However the defenders must be at least six (6) feet from the ball.

XV - THROW-IN

If necessary, one (or more) re-throws will be allowed after a foul-throw. Emphasis will be placed on learning how to properly throw in the ball.

XVI – GOAL KICK

Goal kicks will be taken from any point on the six (6) yard line. As with a free kick, the defending players must be at least six (6) feet from the ball.

XVII – CORNER KICK

If a defending player is the last to touch the ball prior to the ball going over the end line, the other team will be awarded a corner kick.