

**SYSA Soccer**  
**Modified Rules of Competition**  
**Outdoor Recreational Soccer**  
**5 v 5 (U8)**

*SYSA Mission: "To provide sports activities for all youth where everyone plays, develops skills, is taught good sportsmanship, and learns the value of being a team player."*

These rules are modified from the FIFA Laws of the Game. [Laws of the Game](#) can be found on the USSoccer.com website. Modifications may include, for example: size of the field, size of the ball, size of the field and goals, duration of the halves, and use of return substitutes.

All competitions shall be governed by the Rules as stated herein in all cases where they are applicable. All members of SYSA shall be governed by these Rules of Competition. Good judgment, sportsmanship, and fair play should govern the decisions and actions of all the players, coaches, referees, and spectators. These rules are subject to changes/edits as needed.

**Law 1 Field of Play**

See the diagram below.

The following specifications apply to all **5 v 5** competitions administered by SYSA.

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

Length: minimum length is **25** yards - maximum length is **40** yards

Width: minimum width is **15** yards - maximum width is **35** yards

Field markings.

The field of play is divided into two halves by a **halfway line**.

Goal Area: **6-yard line** drawn from sideline to sideline

Penalty area: none

Corner arc: none. On a corner kick, the ball may be placed anywhere within 1 yard of the corner.

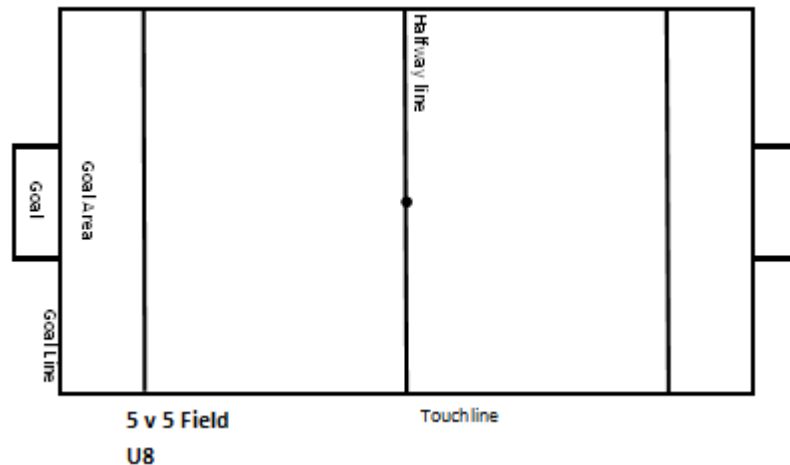
Goals: **6'x 12'** goals will be placed on the center of each goal line. If permanent goals are unavailable, flags or cones may be used to mark the goals (12 feet wide) and corners. If cones are used for goals, the top of the player's hands will determine the "imaginary" height of the crossbar. For the players' safety, no one should hang from the goal's crossbar at any time during a game or practice.

Each team, its coaches, players, and spectators shall be on **opposite** sides of the field. The designated home team shall have a choice of sides.

Players, coaches, and spectators shall not be along the goal area touchlines or behind the goal line.

A game may be postponed at the field site if weather conditions are too hazardous for play. Extreme weather includes lightning, snow, or ice on the ground. Rain is not a reason to postpone play.

No dogs or pets are allowed near the playing field.



**Law 2 The Ball**

A size **three (3)** ball will be used for all practices and games.  
The home team is responsible for providing the game ball.

**Law 3 The Players**

The match is played by two teams, each consisting of not more than **five (5)** players, one of whom shall be the goalkeeper. The goalkeeper shall wear a uniform that is a different color from their teammates.

The roster is **ten (10) players**. Each player shall receive 50% of the total playing time. The coach is responsible for enforcing this rule. In some situations, with approval by SYSA, a coach may authorize an additional player on the team.

Defenders may remain in their half of the field to teach basic positioning but defenders will not be allowed to simply remain within a few yards of the goal at all times.

Substitutions may be made, with the consent of the referee, during any stoppage of play or for an injury.

Substitutions will be allowed to allow all players to get equal playing time and to balance rather than run up the score.

Players not on the field of play must remain two (2) yards behind the touchline and not along the goal area or behind the goal line.

**Law 4 Player Equipment**

Conform to FIFA Laws of the Game.

A minimum "official" uniform is the standard SYSA-issued jersey with a number and socks.

Shin guards are MANDATORY for practices and games. Socks must be worn up and over the shin guards.  
Safety.

A player must not use equipment or wear anything dangerous to himself or another player (including any kind of jewelry – no earrings, except a medical alert bracelet).

