

## **Appendix B: U8 Indoor League Regulations and Guidelines for Referees**

The U8 Indoor program is a developmental and NOT a competitive program. Therefore, no game scores or standings will be maintained. The idea of the program is to afford the players the opportunity to actively participate, learn and have FUN. All coaches, managers and parents are asked to conduct themselves in a manner that supports the spirit and purpose of the game.

The game played will be 4v4 (including the sweeper-goalkeeper).

### **Team Management**

- a) All players must be properly registered with the CMSA. For more information, please contact your club registrar.
- b) One coach from each team will act as the educators/officials on the field. Their purpose is to educate the players, i.e. stop the game, correct, and restart appropriately.
- c) Coaches are responsible for the conduct of their team's players and spectators.
- d) The game will be stopped approximately every 3-4 minutes to allow for substitutions. It is strongly recommended that complete line changes are done if there are enough players, and that players are rotated through the sweeper-goalkeeper position.
- e) Unfortunately, it is unavoidable that at times there will be a mismatch between two teams in terms of the athleticism and skill of the players.

In such a situation, the coach of the dominant team is requested to make such changes so as to dilute this dominance as is reasonably possible.

Examples of such changes are:

- Playing the better players more in goal for that game.
- Asking the players to play only with their weak foot.
- Asking the players to make 3 or more passes before scoring.

Please make these changes in the spirit of fun and good sportsmanship.

- f) U8 players may play up for any U10 team that is from their community or club.

### **Rules of Play**

#### **Law 1 - Field of Play**

The field of play will be one of the two U8 fields at the Eastside Training Facility (ETF) or one of the two U8 fields at the Calgary West Soccer Centre (CWSC).

**The Goal Area:**

This area will be marked by cones that are six yards out from the goal-line and stretch from one side of the field to the other. Only the sweeper-goalkeeper may use the hands inside this area.

**Law 2 - The Ball**

The ball shall be size 3.

The game ball must be supplied by the home team.

**Law 3 - The Number of Players**

The game will be played by two teams, each consisting of four players, one of whom is the sweeper-goalkeeper. The game shall not start if either team has less than four players.

**Law 4 - The Player's Equipment**

Players must wear shinguards so as to prevent injury.

The sweeper-goalkeeper must wear a jersey or pinnie that distinguishes the player from the other players.

**Law 5 - The Referee / Official**

One coach from each team will act as the officials/educators on the field. Their task is to stop the play, correct and educate the players on the infringements of the rules, and restart play appropriately.

They are responsible for the timekeeping of the game.

**Law 7 - Duration of the Match**

Time slots are 60minutes in length. The scheduled game consists of 2 – 25 minute halves. This gives the teams 5 minutes to warm-up, 3 minutes for half-time and 2 minutes to leave the field after the game.

There will be clock stoppage time during the game, even in the case of an injury during play.

Play shall be stopped approximately every 3-4 minutes to allow for substitutions. Play shall resume with a drop ball at the last point of play prior to the substitution stoppage, and at a point that does not result in a direct shot on goal.

**Law 8 - The Start and Restart of Play**

A kick-off will be taken from the centre of the field for

- The start of the game
- After a goal has been scored, and
- The start of the second half.

Players of the opposing team must be 5 yards away.

A goal may not be scored directly from the kick-off.

### **Law 9 - Ball Out of Play**

If the ball is kicked out of play, restart is by a kick-in from a spot one yard in from the sideline from where the ball went out.

A goal may not be scored directly from a kick-in.

Players of the opposing team must be 5 yards away.

### **Law 12 - Fouls and Misconduct**

An indirect free kick is awarded, and the player educated as to what the transgression was.

Players of the opposing team must be 5 yards away at the taking of the kick.

### **Law 14 - Penalty Kick**

There are NO penalty kicks.

If an infringement occurs in the 6-yard goal-area by the defending team, then an indirect free kick is awarded to the attacking team and is placed on the six-yard line in line with where the infringement took place.

If the infringement is made by the attacking team inside the 6-yard goal-area, the defending team may place the ball anywhere within the 6 yard goal-area for the indirect free-kick.

### **Law 16 - Goal Kick**

If the ball strikes the netting above the boards and behind the goal line, after being kicked by a member of the attacking team, then a goal kick is awarded to the other team.

The goal kick may be taken from anywhere inside the 6 yard goal-area.

A goal may not be scored directly from a goal kick.

Players of the opposing team must be outside the goal-area.

### **Law 17 - Corner Kick**

If the ball strikes the netting above the boards and behind the goal line, after being kicked by a member of the defending team, then a corner kick is awarded to the other team.

The corner kick is taken from a point one yard out from the corner of the field.

Players of the opposing team must be 5 yards away.

**Substitutions**

Play must be stopped approximately every 3-4 minutes to allow for substitutions. Changes on the fly are

not permitted.

**Sweeper-Keeper Clearances**

Once the Sweeper-Keeper has the ball in the hands, then the players of the other team must drop off 5 yards. The Sweeper-Keeper is allowed to place the ball on the ground within the six-yard goal area, and either kick the ball out or dribble the ball out of the six-yard goal area. No opposition team player is allowed to challenge for the ball until it has left the six-yard goal area.

The Sweeper-Keeper may only distribute the ball along the ground from the goal area with either a throw from the hands or a pass with the feet. No drop-kicks are allowed.

The Sweeper-Keeper must distribute the ball within 6 seconds.