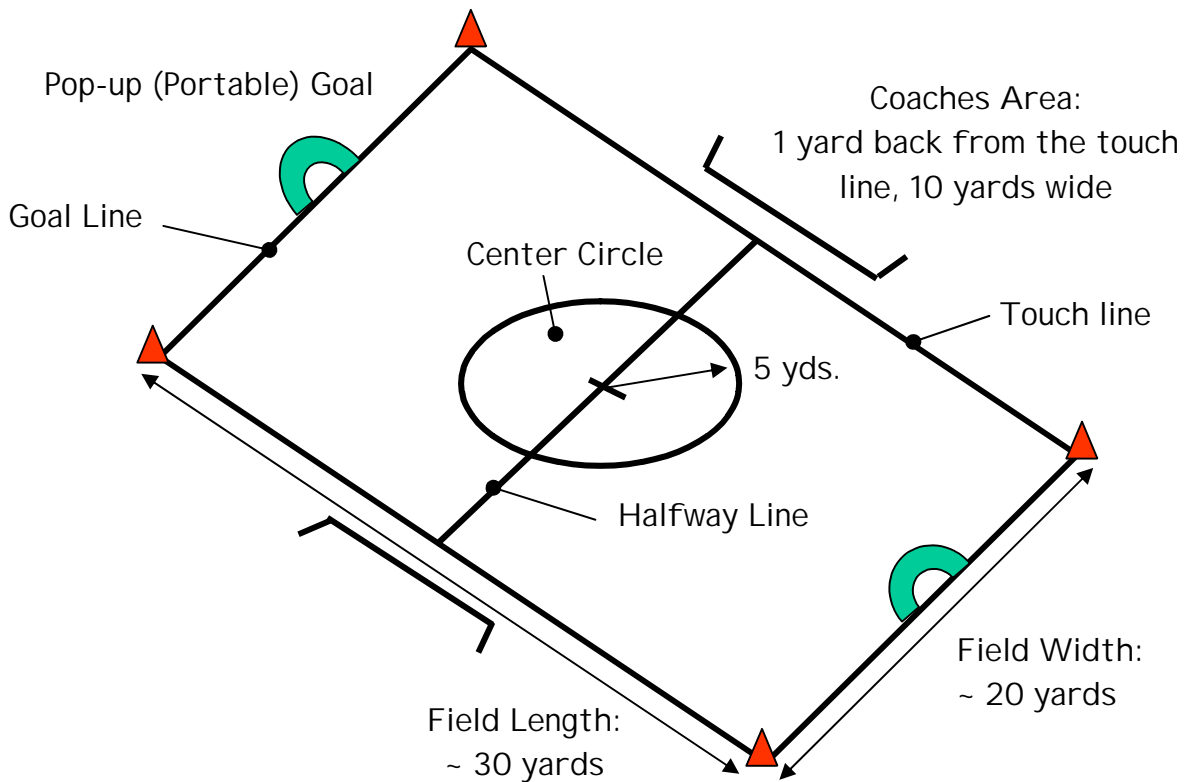


Modified Laws of the Game
For U-5, U-6, U-7 & U-8
AYSO Region 104

Law 1: The Field

- The field shall be rectangular and marked as shown in Figures 1 and 2.
- The lines are part of the area they define.
- The referee shall inspect the field for safety before the start of the game. If a field is unplayable/unsafe for any reason such as standing water, holes, dangerous equipment, etc., the referee shall declare the field unplayable and have all the equipment (flags, cones, etc.) taken down and taken home by the home team coach. No further games will be played that day at that field. The referee shall then make a report to the league. See Note 2 in Footnotes section for details.



