

# **MSUMC Soccer Rules and Regulations**

## *8 & Under League*

### **The Object**

The object of soccer is for the players to get the ball completely into their opponent's goal using any part of their body except their arms and hands. Only the goalkeeper may use their hands while inside their own penalty area.

### **Kickoff**

A kickoff is taken from the center circle at the beginning of the game, beginning of each period and after each goal. The opponents must be six yards from the ball while the kickoff is taken.

### **Throw In**

After the ball has completely crossed the side lines (touchlines) a throw in is awarded to the team that did not last touch the ball. The throw in is taken from where the ball left the field and must be thrown with two hands from behind and over the head, while both feet are on the ground and on or behind the touchline.

### **Goal Kick**

The goal kick is taken by the defending team each time the ball crosses the goal line and was last touched by an offensive player. The ball may be placed anywhere in the goal area. The ball is not considered back in play until it has been kicked completely out of the penalty area.

### **Corner Kick**

A corner kick is taken by the offensive team each time the ball is kicked by the defense over its own goal line (endline). The ball is placed within three feet of the corner of the field (nearest to where the ball went out of play) and kicked into play by the offensive team. A corner kick is an indirect free kick and must be played by another player before a goal can be scored. The opponents must be six yards from the ball while the corner kick is taken.

### **Penalty Kick**

No penalty kicks will be awarded in this league.

### **Direct Free Kick (DFK)**

No Direct will be awarded in this league. All fouls shall be awarded an Indirect Free Kick (IFK).

### **Indirect Free Kick (IFK)**

Awarded for all major and minor fouls with the opponents must be six yards from ball

### **Offside**

No offside calls in this league

### **Major Fouls**

Major fouls result in an indirect free kick. To be a major foul, the offense must be, in the referee's judgement intentionally committed. The ten fouls are divided into two groups.

The first six require that the foul be committed carelessly, recklessly or disproportionately in force:

- Kicking or attempting to kick an opponent.
- Striking or attempting to strike an opponent.
- Punching an opponent.
- Charging an opponent.
- Tripping an opponent.
- Jumping into an opponent.

The other four fouls require only that they be committed:

- When tackling an opponent, making contact with the opponent before the ball.
- Spitting at an opponent.
- Holding an opponent.
- Handling the ball deliberately.

## ***Minor Fouls***

There are five minor fouls that result in an indirect free kick (IFK). At least one additional player of either team must touch the ball before a goal can be scored from an IFK.

The five fouls are:

## ***Dangerous play***

Including high kicking near another player's head or trying to play a ball held by the goalkeeper.

- Fair charge away for the ball: fairly charging when the ball is not within playing distance.
- Impeding the progress of an opponent. Getting between an opponent and the ball when not playing the ball.
- Charging into the goalkeeper. Shoulder to shoulder contact within the penalty area.

Goalkeeper infringements are not used and or enforced in this league. For clarity they are as follows:

- Taking more than four steps while controlling the ball with their hands or otherwise intentionally disrupting the flow of the game.
- Playing the ball with their hands when the ball is kicked by a teammate.

## ***Goals***

A goal is scored when the ball completely crosses the goal line within the goal area. No player will be allowed to score more than three goals in a game. Any goals over three by a single player shall not count.

Playing time: Each player shall be allowed 50% of the playing time. Coaches will substitute between periods to ensure that all players present play a minimum of 50% of the game.

Equipment:

Footwear: soft-cleated soccer shoes.

## ***Shinguards***

The use of shinguards is mandatory.

## ***Jersey***

Jerseys (or shirts if the player has forgotten their jersey) should be in the team color.

## ***Referee***

The referee's decision is final on all points of fact connected with the game. All rule infractions shall be briefly explained to the offending player.

## ***Duration of Game***

Four equal 15 minute quarters. A two minute break between quarter one and two and another two minute break between quarters three and four. A halftime break of five minutes between quarters two and three

## ***Number of Players***

Maximum number of player on the field at any one time is seven, one of whom is the goalkeeper. Minimum number of players is four.

## ***Ball***

A number 4 ball shall be used.

## ***Substitutions***

Substitutions shall be only allowed at the start of each period or for an injured player.