



SSA Cobb Under 8 Rules and Regulations

LAWS OF THE GAME

Law #1: The Field of Play

- The field of play must be rectangular and shall be approximately 30 yards by 40 yards
- There shall be a goal area but no penalty area, or penalty kick mark
- The goal shall be approximately 12 feet wide and 6 feet high. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement
- No one (spectators or participants) shall be allowed behind the end lines during the course of a game

Law #2: The Ball

- Players shall use a size 3 ball

Law #3: Number of Players & Substitutions

- A match is played by two teams, each consisting of not more than five (5) players, one of whom is the goalkeeper
- Minimum of minimum (4) players per side needed to start or continue the game
- Each player must play a minimum of 50% of the total playing time, unless he or she is unable to do so, or at the parent's request
- It is strongly recommended that players be rotated equally
- Player's time spent as goalkeeper must not exceed player's time spent on the field
- Teams and matches may be coed
- Substitutions may occur at any stoppage and unlimited, but are recommended every 6 minutes and at the end of each half
- If one team substitutes for an injured player, the opposing team may also substitute (one player for each injured player substituted)

Law #4: Player's Equipment

- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks
- For safety reasons, soccer cleats are mandatory. No baseball, softball, or football cleats are allowed
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team shall wear the same color uniforms
- For safety, players may not participate with improper equipment



Law #5: Referees

- No referees are used. Instead the coach shall supervise the game for safety sake and will act as the game official

Law #6: Assistant Referees

- No Assistant Referees are used

Law #7: Duration of the Game

- A coach will act as official timekeeper
- The match day shall consist of one (1) game, consisting of four (4) equal quarters of twelve (12) minutes
- There shall be a two (2) minute break after quarters one (1) and three (3)
- There shall be a half-time interval of three (3) minutes between quarters two (2) and three (3)

Law #8: The Start of Play

- Each team shall be represented at the field of play by a coach, assistant coach, or a parent appointed in his/her place for the duration of the game
- The opponents must be six (6) yards from the center mark while a kick-off is in progress
- The designated home team will begin with kick-off to start the match
- A kick-off will be taken to restart the game after a goal is scored

Law #9: Ball In and Out of Play

- The ball must be wholly over the goal line or touch line whether on the ground or in the air to be declared out of play

Law #10: Method of Scoring

- The ball must be wholly over the goal-line to be declared a goal. A ball sitting on the line is still in play (no goal has been scored)

Law #11: Off-Side

- There is no off-side



Law #12: Fouls and Misconduct

- It is recommended that the game officials (coaches) explain all infractions to the offending player
- Goalkeeper can only handle the ball in their goal area
- Opposing players shall not play or touch the ball until it has left the goal area and are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play
- Teammates are not allowed to receive the ball in the goal area from a goal-kick. This would result in a free kick from where the teammate received the ball
- If during regular play, the goalkeeper rolls the ball to a teammate who is within the goal area then this is not an infringement
- If the goalkeeper punts the ball, and it strikes an opponent who is in the goal area, a free kick to the goalkeeper's team at the spot where the ball contacted the opponent will be awarded
- If the goalkeeper punts the ball, and it strikes a teammate within the goal area and rebounds into the goal, a goal to the opponents is awarded

Law #13: Free Kick

- All free kicks will be indirect and opponents must be at least six (6) yards from the ball until it is in play
- For a free-kick to be taken less than six (6) yards from the goal, the opponents may stand on the goal-line, between the goalposts

Law #14: Penalty Kick

- No penalty kicks will be taken

Law #15: Throw-In

- A throw-in will be taken from the point on the sideline at which the ball went out of play
- Opponents must stand at least three (3) yards from the point at which the throw-in is taken

Law #16: Goal Kick

- The kick may be taken anywhere in the goal area. Opposing team must remain in the opposite half from where the goal kick is taken until the ball is in play (ball travels outside of goal area)

Law #17: Corner Kick

- Taken from the corner of the field of play, and opponents must remain at least six (6) yards from the ball until it is in play



RESTRICTIONS

- No team shall be allowed less than 5, nor more than 9, registered players at any given time

RECOMMENDATIONS

- Opposing coaches, players, and parents should shake hands after each match
- No slide tackles to be allowed in this age group