Note: No penalty area and no goal area

Figure 1. U-5 & U-6 Field Size and Markings

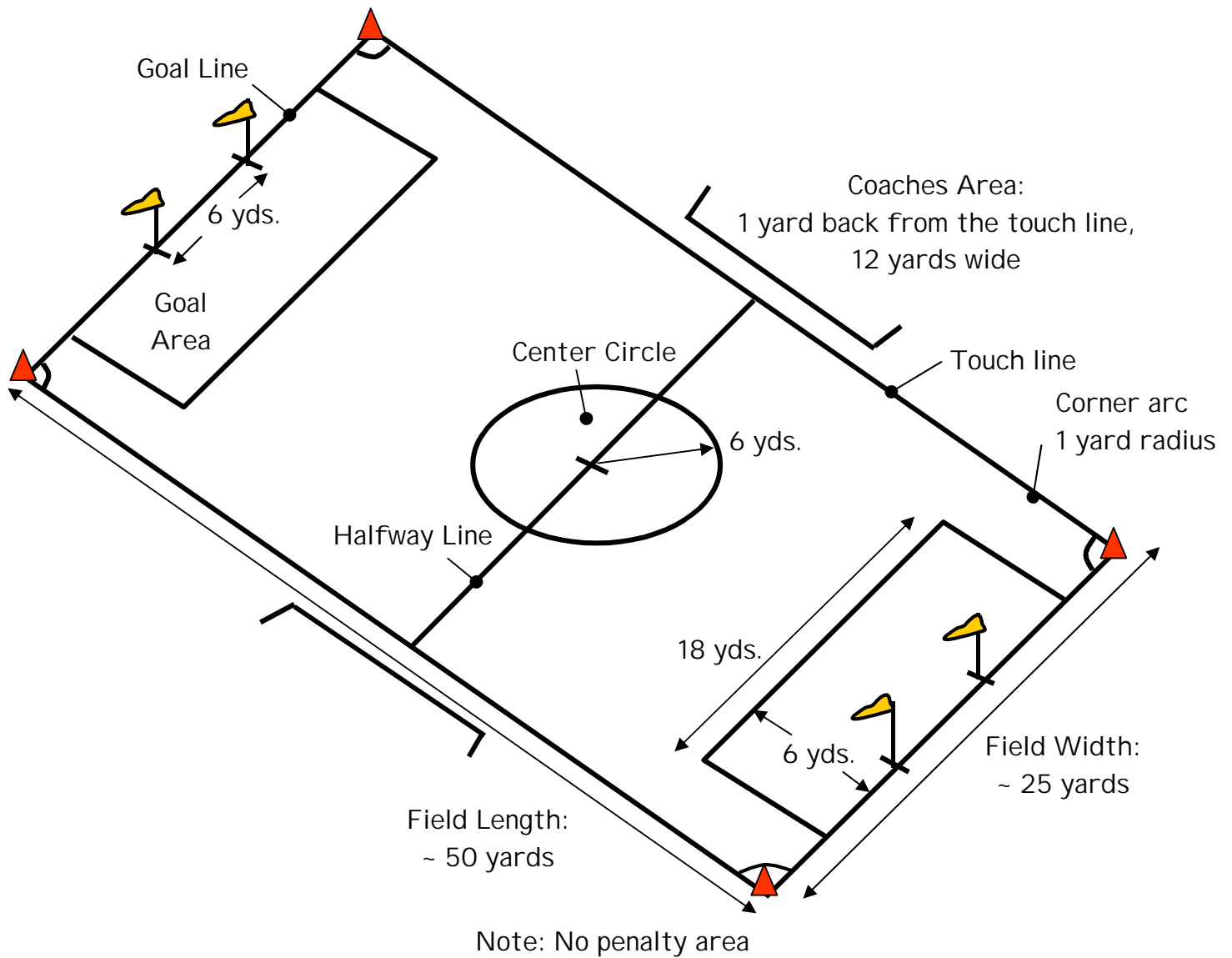


Figure 2. U-7 & U-8 Field Size and Markings

Law 2: The Ball

- A size #3 ball is used for all U-5 through U-8 matches.
- The referee will determine if the ball is suitable for the match.
- The ball should be inflated so that, when the ball is held by both hands, normal thumb pressure will dent the ball approx. ½ inch.
- The ball may be changed during the match only with the referee's permission.

