



SSC RECREATIONAL YOUTH SOCCER U8 RULES AND POLICIES

Player Format:

4V4

Duration of Match:

U8 and younger: Four 10-minute quarters with a 5-minute break between each quarter.

Ball Size:

Size three (3)

Player's Equipment:

Footwear: Soft-cleated soccer shoes.

Shin guards: MANDATORY AND WORN UNDER SOCKS

Number of Players:

The maximum number of players on the field per team at any one time is four (4).

There are no goalkeepers.

The minimum number of players to start the match is three (3).

Maximum number of players on the roster should not exceed eight (8).

Game Play:

Start of Play:

A. Conforms to FIFA Laws of the Game, with the following exceptions:

1. Opponents must be three (3) yards from the center mark while kick-offs are in progress (outside the center circle).
2. A goal may not be scored directly from the kick-off.

Ball In and Out of Play:

A. Conforms to FIFA Laws of the Game

Method of Scoring:

A. Conforms to FIFA Laws of the Game

Offside:

A. There shall be no offside.

Fouls and Misconduct:

A. Conforms to FIFA Laws of the Game with the following exceptions:

1. All fouls and misconduct will result in an indirect kick with the opponent five (5) yards away.
2. All infractions must be explained to the offending player.

Free Kicks

- A. Conforms to FIFA Laws of the Game with the following exceptions:
 - 1. All free kicks shall be indirect.
 - 2. A goal may not be scored until the ball has been played or touched by a second player of either team.
 - 3. No kicks are to be taken by the attacking team within the defending team's goal area.
 - 4. Opponents must be five (5) yards away before the kick is allowed.

Penalty Kicks

- A. No penalty kicks shall be taken during these games.

Throw In

A. The player selected to throw must keep both feet on the ground while the ball is being thrown. Further, a portion of both feet must be on or behind the line as the ball is being thrown. If there is a foul throw-in, the referee must explain the proper method to the player and call a re-throw. If the second attempt also results in an infraction, the opposing team shall be awarded the throw-in at the same spot on the field.

Goal Kick

- A. Conforms to FIFA Laws of the Game with the following exceptions:
 - 1. Goal kicks are taken anywhere within the goal area.
 - 2. Opponents must drop to the build out line also known as the Halfway Line which promotes playing the ball out of the back in a less pressured setting. When the defender is taking a goal kick the opposing team must move behind the halfway line until the ball is put into play. Once the opposing team is behind the build out line, the defender can kick / pass the ball to put it into play. After the ball is put into play by the defender the opposing team can cross the half line and play resumes as normal.
 - 3. Ideally, the defender will wait to put the ball into play once all opponents are past the build out line; however, the defender can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
 - 4. A goal may not be scored directly from a goal kick.

Corner Kick

- A. Conforms to FIFA Laws of the Game with the following exceptions:
 - 1. Opponents must be five (5) yards away from the ball.

Sweeper-Keepers:

In our 4v4 leagues, coaches are strongly encouraged to have defensive players remain in the same 2/3 of the field as the ball. All players need to be encouraged to be involved in active play and not simply positioned in front of the goal to prevent scoring. This is not healthy for player development and is not consistent with the spirit of small-sided soccer, which is intended to have all players around the action and involved in the game. This does not mean that you cannot have a player focused on defense; however, coach the player who is in the defensive role to be in the same 2/3 of the field as the ball in play. For example, if the ball is on the opposing team's half of the field, the defender should be closer to the midline than to their own goal.

Substitutions:

Substitutions are unlimited.

At any stoppage of play.

Players shall enter the field at the halfway line with the permission of the Referee.

Playing time:

Each Player shall play a minimum of 50% of the total playing time.

Referees:

A Registered USSF Referee is desired but not mandatory, games may be played with a Parent / Coach officiating the

game if there is a shortage of referees so that the match can start on time. All law infractions shall be briefly explained to the offending players.

Game Cards:

Each team should bring one printed game card to each game.

Coaching:

All persons coaching SSC players must be registered with the club and have an approved background check. **Only** registered/approved coaches, assistant coaches, trainers and managers may coach games or participate with players during team activities practice.

Medical Devices:

All medical devices (casts, supports, braces, etc.) are subject to the approval of the referee with respect to player safety. Players with medical devices should have them padded in advance of the game and check in with the referee

Slide Tackles:

Slide tackles shall not be permitted. Any player engaging in slide tackles should be counseled to not repeat. Repeated infractions may result in the player be cautioned and/or red carded.

Post-Game Sportsmanship:

All players and coaches should congratulate each other for a game well-played with handshakes/high fives along the halfway line. Parents are encouraged to form tunnels and cheer for players as they return to the sidelines.

Sideline Behavior:

Coaches and spectators should keep all comments positive and supportive of the players. Spectators should refrain from providing playing instructions to the players which should only be done by the coaching staff. No referee abuse will be tolerated. Coaches may be cautioned or sent off by the referee for behavior in violation of the BASC Code of Conduct by the team's staff, players or their respective spectator sidelines.

Let's work together to improve the quality of our games and ensure the development of all players.