

U8 RECREATIONAL SOCCER LAWS MODIFICATIONS

Each team can have a coach on the field and a coach on the sideline keeping track of substitutes. U8 is a running clock, so if the ball goes out of bounds, do not stop the clock. It's best to have one of the sideline coaches be a time keeper. Subs typically occur about half way through a quarter. If you want to stop the clock during subs, that's fine, or you can keep it running. You can play 6v6 or 7v7 depending on the number of subs. Work it out with the other coach prior to the game U8 does utilize a goal keeper. Goal keepers should wear a pinnie or shirt of a different color to differentiate the keeper from other players on their team. As coach/ref, please try and protect the keeper.

A. Except as listed below, the FIFA "Laws of the Game" published by the United States Soccer Federation (USSF) shall govern the play within Cloverleaf Soccer Association.

B. Exceptions

- **Law 1 Field of Play** - The field of play will be assigned by the association and will be played as marked.
- **Law 2 Ball Size** - The ball size will be #3.
- **Law 3 Number of Players and Substitutions**
 1. The starting number of players on the field will be 6 (five field players and a goalie).
 2. **As a courtesy to the other players and coaches, a team should only field the number of players that its opponents are able to field.**
 3. A team down 3 goals or more may elect to add an additional player as long as the three-goal difference exists.
 4. Substitutions will be any stoppage of play.
 5. Each player SHALL play minimum of 50% of total playing time.
- **Law 4 Players Equipment** - nothing dangerous allowed on the field, this includes jewelry
 1. Shin guards covered completely by socks or shin guard sleeves are required.
 2. footwear- Soccer Cleats preferred. Baseball cleats or turf shoes may be worn.
 3. matching team shirt worn over any extra inclement weather clothing
- **Law 5 Referee**
Coaches will referee the game.
- **Law 6 The Linesman** - Linesmen are not assigned for U8 Games
- **Law 7 Duration of the Game**
 1. Time of play shall be four 12 minute quarters with a 5 minutes halftime. 2 minutes are allowed between quarters.
- **Law 8 Start of Play** -
 1. Kick-Off and Free Kicks - Opponents must remain 6 yds from ball until it is put into play. Kicker may not touch the ball until touched by another player. Alternate who kicks off by quarter.
 2. Drop Balls - No contested Drop Balls. Start with a free kick, or if you do a drop ball, the team that last had ball before stoppage gets a free drop. 6 Yard space rule applies.
- **Law 9 Ball in/out of Play** - No exceptions.
- **Law 10 Method of Scoring** - No exceptions.
- **Law 11 Offside** - No offside will be called
- **Law 12 Fouls and Misconduct** - Unsporting behavior should be addressed at the fields by coaches. No red or yellow cards are given, but if a player is continuously fouling other players or playing in a manner that could hurt other players, the coach should remove them from the game until they calm down.
- **Law 13 Free Kicks** - ALL kicks will be a direct kicks taken from outside the goal area. Kicker may not touch the ball until touched by another player.
- **Law 14 Penalty Kicks** – None
- **Law 15 Throw-Ins** - Throw in should be awarded when a ball goes out of play along the side line. Instruct player to use two hands, take the ball back behind their head before releasing and to keep both feet down. As this is U8, you can have the player re-throw the ball if they mis-throw, or if it's close enough, keep playing. The thrower may not touch the ball until touched by another player.
- **Law 16 Goal Kicks** – Goal kicks will be taken from within goal area. Attacking team cannot touch ball until touched by a second defending player or ball leaves the penalty area.
- **Law 17 Corner Kicks** – Will be taken from the nearest touchline. Kicker may not touch the ball until touched by another player.

CSA does not permit slide tackling