Law 3: The Number of Players

- For U-5 & U-6, a maximum of 3 players per team on the field. A minimum of 2 players are required to start or restart the match.
- For U-7 & U-8, a maximum of 5 players per team on the field. A minimum of 3 players are required to start or restart the match.
- If a team is not able to field a team with the required minimum number of players, the match shall be abandoned and the referee shall make a report to the league (see Note 2 in Footnote section). It is acceptable for one team to lend one or more players to the other team to allow the game to be played.
- Substitutions
 - The referee shall call for substitutions at an appropriate stoppage in play approximately midway through the first half and approximately midway through the second half. This corresponds to the end of the 1st and 3rd quarters for a U-5 or U-6 match (see Law 7).
 - Stoppage is made when the ball is out of play and prior to the appropriate restart. Preferred stoppages for substitution are kick-offs, goal kicks, throw-ins, and dropped balls. Substitutions may also be called prior to corner kicks and free kicks provided that one of the other stoppages does not occur in a timely manner.
 - Substitutions may be made at the halftime break.
 - Substitutions may be made for an injured player.
 - The coach may, at his or her discretion, elect to substitute for the injured player or to play short. If the election is made to play short, the injured player may return to the game with the referee's permission during an appropriate stoppage in play.
- Stoppages for injury may be made immediately or anytime. If the referee stops play for an injury and the ball is in play, the restart is a dropped ball.
- Players may enter and exit the field only with the referee's permission.
- Playing Time
 - Every player must play a minimum of one-half of the game.
 - Late arriving players shall be substituted as follows:
 - If a player arrives during the first "quarter", the player must play at least one-half of the game (2 of the remaining 3 quarters).
 - If a player arrives during the second or third "quarter", the player must play a minimum of one "quarter".

Law 4: The Player's Equipment

- A player must not use equipment or wear anything which is dangerous to himself or another player. Jewelry, *including earrings*, is not permitted on players during games or practices.

- All players must wear a jersey, shorts, shin guards covered by stocking, and appropriate footwear.
- No casts or splints of any kind are allowed. Knee braces are allowed at the discretion of the referee and must be appropriately padded and without any exposed metal parts.

Law 5: The Referee

- The referee enforces the Laws of the Game in a manner such that the players are given a safe, fair, and fun match. The referee's authority starts from the time he/she arrives at the field for the match until the time he/she leaves the field.
- The referee is the only keeper of time.
- The referee starts his/her watch as soon as the ball is properly kicked forward.
- The referee may change his decision as long as play has not restarted.
- The referee has discretionary powers to stop the game.
- The referee should only allow limited positive coaching that instructs and encourages players. This instruction should only come from the coach and the assistant coach, and during the match these individuals should remain within their designated Coaches area (refer to Figures 1 and 2 in Law 1).
- The referee should only allow positive cheering and encouragement from all spectators. Spectators should be located along the sidelines and at least 3 yards back from the touch lines.
- The referee's decisions are final.

Law 6: Assistant Referees

- For U-7 & U-8 matches, two assistant referees (typically club linesmen) are appointed by the referee to assist him/her in determining when the ball has gone out of play and for any other duties as requested by the referee.

Law 7: Duration of the Match

- The match shall consist of two halves of the same length.
 - U-5 and U-6 matches are divided into four quarters. For U-5 each quarter is 5 minutes, for U-6 each quarter is 7½ minutes. Clock will stop at the quarter.
 - U-7 and U-8 matches are comprised of two halves, each timed at 20 minutes, and the clock does not stop for substitutions at the "quarter".
- A substitution break, called by the referee, should occur midway through each half.
 - For U-5 & U-6, this break should last 2 minutes.
 - For U-7 & U-8, the clock does not stop and the "break" should last only long enough for the players to get water and position instructions from their coach (normally not longer than a minute).
 - Play is restarted according to how the ball last went out of play.

- Between halves there shall be a half-time break of 5-10 minutes.