All or any member(s) of a team may wear extra protective clothing against the cold, including gloves without dangerous, protruding, or hard objects provided that: (1) the proper team uniform is worn outermost; and (2) any hat should be without peak, bill or dangling or protruding object of any kind; and (3) referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.

No player shall be allowed to play in any regularly scheduled practice or game with an injury or a known medical condition, which can be communal or aggravated by playing.

Prosthetic devices require a physician's permission before a player may play and it must state the player needs to wear the device to play. Even then, such devices must pose no danger to other players on the field. The referee's judgment shall be the final determining factor.

**Law 5 The Referee**

Games will be officiated by a parent/coach from both teams. Both coaches will work together and coach and referee the match on the field while on the field. This maximizes the opportunity for coaches to help the players with the rules of the game. Plus, coaches can give lots of high 5s and fist bumps.

It shall be the responsibilities of the officials for the game to encourage clean competition and good sportsmanship at all times and to enforce the rules and regulations of the league. All infringements should be explained to the player.

The coach/parent refereeing the game will have the responsibility of ensuring that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the coach/parent refereeing the game who is satisfied that the bleeding has stopped.

**Law 6 Other Officials**

None.

**Law 7 Duration of the Match**

**Four (4) x ten (10)** minute quarters with 1-minute quarter breaks and a 5-minute halftime break. Time will not be added to the game for time lost due to substitutions.

**Law 8 Start and Restart of Play**

Conform to the FIFA Laws of the Game, with the exception that the defending team is at least **ten (10) feet** from the ball until it is in play.

A goal shall not be scored directly from a free kick/kickoff/corner kick without the ball being touched by at least one other player on either team.

Restarting play after a temporary delay, there will be a drop ball for the team that last touched the ball at the spot where the ball was declared dead. The opponents shall be four (4) yards away.

Kick-off: The kick-off starts both halves of a match, the other team takes the kick-off to start the second half. The visiting team starts the first kick-off. The home team starts the second half.

After a team scores a goal, the kick-off is taken by their opponents.

The opponents of the team taking the kick-off must be on or behind their 6-yard line at the kick.

Goalkeeper kicks and punts are NOT allowed. Goalkeepers may roll, throw, or place the ball down and pass the ball. The opposing team must move behind the halfway line until the goalkeeper puts the ball into play. The goalkeeper may choose to restart play before the opponents have retreated behind the halfway line.

### **Law 9 Ball in and Out of play.**

Conform to the FIFA Laws of the game.

The ball is out of play when it wholly crosses the goal line or the whole touchline, whether it is on the ground or in the air.

The ball is out of play when the referee has stopped the game.

### **Law 10 Method of Scoring**

Conform to the FIFA Laws of the game.

A goal is scored when the whole of the ball has crossed the whole of the goal line on the ground or in the air between the goal posts (flags) and under the crossbar (height of the flags).

If cones are used for markers, the height of the crossbar will be determined by the height of the goalkeeper's hands.

There will be no published team standings and game scores will not be recorded.

### **Law 11 Offside**

None. The offside rule will not apply to any 5 v 5 match however the intent of the rule will be followed.

Positioning a player in front of the opponent's goal irrespective of the location of the ball on the field is contrary to the aims of the program. The referee shall take appropriate action to prevent this kind of play (an indirect kick to the offended team and instructional statements to the violating players and coach).

### **Law 12 Fouls and Misconducts**

Conform to the FIFA Laws of the game.

Play should be stopped when a player acts in a careless, reckless, or dangerous manner. The volunteer coach/official should explain the infringement to the player. Play is restarted with an indirect free kick for the opposing team.

Fouls against an opponent may include: charges, jumps at, kicks or attempts to kick, pushes, strikes or attempts to strike, tackles or challenges, trips or attempts to trip, holds an opponent, impedes an opponent with contact, or spits at an opponent. *Deliberately* handling the ball is a foul. (Not all balls that hit the arm/hand are deliberate!)

No heading.

No slide tackling.

No goalkeeper drops kicks or punts.

No contact will be made with the goalkeeper who has possession of the ball. A goalkeeper with one finger on the ball is considered to have possession.

Misconduct: No cards shall be shown to this age group. A referee may ask a player to temporarily sub out if the behavior would have warranted misconduct.

If a player is too rambunctious, the referee should ask the coach to make a substitution to give the child a chance to calm down before returning to play.

### **Law 13 Free Kicks**

Conform to the FIFA Laws of the Game, with the exception that all free kicks are INDIRECT and the opponents are to be at least **ten (10)** feet away from the ball until it is kicked.

