



## SOCCKER RULES

### 8-12 YR OLDS

#### GENERAL

- 1.01 **Time**- Games will consist of four (4) ten (10) minute periods (time kept by referee) with a pause for substitutions every ten (10) minutes (i.e. quarter breaks).
- 1.02 **Halftime**-Halftime is 5 minutes depending on teams' readiness.
- 1.03 **Players**- Teams typically consist of no more than 16 players. Player totals are contingent upon registration numbers for your age bracket. All teams are created based on "averaged" registration details such as; 1.) age, 2.) weight, 3.) height, 4.)number of seasons, and 5.)skill ability as assessed by the parent.
- 1.04 **Number of Players on the Field During Play**  
8-12 yr olds – 8v8 during game play

**NOTE:** Forwards should maintain their positions on the offensive side and around the midfield line. Likewise, defenders should maintain their positions on the defensive side and around the midfield line.

- 1.05 **Timeouts**-No timeouts, except for injury or other irregular, extended stoppage of play.
- 1.05 **\*Coaches**- Coaches are NOT allowed to be on the field at any time during play. Coaches should remain behind the sideline or goal line while the game is in progress.
- 1.06 **\*Off-sides**- The off-sides rule will be "managed" during play. In other words, the referees will be expected to assist the players in understanding proper positioning during game play. An off-sides penalty may be called if offsides positioning creates an extreme advantage for the attacking team.
- 1.07 **Ball Sizes:** 8-9 and 10-12 age groups will use a size 4 ball.
- 1.08 **Player Attire**-
- Jerseys tucked in before play begins - All jerseys need to be tucked in during games. NO modifications to team shirt (jersey). Do not cut off sleeves or alter team uniforms in any way.
  - Approved jerseys only - Players **MUST** wear approved One Goal Sports' team jerseys. Any player with an unapproved team jersey will

be removed from the field of play, unless otherwise approved by OGS staff. *If you need to reorder a jersey it will cost \$20-\$30.*

- No jewelry – Earrings, bracelets, necklaces, rings and all other jewelry cannot be worn during game play.
  - Glasses – Sun glasses and prescription eye glasses may be worn during game play for medical reasons ONLY and if accompanied with a doctor letter to the OGS staff. Otherwise, only wrap around prescription or non prescription goggles may be worn.
- 1.09 **Player Attire (Shin Guards)** - Shin guards are required during play. Any player without shin guards will be removed from field of play. All shin guards must be covered by player socks at ALL TIMES. Exposed shin guards may also result in removal from game play until the issue is corrected.
- 1.10 **Player Attire (Coats/Jackets)** - Players are NOT allowed to wear a coat, jacket, or any type of clothing over the team jersey. If it's cold, have your child wear multiple layers underneath his/her jersey.
- 1.11 **Physical Play** - Soccer is a contact sport. As a coach, it is your duty to educate parents and yourself how to manage such contact. Shouldering and minor pushing is part of the game and coaches as well as referees are encouraged to monitor a healthy level of physicality during play.

## KICK-OFFS

- 2.01 **Start**-Games will begin with kickoff from center circle.
- 2.02 **Kick-off**-Opposing team must be outside the center circle until the ball is kicked. The team kicking off must touch the ball twice before the ball leaves the circle. The opposing team may charge the ball once it has been touched once.
- 2.03 **Goal**-After a goal is scored, the team scored on will kickoff.
- 2.04 **Kicker**-The kicker may not touch the ball again until another player has touched it.

## FREE/PENALTY KICKS

- 3.01 **Direct Kick**-All free and penalty kicks will be direct.
- 3.02 **Direct Kick**-Direct kicks *may* result in a goal.
- 3.03 **Free Kick**-Free Kick occurs when either the ball has been touched by a player or when an action is considered by the referee to be careless, reckless or using excessive force including when a player (a) kicks, (b) trips, (c) jumps at, (d) charges, (e) strikes, (f) pushes, (g) high kick, (h) or holds another player.
- 3.04 **Free Kick**-Defenders must stay 7 yards away from the kicker.
- 3.05 **Penalty Kick**-Penalty kicks will occur in the event an offensive player is fouled in the penalty box or a defensive handball occurs.
- 3.06 **Penalty Kick**-All players must stay outside penalty box until the kicker kicks the ball.
- 3.07 **Penalty Kick**-Penalty kicks may be kicked by a player of coach's choice,

but should generally be given to the fouled player unless safety or sportsmanship supersede.

