

Laws of the Game

WSA & CSC modifications of the Soccer Game for Small Sided Games

8U – 4v4

10U – 7v7

12U/13U – 9v9

Visit FIFA [IFAB](#) for the complete Laws of the Game

Law 1 – Field of play is rectangular. The dimensions accommodate the game and the young players. The field size is appropriate for the movement capabilities of children under the age of 13U.

Field markings – Distinctive outline of the field with a **halfway line** across the field. The **center circle** gives the players a marking on where to be for kick-off.

- 4v4 (8U) fields will only have a center line-no goal or penalty boxes or penalty marks. (3v3 fields)
- 7v7 (10U) fields will be marked as a small-sided soccer field, with goal and penalty boxes.
 - 7v7 fields will be marked with a build out line, located between the top of the arc and the center circle.
- 9v9 (12U & up) Fields will be marked as a small-sided soccer field.

Touch Line (sideline) - Players, coaches, parents, and spectators need to stay at least 3-5 feet from the touch line. Distance may be indicated by a spectator line.

No players, coaches or parents are to be seated on the goal line or directly behind the goal. The goal line is the one the goal is on.

Teams will be on one side of the field with parents on the opposite side of the field. Teams may have a designated technical area on either side of the center line. The coaches will coach from the team technical area. Parents are not allowed in the team technical area.

Soccer Goals

- 3v3 and 4v4 games - 4" x 6"
- 7v7 games – 6" x 18"
- 9v9 games – 6" x 18"
- 11v11 games – 8" x 24"

Law 2 – The Soccer Ball

- Size 3 Ball – ages 8 and under
- Size 4 Ball – ages 9 to 12
- Size 5 Ball – ages 14 and older

Law 3 – Number of Players. The small-sided game has fewer players than a full-sized game. The number of players allows the children to further develop their physical and technical abilities and requires them to make more decisions and experience repeating game situations more frequently. The player will touch the ball often.

- 3 players on the field with max roster of 6 – 4U/5U – preschool (see New Ball Rules)

- 4 players on the field with max roster of 8 – 6U/8U - kindergarten to 2nd grade
- 7 players on the fields with max roster of 12 – 10U – 3rd/4th grade or Older
- 9 players on the field with max roster of 14 – 12U/13U – 5th/6th/7th grade
 - This division may also play 7v7 based on registrations.

Substitutions: At any stoppage of play and unlimited. When subbing a player, have them stand off the field about 3 feet at the center(half) line for the referee to call them into the game.

Playing time: Every effort shall be made for each player to play approximately half of the game.

Law 4 – Player Equipment - 6U(kinders) and older

- Red/white reversable jersey and athlete shorts or sweats.
 - Team designated by the schedule as the home team will wear white, visitor team will wear red.
 - Dress appropriate for weather with jersey on the outside.
- Shin-guards are MANDATORY, socks covering the shin-guards.
- Footwear –Athletic shoes or soccer cleats – cleats are recommended-
 - no toe cleat (football or baseball cleats)

Law 5 and 6 – Referees – 1 Center referee. 1-2 Assistant referees may be assigned to 10U or older if referees are available.

- 10U and older – The center referee will call offside to the best of his/her ability.
- 8U & older games, referee assignments will be filled at the older age groups first.
- *Every effort will be made to have a referee assigned to the game. Referees are in high demand and short supply in the youth game. If a Referee is not available, the Coaches from both teams will be the “referee” for the game. 1 Coach can manage the game the first half and the other coach manage the second half. Every effort will be made to inform the coaches ahead of time.*

Law 7 - Duration of the game. The referee is the official timekeeper of the game. If a referee is not available, the coaches may designate a parent to assist in keeping time.

- 8U (4v4) game - 2 – 20-minute halves with a 5 min half time
- 10U (7v7) game – 2 – 25-minute halves with a 5 min half time
- 12U (9v9 or 7v7) game – 2 – 30-minute halves with a 5 min half time

Law 8 – Start of a Game –Kick off. Players line up on their defending half of the field.

The offensive team will line up to the ball on their half of the field. The opposing team must line up on their half of the field, at least the same distance as the radius of the center circle away from the ball until it is kicked. Ball may go in any direction.

Kick-offs, free kicks, throw-ins, goal kicks and corner kicks are used to restart play when play is stopped by a goal, out of bounds or any stoppage of play.

Law 9 – Ball in and out of play – The ball must be completely over the line to be out of play.

Law 10 – Goal Scored –The ball must pass completely over the line.