Law 8: The Start and Restart of Play

- A coin toss is conducted prior to the start of the match. The team winning the toss shall decide which goal it will attack during the first half of play. The team losing the toss shall kick off to start the match. The team that wins the toss takes the kick off to start the second half of the match.
- In the second half of the match, the teams change ends and attack opposite goals.
- Kick Off
 - A kick off is a way of starting or restarting play for the following situations:
 - At the start of the match
 - After a goal has been scored, and
 - At the start of the second half of the match.
 - The following is required for the kick off:
 - All players are in their own half of the field.
 - Opponents of the team taking the kick are at least the prescribed distance from the ball (i.e. on or outside the center circle line). The prescribed distance is 5 yards for U-5 & U-6, and 6 yards for U-7 & U-8.
 - The ball is stationary on the center mark
 - The referee shall signal when the kick is to be taken
 - The ball is in play when it is kicked and moves forward
 - If the player taking the kick off touches the ball a second time before another player touches it, the opposing team is given a direct free kick at the place of the second touch. For instructional purposes, in U-5 & U-6 the referee may allow the kicking team to retake of the kick-off, and he/she should provide a brief explanation to the players as to the reason why.
 - A goal may be scored directly from a kick off in U-5 through U-8.
- Dropped Ball
 - If the referee needs to stop play for any reason not addressed elsewhere in this document, the referee will restart play with a dropped ball.
 - The ball shall be dropped at the place where it was located when play was stopped. Play restarts when the ball touches the ground.
 - If the player touches the ball before it makes contact with the ground or the ball leaves the field of play without being touched by any player, the ball is dropped again.
 - A dropped ball to restart the match inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.

- Special Circumstances on Free Kicks
 - For infringements by defenders that occur in their own goal area for, in U-7 & U-8 the kick is taken (the ball is moved) from a location 6 yards away from the goal line on the boundary of the goal area and a free kick awarded to the attacking team.
 - For U-5 & U-6, if the infringement was committed by the defending team and less than 3 yards away from their pop-up goal, kick is taken (the ball is moved) to a location 3 yards away from the goal line.
 - For infringements by the attacking team that occur in the opponent's goal area, in U-7 & U-8 a free kick awarded to the defending team and the kick is taken from any point within the goal area.
 - For U-5 & U-6, the free kick is taken the defending team from any point within 3 yards from the pop-up goal.

Law 9: The Ball In and Out of Play

- It is the position of the ball (not the player's position) that determines whether the ball is in or out of play.
- The ball is out of play when it has completely crossed the goal line or touch line whether on the ground or in the air, or if the referee has stopped play.
- The ball is in play at all other times, including when it has rebounded off any objects marking the field (pop-up goals, goal flags, corner flags, cones, etc.) where the ball remains in the field of play. The ball is also in play when it rebounds off either the referee or assistant referee if they are on the field of play.

Law 10: The Method of Scoring

- In U-5 & U-6, for a goal to be scored, the whole of the ball must pass over the goal line in the pop-up goal.
- In U-7 & U-8, for a goal to be scored, the whole of the ball must pass over the goal line, between the goal flags and below the top of the flags.
- In U-5 & U-6, since a relatively small goal is used, and to encourage active player participation, players should not "camp" themselves in front of their own goals. To encourage this, a goal is only awarded if, when the ball is kicked completely into the goal, all players of the attacking team are in the attacking half of the field. If any attacking players are not in the attacking half of the field, the goal is not awarded and the restart is a goal kick. Players are not allowed to hold any part of the portable goal during the game.
 - For U-7 & U-8, players are allowed to be anywhere on the field, including in front of their goal to defend it. Coaches, in particular, should encourage defensively positioned players to move forward when the ball is in their team's attacking side of the field.

Law 11: Offside

- The offside offense does not apply in U-5 through U-8 matches.

