

# Taos Youth Soccer League

## Laws of the Game

### THE FOULS

**U-6, U-8:** All fouls committed are to be classified as direct.

**U-6, U-8:** No Penalty Kicks

**U-6, U-8, U-10:** No Offside

**Penalty Kick:** A penalty kick is to be awarded when a defending player commits one of the nine major fouls within his or her own penalty area while the ball is still in play.

**MAJOR FOULS:** There are nine major fouls that result in a direct free kick, and from which a goal may be directly scored against the opponents. To be a major foul, the offense must have been, in the referee's judgment, committed intentionally.

- **Two with the feet**
  - **Kicking** or attempting to kick an opponent.
  - **Tripping** an opponent.
- **Three with the body**
  - **Jumping** at an opponent.
  - **Charging** violently or dangerously. When tackling an opponent, making contact with the opponent before the ball.
  - **Charging** from behind.
- **Four with the hands**
  - **Striking** or attempting to strike or spitting at an opponent.
  - **Holding** an opponent.
  - **Pushing** an opponent.
  - **Handling** the ball deliberately. Carries, strikes or propels the ball with hand or arm. (General rule of thumb) Did the ball play the hand (incidental) or did the hand play the ball (intentional).

#### MINOR FOULS:

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

- **Dangerous play;** including high kicking near another player's head or trying to play a ball held by a goalkeeper.
- **Fair charge away from the ball;** fairly charging when the ball is not within playing distance.
- **Obstruction;** impeding the progress of an opponent. Intentionally getting between an opponent and the ball when not playing the ball.
- **Charging the goalkeeper;** Shoulder-to-shoulder contact within the penalty area.
- **Goalkeeper infringements:**
  - Goalkeeper has six seconds to punt, throw, kick or dribble the ball.
  - Goalkeeper playing the ball with his or her hands when ball is intentionally kicked to by a teammate.
  - Gaining control a second time, unless the ball was touched or played by another player.

# Taos Youth Soccer League

## Laws of the Game

### U-8 (UNDER EIGHT) – 4V4 FORMAT RULES

**Dribbling Should Be Encouraged**  
**Passing Should Be Discouraged**

#### **The Field of Play:**

**Dimensions:** The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

- Length: (35) Yards: Width (30) Yards.

#### **Field Markings:**

- Distinctive lines not more than (5) inches wide.
- The field of play is divided into two halves by a halfway line.
- The center mark is indicated at the midpoint of the halfway line.
- A center circle with a radius of (4) yards is marked around it.

#### **The Goal Area:**

- The goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line (3) yards from the inside of each goalpost. These lines extend into the field of play for a distance of three (3) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

#### **The Penalty:** None

**Flag Posts/Corner Flags:** None

#### **The Corner Arc:**

- Four corner arcs with a (2) foot radius.

#### **Goals:**

- Goals: (6) feet high by (12) feet wide.
- Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar.

**Goal Safety: Goals must be anchored securely to the ground!**

**The Ball:** Size (3)

**Number of Players:** Not to exceed (8) per roster.

- A match is played by two teams each consisting of **not** more than four (4) players.
- There are NO GOALKEEPERS
- Teams and matches may be coed.

**Substitutions:** At quarters, at halftime

#### **Playing Time:**

- Each player shall play a minimum of 50% of the total playing time.
- If a team is short players the opposing team should “loan a player or two to the team that is short players and then PLAY.

**Players Equipment:** Conform to FIFA

- Footwear: Tennis shoes or soft-cleated soccer shoes.
- Shin guards: With socks over the shin-guards mandatory!!
- Uniform; all players should wear matching team jersey, shorts and socks.
- Uniforms must distinguish teams.

#### **The Goalkeeper:**

- There are NO GOALKEEPERS

**Referee:** An OFFICIAL Coach or Assistant Coach.

- All infringements will be briefly explained to the offending player.

**Assistant Referees:** None

#### **Duration of the Match:**

- (4) Equal (10) minute quarters.
- A (2) minute break between quarters one and two and another (2) minute break between quarters three and four.
- A halftime interval of (5) minutes.

**Method of Scoring:** Conform to FIFA with the following exception. **Score is not to be kept.**

**Four-Yard Rule:** In all dead ball situations defending players must stand at least (4) yards away from the ball. If the defensive players goal area is closer than four yards, the ball shall be placed four yards from the goal area in line with the place of the infraction.

**The Start and Restart of Play:** Conform to FIFA

- Opponents of the team taking the kickoff must be at least four (4) yards away from the ball until it is in play.
- All players must be on their side of the playing field prior to kick off.
- The ball must be stationary on the center mark.
- The referee gives a signal for play to begin.
- The kick off will be classified as a direct kick.
- The ball is in play when it is kicked and moves forward.
- The kicker cannot play the ball twice in succession.

**The Ball in & Out of Play:** Conform to FIFA

**Offside:** There shall be no offside.

**Fouls and Misconduct:**

- All fouls will result in a direct free kick with the opponents (4) yards away until the ball is in play.
- The referee must explain all infractions to the offending player.
- No cards are shown for misconduct.

**Free Kicks:** Conform to FIFA with the exception that all kicks (corner kicks, free kicks, kickoffs) shall be classified under one heading (direct).

- Players must be at least four (4) yards away from the ball until it is in play.
- A goal may be scored directly from a direct kick.
- The kicker cannot play the ball twice in succession.
- It is to be taken from where the foul occurred, unless the foul occurred closer to the goal area than the (4) yard rule allows.
- The ball must be stationary before the kick is taken.
- The ball is in play when it is kicked and moves.

**Penalty Kicks:** No penalty kicks are to be taken.

**Throw In:**

- A second throw must be allowed if the player commits a foul on the initial attempt.
- The referee shall explain the proper method before allowing the player to re-throw.
  - Face the field of play.
  - Have all or part of both feet on the ground-on or behind the touchline.
  - Throw with both hands from behind and over the head.
- Cannot play the ball a second time until it is touched or played by another player.
- The ball is in play when it enters the field of play.
- A goal cannot be scored from a throw in.
- If an opponent unfairly distracts or impedes the thrower he/she is cautioned for unsporting behavior.

**Goal Kick:**

- Opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

**Corner Kick:**

- Opponents must be (4) yards away from the ball.
- The ball must be placed in the corner arc.
- A goal **can** be scored directly from a corner kick.
- The kicker cannot play the ball twice in succession.

**NO SLIDE TACKLING!!!**

**Do not record league standings.**

**Do not record score.**

**Participation awards for all, no trophies or awards for the best team or individuals.**

**Parent/coaches, non-playing players, parents and spectators should be located not less than (6) yards from outside the touchline nor should they be closer than (20) yards to the goal line. No individual should be allowed to run the length of the field except participants of the game.**