A goal cannot be scored from an INDIRECT free kick unless the ball has been played or touched by a player other than the kicker before passing through the goal.

The kicker shall not play the ball a second time until it has been touched or played by another player.

**Law 14 Penalty Kicks**

None. Penalty kicks will not be awarded at this age level.

**Law 15 Throw In**

Conform to the FIFA Laws of the Game. The ball is out of play when it wholly crosses the whole touchline, whether it is on the ground or in the air.

The throw-in shall be taken from the point where it crossed the touchline by a player of the opposing team.

The thrower must face the field of play and must keep both feet on the ground while releasing the ball.

He/she shall use both hands on both sides of the ball to deliver the ball from behind and over his/her head.

**One do-over** may be allowed if an incorrect throw-in occurs. Before the re-throw, the referee will instruct the thrower on proper technique and then proceed with the re-throw.

The thrower may not play the ball until another player has touched it. If the thrower plays the ball a second time before another player has touched it, the above re-throw rules will apply.

A goal shall not be scored directly from the throw-in.

**Law 16 Goal Kick**

When the whole of the ball passes over the whole of the goal line, excluding the portion between the goal posts and under the crossbar (either in the air or on the ground), having last been played by one of the players on the attacking team, a goal kick will be awarded.

A goal kick may be taken from anywhere inside the goal area by any member of the defending team.

The kicker shall not play the ball a second time until it has been touched or played by another player.

The ball is in play when it is kicked.

The opposing team must move behind the **halfway line** during a goal kick until the ball is put into play. The team taking the goal kick may choose to restart play before the opponents have retreated behind the halfway line.

**Law 17 Corner Kick**

Conform to the FIFA Laws of the Game with the exception that the ball shall be placed in the corner of the field and the opposing players are to be at least **ten (10) feet** from the ball until it is kicked. When the whole of the ball passes over the whole of the goal line excluding that portion between the goal posts and under the crossbar, (either in the air or on the ground), having last been played by one of the defending team, a player of the attacking team shall have a corner kick.

The ball shall be placed in the **general vicinity** of the corner and shall be kicked into play from that position by an attacking player.

In a 5 v 5 match, a goal may **not** be scored directly from a corner kick.

The kicker shall not play the ball a second time until it has been touched or played by another player.

**Miscellaneous Rules****Team Responsibilities**

Teams who are the “first game of the day” may help prepare the field (mini goals placed for the 4v4/5v5 games or corner flags placed for the 7v7/9v9 games).

Teams who are the “last game of the day” should help clean up the field (store mini goals, store field signs, and/or put away the corner flags.)

All teams are responsible for the cleanup of the fields after each game. Please do not leave garbage on the sidelines.

Opposing coaches and players are strongly encouraged to shake hands (fist bump or give high fives) after each match. Parents are encouraged to create the “team tunnel” to celebrate the players playing a match.

Please help put away the field signs and goals if you are in the last game of the day.

**Parents and Spectators** should enjoy and encourage the activity of the players and refrain from coaching during the match. Please cheer and acknowledge players who exhibit good sportsmanship.

**Coach Responsibilities**

The coach or designated adult should attend every practice and every game. All coaches, team managers, and assistants must comply with all Risk Management requirements. There must be an approved adult at all

functions.

The coach shall collect a WYS Medical Release form, available on the SYSA website, signed by the parent/guardian for all players and have access to these forms at all practices and games.

Coaches, their assistants, or spectators are not allowed on the field of play during the game unless permission is given by the referee (in case of emergencies or unusual situations).

The coach is responsible for his behavior as well as that of his players, parents, and spectators on his/her side of the field. Remember this is just for fun.

Every player must play in each game at least 50% of the playing time unless they are not able to play due to illness or injury.

Coaching from the sidelines is permitted but not recommended. Coaching must be done civilly and the tone of voice will be informational and encouraging, not demanding or critical.

Make sure that your players are properly equipped and ready to play. No jewelry (no taped jewelry).

In case of injuries during the game, ensure that the player is properly attended to. Check his/her condition after the game and follow up with a call to the home in the evening.

In the event an injured player requires medical attention, he/she must have a written release from the doctor before returning to practice or playing with the team.

A coach shall complete an Incident Report, available on the SYSA website, <https://www.sysa.com/wp-content/uploads/IncidentReport.2018.pdf>, and submit it to the SYSA office within 48 hours of injury/incidence.

**Practices**

Only **one (1)** practice per week for forty-five (45) minutes – sixty (60) minutes is recommended for this age level.