Law 12: Fouls and Misconduct

- Fouls can only be committed by players against opponents who are players at the time. Misconduct may be committed by players, substitutes, and team officials.
- In U-5 through U-8, the punishment for all fouls is a direct free kick from the point where the offense occurred with the exceptions as detailed under Law 8. There are no indirect free kicks for these age groups.
- A direct free kick is awarded the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or using excessive force.
 - Kicks or attempts to kick an opponent.
 - Trips or attempts to trip an opponent.
 - Jumps at an opponent.
 - Charges an opponent.
 - Strikes or attempts to strike an opponent.
 - Pushes an opponent.
- A direct free kick is awarded the opposing team if a player commits any of the following four offenses.
 - Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
 - Holds an opponent.
 - Spits at an opponent.
 - Handles the ball deliberately.
- A direct free kick is awarded the opposing team if a player, in the opinion of the referee, commits the following offenses:
 - Plays in a dangerous manner.
 - For U-5 through U-8, heading the ball and slide tackles are considered Dangerous Play.
 - Impedes the progress of an opponent.

- Misconduct (see note below)
 - A player is cautioned if he commits any of the following seven offenses:
 - Is guilty of unsporting behavior.
 - Shows dissent by word or action.
 - Persistently infringes the Laws of the Game.
 - Delays the restart of play (i.e., goal kick or throw in).
 - Fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in.
 - Enters or re-enters the field of play without the referee's permission.
 - Deliberately leaves the field of play without the referee's permission.
 - A player is sent off if he commits any of the following five offenses:
 - Is guilty of serious foul play.
 - Is guilty of violent conduct
 - Spits at an opponent or any other person.
 - Uses offensive, insulting, or abusive language.
 - Receives a second caution in the same match.
 - If play is stopped by the referee to administer a caution or send off and there is no other prescribed restart within the Laws of the Game, the match is restarted with a direct free kick.
 - The referee must report any misconduct to the league authorities (see Note 1 in Footnotes section).

Note: In U-9 and older divisions, a yellow card is shown to players that are being cautioned, and a red card is shown to players that are being sent off. In U-5 through U-8, yellow and red cards are not used, and the cards are not provided to referees. For cautionable situations, referees should first talk with the player and only "caution" that player when necessary. Referees should only send off a player as a very last resort and in truly justified circumstances.

Law 13: Free Kicks

- All free kicks for U-5 through U-8 are direct free kicks. Direct free kick means that goal can be scored if the ball enters the opponent's goal whether it first touches another player or not.
- All opponents of the team taking the free kick must be at least the prescribed distance from the ball. However, the team taking the free kick does not necessarily have to wait for the opponents to reach the specified distance away from the ball before taking the kick.
- Free kicks are taken from the place where the infringement occurred.
 - See Law 8, Special Circumstances on Free Kicks, for the location of free kicks resulting from infringements near the goal or in the goal area.
- The ball is in play when it is kicked and moves.

- If a direct free kick is kicked directly into the opponent's goal, a goal is awarded to the kicking team.
- If a direct free kick is kicked directly into the team's own goal, a corner is awarded to the opposing team -- i.e., you cannot score against yourself on a free kick.

Law 14: The Penalty Kick

- As there are no penalty areas or goalkeepers for U-5 through U-8, there are no penalty kicks.

Law 15: The Throw In

- For U-6, U-7 & U-8, a throw-in is awarded when the entire ball passes over the touch line, either on the ground or in the air. It is taken from a point within 1 yard in either direction of the point where the ball passed over the touch line. It is taken by the opponents of the player who last touched the ball.
- For U-5, a kick-in is taken instead of a throw-in. Kick-ins are taken by the opponents of the player who last touched the ball. On a kick-in the ball is placed on the touchline at the approximate point where it went out of play.
- For throw-ins, at the moment of releasing the ball, the thrower faces the field of play, has part of each foot either on the touch line or on the ground outside the touch line, uses both hands, and delivers the ball from behind and over his head.
- For throw-in, the ball is in play immediately as it enters the field of play. For kick-ins, the ball is in play when it is kicked and moves.
- Opposing players need to be at least 2 yards away from the player taking the throw-in or kick-in.
- For throw-ins, a second throw should be allowed if the first attempt is done improperly. If the second attempt is still done improperly, let it go. Proper technique can be reinforced later by the coach.
- A goal cannot be scored directly from a throw-in or a kick-in.

