

**COPPELL YOUTH SOCCER ASSOCIATION**  
**LAWS OF SOCCER FOR U7 & U8 (Revised 8/25/97)**

The rules of soccer are determined by FIFA (Federation Internationale De Football Association). FIFA allows the laws of the game to be modified for youth and amateur adult soccer. What follows are the rules and practices which the CYSA will use. For situations not covered in this document, the FIFA rules will hold. The language and order of the rules have been modified for ease of understanding. However, all coaches are encouraged to become familiar with the Laws of the Game. These rules include changes of FIFA rules as of August 1997.

**BEFORE THE GAME**

The Home team will:

- Sit on the North or East side
- Provide the game ball
- Wear the pennies if there is a color conflict.

Pennies are available at the Information Table or in the Lost and Found area.

The visitors will sit on the South or West side.

If this is the first game on the field, each coach will put up a net and corner flags. After the game, if it is the last game, each coach will take down the net and corner flags. The coaches and/or spectators must stay clear of the goal and may not place anything on, by or near the goal.

The Referee may call the coaches to the center to talk about such things as game or tournament rules, special procedures, or any special player medical problems.

The Referee will call to the center circle each team's captain(s), which the coach has selected. The team that wins the coin toss will decide which end to defend. The other team will take the kick off to start the match.

**DURING THE GAME**

Coaches will stay on the sidelines. The coach may not come onto the field without the permission of the Referee.

**LAW 2 - THE BALL**

Size #3 properly inflated per FIFA.

**LAWS 3 & 12 - PLAYERS AND POSITIONS**

There will be seven (7) players per team on the field at any one time. A minimum of five (5) players per team is required to play a game.

There will be a goalie (also called keeper):

- The keeper shall wear a jersey distinguishable from each team
- The keeper may handle the ball with their arms or hands while in the goal area. As soon as the ball breaks the planes formed by the lines of the goal area, then it is a hand ball
- In youth soccer, there is no charging of the keeper.
- The keeper has control of the ball when the keeper has any part of their arm or hand on the ball. That does not include when the ball rebounds accidentally from the keeper after a save. If the keeper has control of the ball, no offensive player shall play the ball. If the ball is played an indirect free kick will be awarded to the defense.
- A keeper may not intentionally strike an opponent by throwing the ball at him/her or push that player with the ball or body. The award for this infraction is an indirect free kick for the offense.

### **LAW 3 - SUBSTITUTIONS**

Each player will play a minimum of 50% of the game. Substitutions at the quarter will help ensure players get their minimum time. Playing time is not an issue under the control of the Referee. Any questions on playing time should be addressed with the coach and/or commissioner.

Substitutions can be made with the consent of the referee:

- before your throw in
- before a goal kick, by either team
- after a goal, by either team
- after an injury, for the injured player only
- at the quarter, by either team

To substitute,

- have your player ready to go (warmed up and knows where to go)
- be ready for 1 of 5 instances when you can sub call
  - to the ref when play stops
  - look for signal, ref may refuse
  - proceed only with refs consent
  - players should go in calling the name of the player to leave
  - players should enter and leave from the center line
  - encourage outgoing player to hustle off

### **LAW 4 - PLAYERS AND EQUIPMENT**

Each team will wear distinguishable uniforms with number. If thermal shorts (visible undergarments) are worn, they are to be of the same main color as the shorts. If shorts are multicolor, they must match the dominant color.

Each player must wear shin guards that are fully covered by socks, and tennis shoes or soft plastic molded cleats. No player may wear anything which, in the referees opinion, is dangerous to another - including watches, chains, pins, bracelets, hoop or stud earrings, metal barettes and hard-billed caps. Player must take off any dangerous items to play.

