



Supplemental Rules for U10 8v8

Printer Friendly Version of the Rules

Field Dimensions: Length 45-60 yards, width 35-45 yards. The goals are six feet high by eighteen feet wide.

Goal Area: There will be a goal box in front of each goal that is two yards wider (on each side) than the goal and extends six yards into the field of play. While players are permitted to be in the area, **no player may touch** the ball while the ball is in the goal area. If an offensive player touches the ball while it is in the goal area, a goal kick shall be awarded to the defensive team. If a defensive player touches the ball while it is in the goal area, a penalty kick shall be awarded to the offensive team.

Offside in 8v8 Soccer

No Slide Tackling: Players must stay upright and "on their feet" and may not make contact with an opposing player. This does not prevent players from sliding to stop/intercept a ball but NO contact can be made with opposing players.

Goal Scoring: A goal may be scored only from a touch within a team's offensive half of the field.

Game Duration: The game shall consist of two 25-minute halves separated by a 5 minute half-time period. Games tied after regulation play shall end in a tie, except in playoffs. Players must report to the field at least 15 minutes before game time. A team, at the discretion of the referee, will forfeit at game time if they are not present.

Playoff Overtime: If the score is tied at the end of regulation time, the teams will play 2x5 minute overtimes. Overtimes will be Golden Goal. The first team to score wins. If tied at the end of overtime winners shall be determined by taking of kicks from the penalty mark per FIFA rules.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. It will be a direct kick from the center of the penalty mark and players other than the defending goalkeeper and the kicker must be at least 8 yards from the penalty mark. After the kick, the offensive team cannot touch the ball again until the defensive team has touched it.

Throw Ins: The ball shall be thrown into play from the sideline.

Indirect Kicks: All dead-ball kicks (corner kicks, free kicks, kick-offs) are indirect and the opponents must be more than 8 yards away.

Goal Kicks: May be taken from any point from within the goal area.

Number of Players: Teams may have up to 14 players rostered per team with eight players on the field at one time. Players may only play on one team during the tournament. There is a goalkeeper in 8v8. Substitutes may occur at any dead-ball situation but players must enter and exit at the half-field mark only.

Kick Off: May be taken in any direction.

Player Registration: All players must be registered on their team's roster form, available on the tournament web site under forms, before the tournament begins. All players must have a current player pass.

Player Ejection (Red Card): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with its remaining players. The ejected player will then be suspended for the following game.

Coach Ejection: Referees have the right to eject a coach from the game for continual disobedience or as a result of an incident that warrants sending off.

Scoring (In bracket play): See Structure of game in the Tournament Rules section