

IN-HOUSE GAME RULES

4 v 4 (7U-8U)

The Ball:
Size three (3)

Field Size:
20 yds. x 30 yds.

Goal Size:
4' high x 6' wide

Number of Players:

Maximum number of players on the field at any one time is Four (4). Game played WITHOUT a goalkeeper. Maximum number of players on roster should not exceed Eight (8).

Substitutions:

Injuries, any dead ball situation. All substitutions are made at the halfway line and only with permission of the referee.

Playing time:

Each player SHALL play a minimum of 50% of the total playing time, regardless of skill level, if the child attends practices, arrives at the playing field prepared to play in proper uniform, is not under disciplinary suspension, or is not physically handicapped due to illness or injury.

The Referee:

Referee will oversee games. All rule infractions shall be briefly explained to the offending player.

Duration of the Game:

The game shall be divided into four (4) equal, ten (10) minute quarters. There shall be a two (2) minute break between quarters one and two, three and four. There shall be a half-time break of five (5) minutes.

The Start of Play:

A coin toss will be conducted to start the game. Winner of coin toss chooses the direction to attack. The other team kicks. Opponent must be five (5) yards from the center mark. A throw-in at midfield will start the second and fourth quarter by the team who had the previous kick-off.

Ball In and Out of Play:

Any ball crossing the touch line will result in a pass-in for the opposing team. Any ball crossing the byline will result in a goal kick for the defending team and a corner kick for the attacking team.

Free Kicks:

All free kicks will be considered INDIRECT. No kicks shall be taken by the attacking team within 5 yards of the defending team's goal. Opponent must be five (5) yards away from all free kicks. There will be no penalty kicks.

Offside:

There shall be no offside called during these games.

Sideline Etiquette:

Parents will be on the opposite sideline to the coaches and players. Not behind the goals on either end.

Misc. Rules:

Florida Soccer encourages healthy and positive sports competition. It is not our desire to instill the "killer instinct" in the player, but to foster physical fitness, knowledge of the sport, agility, quick thinking and aggressive attacking and defensive play. Dangerous play and/or abusive language to coaches, players, or referees will not be tolerated. Parent/Coaches and spectators should be there to enjoy and encourage the activity of the youngsters.

7 v 7 (9U-10U)

The Ball:
Size four (4)

Field Size:
30 yds. x 50 yds.

Goal Size:
6' high x 18' wide

Number of Players:

Maximum number of players on the field at any one time is Seven (7). Game played with goalkeeper. Maximum number of players on roster should not exceed Fourteen (14)

Substitutions:

Injuries, any dead ball situation. All substitutions are made at the halfway line and only with permission of the referee.

Playing time:

Each player SHALL play a minimum of 50% of the total playing time, regardless of skill level, if the child attends practices, arrives at the playing field prepared to play in proper uniform, is not under disciplinary suspension, or is not physically handicapped due to illness or injury.

The Referee:

Referee will oversee games. All rule infractions shall be briefly explained to the offending player.

Duration of the Game:

U10 games shall be divided into two (2) equal, twenty-five (25) minute halves. There will be a water break each half. There shall be a half-time break of five (5) minutes.

The Start of Play:

A coin toss will be conducted to start the game. Winner of coin toss chooses the direction to attack. The other team kicks. Opponent must be eight (8) yards from the center mark while the kick-off is in progress.

Ball In and Out of Play:

Any ball crossing the touch line will result in a throw-in for the opposing team. Any ball crossing the byline will result in a goal kick for the defending team and a corner kick for the attacking team.

Free Kicks:

All free kicks will be considered INDIRECT. Opponent must be eight (8) yards away from all free kicks.

Offside:

Offside will be called during these games. The build out line will also be used to denote where offside offenses can be called.

> Players cannot be penalized for an offside offense between the halfway line and the build out line

> Players can be penalized for an offside offense between the build out line and goal line

Sideline Etiquette:

Parents will be on the opposite sideline to the coaches and players. Not behind the goals on either end.

Build Out Line:

When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. A quick start by the GK is allowed before the opposing team all retreat behind the build out line.

> Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting/drop kicks not allowed)

> Once the ball is played by the GK and another player has touched the ball, the opposing team can pass the build out line. Essentially the ball is in play when a first touch occurs after the GK delivers the ball.