**Shin guards are required at games. No shin guards=no play. Shinguards must be covered by socks.**

### **LAW 5 - THE REFEREE**

The Referee:

- Has jurisdiction from entering the field of play until leaving
- Makes the final decisions
- Can stop the game for a violation of the rules by the whistle
- Can suspend or abandon a game whenever necessary
- Acts as timekeeper, scorekeeper, and record keeper
- May appoint a linesman
- May request that a player bleeding from a wound leave the field of play and not return until the bleeding is stopped and he/she receives the permission of the Referee

### **LAW 7 - DURATION OF GAME**

Four 12 minute quarters, with one half time break of five minutes, and two quarter breaks of two minutes.

## **LAW 8 - START OF PLAY**

At each half or after a goal, play will start with a kick off. The team that received the first kick off, will kick off at the start of the second half. Teams will also change directions at the half.

At the kick off, the offense must have their feet behind the center line. The defense must be at least six (6) yards away from the kicker. If the players are lined up behind the center circle, the team is in compliance.

The referee will blow the whistle to signal for the kick off.

On kick off, to be in play the ball must:

- be still at the center of the field
- be kicked and moves, and
- travel into the other half of the field

If any of these do not happen, the ball is not in play and is rekick. The team gets to rekick until the ball is put into play.

Once the ball has been kicked off and is in play, it may not be kicked by the same player until someone else has played it. If the ball is kicked twice (two touch), the other team is given an indirect free kick at the point where the second kick occurred.

A goal CAN be scored directly from a kick off.

At the end of the first and third quarter, if a team has clear possession: - a throw-in - a corner kick - a goal kick a goal ... the next quarter will start with the normal procedures for such. Otherwise, the referee will restart the second and fourth quarter with a drop ball at the point where the ball was when the whistle blew. The ball is dead once the whistle blows. Any goals after the whistle do not count.

When the whistle blows, if the ball is within the goal area, the drop ball will be taken at the edge of the goal area on a line perpendicular to the goal line from where the ball was stopped.

With a drop ball, the referee drops the ball between two opposing players. The players may not kick the ball until it has hit the ground. A goal may be scored from a drop ball.

## **LAW 9 - BALL IN AND OUT OF PLAY**

The ball is out of play when The ENTIRE ball crosses either the touch (side) or goal line COMPLETELY either on the ground or in the air

The ball is out of play when the Referee stops play.

If the ball hits any of the following on the field - - the goal - the corner flag - the Referee -- and the ball stays in the field, it is IN PLAY.

If the ball hits the football uprights, it is out of bounds. If the ball hits the football uprights and enters the goal (no score) or ricochets into the field, the Referee will stop play. In both instances, the ball is put in play as if it had gone out of bounds over the goal line.

## **LAW 10 - SCORING**

A goal is scored when:

The WHOLE ball crosses the ENTIRE goal line between the goal posts and under the cross bar, provided it was not propelled by the hand or arm of the attacking team. If a defender deflects the ball by hand or arm or other body part and the ball goes into the goal entirely, a goal is scored.

## **LAW 11 - OFF SIDES**

There are no off sides. All players are considered on side at all times.

## **LAW 12 - FOULS**

A player MAY NOT:

- Kick or try to kick an opponent
- trip an opponent, i.e. by using their legs or stooping over
- jump at an opponent
- charge (contact shoulder-to-shoulder in order to gain control) in a violent or dangerous manner
- charge from behind
- strike, spit, or attempt either towards an opponent or the referee
- hold an opponent or pull at an opponent's jersey
- push an opponent
- obstruct an opponent (run between the opponent and ball or interpose the body so as to form an obstacle)
- handle the ball with his hand or arm
- play in a dangerous manner
- use foul language
- argue with the referee
- charge fairly when the ball is not within play

If a player does any of the above, the Referee will stop the game, explain the offense to the player, and award an indirect free kick to the opponent. If that player commits the same foul repeatedly, the referee will verbally caution the player and award the opponents an indirect free kick. Players will not be shown a card. If that player receives a second caution, the referee will inform the coach that the player must be substituted and may not return to the game. If a player commits a foul that, in the referee's opinion, constitutes a danger to him or herself or another, that player may be substituted off immediately. A new player may be sent in place of the ejected player.