Law 16: The Goal Kick

- A goal may be scored directly from a goal kick.
- A goal kick is awarded when the entire ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.
- All opponents of the team taking the goal kick must be at least the prescribed distance from the ball. However, the team taking the goal kick does not necessarily have to wait for the opponents to reach the specified distance away from the ball before taking the kick.
- For U-5 & U-6, goal kicks are taken from the goal line midway between the pop-up goal and the corner.

- For U-7 & U-8, goal kicks are taken from anywhere within the goal area or on the lines that bound it. If after the ball is kicked it is touched by a player from either team before it is beyond the goal area, the kick is retaken. The ball is in play as soon as it is kicked and moves beyond the goal area.
- The kicker does not play the ball a second time until it has touched another player. If the kicker does play the ball a second time before it has touched another player, the opposing team is awarded a direct free kick at the place of the second touch.

Law 17: The Corner Kick

- A corner kick is awarded when the entire ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10.
- For U-7 & U-8 the ball is placed in the corner arc at the corner nearest to where the ball went out of play. For U-5 & U-6, the ball is placed near the corner that is closest to where the ball went out of play (corner arcs are not normally marked on these fields).
- A goal may be scored directly from a corner kick, but only against the opposing team.
- All opponents of the team taking the corner kick must be at least the prescribed distance away from the ball before taking the kick.

Footnotes

Note 1: For any game-related disciplinary action or misbehavior involving a player, coach, or spectator, in addition to completing the lineup cards, a referee's report should be sent to the Regional Referee Administrator, a.k.a. Chief Referee (chief.referee@ayso104.org) within 24 hours. The report should include the following information: your name and phone number, the division (i.e., U-7 Boys), park, game time, player name(s) and jersey number(s) if applicable, and what happened. A copy of this report should be sent to both the Regional Coach Administrator, a.k.a. Chief Coach (chief.coach@ayso104.org), and the Division Commissioner for that game's division.

Note 2: For situations where the match has had to be abandoned (cancelled), the Division Commissioner of that game's division needs to be notified. These situations include weather-related events, poor field condition situations, or if one or both teams do not have the minimum number of players to start or continue the match. Weather-related or field-related events only need to be reported for specific fields/games where the governing authorities in Region 104 had not previously cancelled the games that day. If the cancellation involves a field that has become unsafe to play on, the Regional Safety Director (safety.director@ayso104.org) needs to be copied on this notification.

"At a Glance" Information for U-5 through U-8

	U-5 and U-6	U-7 and U-8
Ball Size	# 3	# 3
Players on Field	3	5
Minimum # of Players	2	3
Goalkeepers	No	No
Goal Size	Portable goal approximately 2 yards wide by ~1 yard tall.	Marked with flags 6 yards apart by approx. 6 feet tall.
Game Length	Four quarters (7½ minutes for U-6, 5 minutes for U-5) with a 2-minute break between 1 st and 2 nd qtr. and the 3 rd & 4 th qtr. Clock stops at the quarter.	Two 20-minute halves with Substitutions called for approx. midway through each half. <u>The clock does not stop during the half!</u>
Halftime Break	5 to 10 minutes	5 to 10 minutes
Field Size	Approx. 30 yds. × 20 yds.	Approx. 50 yds. × 25 yds.
Prescribed Distance (center circle radius and distance opponents must be from the ball on restart kicks)	5 yards	6 yards
Free Kicks	Direct Free Kicks only	Direct Free Kicks only
Location of Goal Kicks	Taken by defending team on the goal line at the point mid way between the goal and the corner.	Taken by defending team anywhere within their Goal Area
Goal is Scored When	The entire ball completely passes over the goal line and in the pop-up goal. All players for the scoring team must be in the attacking half of the field.	The entire ball completely passes over the goal line between the flags and below the top of the flags.
Assistant Referees	None	Two club lines-people, one supplied by each team for their side of the field.
Offside	None	None
Penalty Area/Penalty Kicks	None	None