- 3.08 **Penalty Kick**-The goalie for the defending team must have both feet on the goal line at the beginning of the penalty kick.

## OUT OF BOUNDS

- 4.01 Any ball that **completely** crosses over the boundaries of the playing field is out of bounds.
- 4.02 **Goal Kicks**- If a ball goes out of bounds over the end line and was last touched by the attacking team, the defending team may place it anywhere on the goal box and kick it back into play. Opposing team must stay outside of the penalty box until ball exits the penalty box. The kicking team may have other players in the box, but the ball cannot touch them before exiting the penalty box.
- 4.03 **Corner Kicks**- If a ball goes out of bounds over the end line and was last touched by the defending team, it will result in a corner kick on the nearest corner arc. Defenders must be 8 yards back.
- 4.04 **Throw-Ins**-If a ball goes out of bounds on the sideline, the team that did not touch it last will gain possession and return the ball in play with an overhead throw-in. The ball must be touched by both hands, drawn back over the head and released by both hands simultaneously. Both feet must be on the ground at the time of release. A player may drag a foot, but cannot jump. Teams cannot score on a throw-in. The ball must first be touched by someone on the field of play.
- 4.05 Goal kicks may be kicked by any player.
- 4.06 Goalkeeper must stay within the penalty box to use its hands.
- 4.07 Goals CANNOT be scored on a direct throw-in.

## SUBSTITUTIONS

- 5.01 All players will play at least half of each game unless fatigue becomes a factor or an official authorizes otherwise.
- 5.02 Substitutions will be made at 10-minute intervals (1st half, halftime, 2nd half) unless otherwise specified by referee.
- 5.03 All substitution rules are subject to the individual players willingness to play (Encourage your players to play, but don't force them)
- 5.04 Substitutions may be made in the event of fatigue or injury upon any dead ball and with the official's consent.
- 5.05 No player will play two quarters more than any other player in a game, unless rule 5.04 occurs.
- 5.06 Substitutions should be regulated to give all players equal time first on a game by game basis, and secondly, on an overall season basis. (e.g. 2 consecutive weeks Team X has only 13 players. The first week Timmy plays three quarters. Timmy should not be the player to play 3 quarters again until all other players have done so during the season.) Obviously, this is subject to player absences, but should be kept up with by the coach.

## FOULS

The following are all direct kick fouls further explained.

- 6.01 **Slide Tackling-** No slide tackling aloud. Players are encouraged to stay on their feet. After the first occurrence, the referee will stop play and explain the violation to the child (warning). If sliding persists, the referee has the right to remove the player from the field while the coach further explains the violation. At this point, the team will play a man down.
- 6.02 **Handballs-***opposing team is awarded a direct kick*  
Intentional, unintentional, etc touch of the hand (from the fingertip to the shoulder) will be considered a handball and a direct kick will be awarded to the opposing team!
- 6.03 **Goalkeeper Obstruction-** a player cannot attempt to prevent the goalkeeper from putting the ball into play by standing directly in front of him.
- 6.04 Any conduct by a player deemed as unsportsmanlike by the referee will result in a direct kick and may result in a removal of the player for the remainder of the period.
- 6.05 Any team that has a player temporarily suspended from play by a referee for dangerous play or unsportsmanlike conduct will play a man down until the player has served his penalty (As decided by the referee).
- 6.06 **Advantage-** The referee may decide not to stop play due to a foul if it would be to the advantage of the fouled team to not stop play. The team that was fouled should not be punished by having an attack stopped; conversely, the team which committed the foul should not gain an advantage as a result of the foul.