If a coach or any spectator from that team's side:

- dissents persistently with the Referee
- is guilty of ungentlemanly conduct
- or enters the field without the referee's permission

that coach will be cautioned and shown a yellow card.

If a coach or any spectator from that team's side is guilty of:

- violent or threatening conduct,
- foul or abusive language or
- cautionable behavior after a yellow card

that coach will be shown a red card and ordered off the field. Play will not resume unless that coach is at least on field away Failure to leave the game after a red card will cause the game to be abandoned.

The issuance of yellow and red cards has serious implications. Referees will report all cards to the Appeals and Disciplinary Committee for further explanation/action.

## **LAW 13 - FREE KICK**

All free kicks in U8 are indirect. A goal cannot be scored directly from a free kick. The ball must be Played by another player before going into the goal in order to score. To be played means kicked, headed, juggled dribbled, or touched-except handling by the arm or hand. The other player can be from either team.

All free kicks will be taken where the offense happened, except:

- a free kick given to the attacking team within the opponent's goal area shall be taken from the outside edge of the goal area on a line perpendicular to the goal line from which the offense occurred.
- a free kick given to the defense within its own goal area shall be taken from any point within the goal area.

The kick must travel outside the goal area to be in play.

For a free kick, the ball:

- Must be still on the ground
- Must be kicked and move
- May not be played by the kicker until played by another
- May be kicked backwards, if not in the goal area

Should there be a two-touch, the opposing team gets the free kick.

For a free kick, all opposing players must be at least five (5) yards away from the ball and must not distract the kicker in any way. In the case, where the free kick is on the goal line by the offense, the defenders may stand on their own goal line between the goal posts.

To signal for the indirect free kick, the referee will raise an arm above their head and keep that arm raised until the ball is played by another player.

## **LAW 15 - THROW INS**

If the ball goes out of bound on the touchline (sideline), the team that touched it last, loses possession. The other team gets to throw in at the point where the ball left the pitch (field).

The player throwing the ball must:

- line up opposite the referee who will mark the spot
- face the field
- bring the ball back over his/her head and
- keep part of each foot on or behind the touchline, in contact with the ground.

If any of these are not met the Referee will blow the whistle tell the player what to correct call for another try by the player.

If on the second try, the player is not successful, the other team gets to throw in.

Like the kick off, the player throwing the ball in may not play the ball until another player has touched it. If there is two-touch, the other team gets an indirect free kick at the point where the ball was played the second time.

A goal cannot be scored from a throw in.

## **LAW 16 - GOAL KICK**

If the offense causes the ball to go out of bounds over the goal line, a goal kick is awarded to the defense. With a goal kick, the ball may be placed anywhere in the goal area. Usually, coaches elect to place the ball on the corner of the goal area.

All opposing players must be outside the goal area and at least six (6) yards away.

To be in play, the ball must be kicked and move out of the goal area if the ball doesn't do both of these, it is re-kicked. There are re-kicks until the ball gets into play.

The ball may not be played by the kicker a second time before it is touched by another player. If there is two touch, and it is outside of the goal area, the other team is awarded an indirect free kick.

A goal cannot be scored directly from a goal kick.

## **LAW 17 - CORNER KICK**

If the defending team causes the ball to go out of bounds over the goal line, the offense is awarded a corner kick. The ball is placed inside the corner arc at the nearest corner flagpost. The whole ball must be contained within the corner arc with no part extending beyond the lines enclosing the area. It may touch the lines.

- All players must be at least six (6) yards away
- The ball must be kicked and move; if not re-kick.
- No two touch. If so, opposing team is awarded an indirect free kick.
- A goal can be scored from a corner kick.

Should a player kick the ball out of the corner arc and the ball rolls its circumference and over the goal line, it is out of bounds and the defense is awarded a goal kick. Should it roll out of bounds over the touch line, the defense is awarded a throw in.

## **FAIR PLAY - PLEASE!**