- Scores for 8U & younger are not recorded.
- Scores for 10U & older are recorded for semifinals and finals. (See scoring**)

Law 11 – Off-Side- Being offside occurs when a player goes behind the line of the opposing defenders before the ball has been kicked to them. (2nd to the last defender, the goalie is the last defender.) If the referee determines a player has committed an offside offence, the opposing team is awarded an indirect free kick. Per FIFA

- 8U & younger – No Offside.
- 10U-Players cannot be penalized for an offside offense between the halfway line and the build out line.
- 10U-Players can only be penalized for an offside offense between the build out line and goal line.
- 12U/13U – Players will be penalized for an offside offense between the halfway line and the goal line.

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Law 12 – Fouls and Misconduct –Maintain safe playing conditions. A foul may be called against a player by a referee, if the player is playing in a manner that is considered careless, reckless, or using excessive force.

- Charges or jumps at another player.
- Kicks or attempts to kick.
- Pushes, strikes, or attempts to strike.
- Tackles, or challenges, or kicking while on the ground (dangerous play)
- Other fouls and misconduct are outlined in the [FIFA Laws of the Game](#).

No heading the Ball. Deliberate heading of the ball is not allowed in 12U & under games. If a player deliberately heads the ball in a game, an indirect free kick (IDK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Handling the Ball. Handling or touching the ball with the hands, moving hand/arm towards the ball.

Law 13 – Free Kicks –Direct or indirect kicks are awarded to the opposing team of the player guilty of an offense (foul or misconduct).

Indirect Kick - A goal cannot be scored until the ball has been played or touched by a second player of either team.

- 8U – All free kicks are indirect. This includes kick offs, goal kicks & corner kicks.

Direct Kick – A goal can be scored by a direct kick.

- 10U & older -Referee will indicate direct or indirect free kick based on the player offense.

Law 14 – Penalty Kicks – A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area. Any player from the team awarded the penalty kick may take the kick. Penalty kicks are not awarded at 8U. All free kicks at 8U are indirect.

Law 15 – Throw-Ins - A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

Ball must be over the head, both feet on the ground. Referee *may* grant a “do over” for 8U’s with providing some guidance on the proper technique of a throw-in.

Law 16 –Goal Kick –A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored. Modified for under 12U small-sided games.

8U – 4v4 – No Goalie. Goal Kick and half line.

- All free kicks are indirect. This includes the kickoff, goal kicks, and corner kicks.
- Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Any of the 4 players may take the goal kick.
- No goal keepers. The restart for handling is an IFK where the offense occurred.

10U – 7v7 – Goal Kick and Buildout line.

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed)
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- Before the ball is kicked, players on the kicking team may stand anywhere on the field, including inside the penalty area.
- The ball is in play when it is kicked and clearly moves. In other words, as soon as a member of the kicking team kicks, or tries to kick, the ball, and the ball visibly moves or begins to roll, the ball is in play. As soon as the ball is in play, other members of the kicking team may play it (inside the penalty area) and defenders may cross the BOL.
- The goalkeeper (or another player on the kicking team) can wait to put the ball into play once all opponents are behind the build out line or he or she can release it sooner but does so accepting the positioning of the opponents and the consequences of how play resumes.

12U & older – Goal Kick per FIFA. (9v9 or 7v7)

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

Law 17- A Corner Kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

8U 4v4 will not have corner arcs. Corner Kick will be taken in the vicinity of the respective corner.

Scoring- Scores are recorded for the season for the 10U and older divisions. The top teams will compete for a championship at the end of the season. There will be no overtime or tiebreakers in pool play, league games may end in a tie. Teams shall be awarded points as follows:

Win = 3 points

Tie = 1 point

Loss = 0 points

No team will gain an advantage for running the score up more than 5 goals differential. There is not a tie breaker criterion related to the most goals scored. If after the league play, two or more teams are tied, the following tie breakers will be applied.

1. Results head-to-head. If 3 teams are tied skip to #2.
2. Fewest goals against.
3. Total number of goals scored, max of 5 goals per game.
4. Goal differential, max of 5 goals.
- 5.
6. Penalty shootout

Semi-finals and final games. If the regulation time ends in a tie, 1- 5-minute half time will be played, the first team to score wins. If at the end of the overtime period the teams are still tied, shots from the mark will determine the winning team.

Goal Safety – Do Not allow the children to climb, hang or swing on the goals or the nets.
Goals must be anchored. Do not remove the anchors or move the goals.