## GOALKEEPING

- 7.01 The designated goalkeeper is able to use his hands inside the penalty box only. Outside of the penalty box, he is regarded as a normal player.
- 7.02 Infractions of rules 7.03-7.05 will result in a warning and a free kick from outside the penalty box at the closest point of the beginning of the infraction.
- 7.03 A goalkeeper may not touch the ball with his hands after it is deliberately kicked to him by a teammate (It is okay for a goalie to pick up an accidentally kicked or deflected ball made using the head, chest, knee, etc.)
- 7.04 A goalkeeper may not touch a ball with his hands on a throw in from a teammate.
- 7.05 A goalkeeper may not intentionally handle the ball again after he has released it and it has not touched any other player.
- 7.06 **Punting (Dropkicking)-**punting (dropkicking) IS permitted in the 8-12 group.

## SHOOT-OUTS

- 8.01 **Shoot-Out-** A shoot-out may occur if at the end of the game the

following conditions apply.

- 1.) The game is tied at the end of regulation
- 2.) Both teams/coaches agree to proceed with the shoot-out
- 3.) Everyone agrees to abide by the shoot-out rules

8.02 **Shoot-Out Rules-** The shoot-out can last a maximum of 3 rounds. Rounds 1 & 2 MUST consist of players who have NEVER scored during the season. Players may repeat multiple rounds if so desired by the coaches. In the event that a team participates in multiple shoot-outs during the season, we ask that coaches rotate players as best as possible. Any player from each team may be selected as goalie throughout the shoot-out (different goalies may be selected for each round). The goalie's feet (any part of the feet is permitted) must be on the line at the time the shot is taken. The shoot-out begins with the referee selecting a team to begin the challenge. Shots will alternate between teams until a round ends or unless the score dictates a winner. If at the end of Round 1, the score remains tied, teams will move on to Round 2. If the score remains tied after Round 2, teams will move on to the 3<sup>rd</sup> and final round. If no winner is declared after 3 Rounds, the game will be declared a TIE.

- Round 1 = Coaches from each team must select three (3) players who have never scored during the season (if all players have scored, do not select your strongest players for Round 1).
- Round 2 = Coaches from each team must select two (2) players who have never scored during the season (if all players have scored, do not select your strongest players for Round 2).
- Round 3 = Coaches from each team are allowed to select the strongest striker from each team.

## OFFENSIVE/DEFENSIVE - POSITIONING/PROTECTION

9.01 **Shoulder Charge-** Shoulder charging is a fair component of the game and should be taught. The players need to learn how to protect possession of the ball. Possessing the ball is critical for any player seeking to advance down the field of play. Both offensive and defensive players are allowed to shoulder charge.

9.02 **Shielding-** Shielding is another fair component of the game and should be addressed during practices and games. Shielding is the means of maintaining possession of the ball during play. Shielding is the way in which an offensive player uses his or her body to prevent a defender from stealing the ball.

PLEASE SEE BACK FOR MORE

## GENTLEMAN'S RULE

10.01 EVERY COACH, MAN OR WOMAN, IS EXPECTED TO HONOR THIS RULE WITH UTMOST AWARENESS AND SENSITIVITY.

Whenever a player on your team scores two (2) goals, immediately, without calling a timeout, reposition that player on the field to a defensive position and move a weaker player into the scoring position. No player should ever play 4 quarters. Three (3) quarters is an absolute maximum.

Coaches are allowed to keep score. With this in mind, please refrain from building your weekly roster to have the upper edge. Weaker players are encouraged to play with stronger players. If your first or last thought, when creating your roster is on score, you've missed the point.

**REMEMBER, the focus is on teaching the fundamentals week in and week out. If in the end the result is a win, GREAT! Celebrate, but do it with utmost sensitivity to the other team. If your team loses, it's ok. Take time to highlight good fundamental development.**

## COACHING PRIVILEGE

Sometimes things happen and/or people act out in ways that are less than exemplary for modeling Christ-likeness on the field. Here at One Goal Sports, we believe that matters should be addressed immediately to further demonstrate that leading by example is top priority. If you witness something that is out of order (rule violation, unsportsmanlike conduct, etc.), please call an official time-out, bring the coaches and referee(s) together and reasonably resolve the matter then and there. By doing this, you will guard your heart and prevent a bitter root from springing forth. This will also reduce the need to email or call OGS about a situation that could have been resolved on the field.

## INJURY PARTICIPATION

**CASTS AND/OR BOOTS** – Children required to wear a cast or medical boot for a broken or fractured limb will not be allowed to participate in OGS practices or games. Bubble wrap is not an option.