

Summary of CYSA Rules for U8

Player Equipment: Players are to wear a basic uniform to include shorts, provided jersey shirt, soccer cleats, shin guards and socks long enough to cover the shin guards. Size 3 ball. No jewelry or casts of any kind may be worn. A medical bracelet is not considered jewelry. Tights, sweats, long-sleeved shirts or sweatshirts may be worn underneath jersey or shorts. The goalkeeper must wear a different color top than both teams. It is the coach's responsibility to ensure their players' equipment is proper.

Referee: CYSA will do their best to provide a micro referee who has been trained. Coaches agree to accept that referee's decisions and to enforce good sportsmanship from spectators. In the event there is no referee, the home team shall supply the referee for the first half of the game and the away team shall supply the referee for the second half.

Coaches/Spectators: Coaches are responsible for the conduct of their players and spectators including but not limited to foul or abusive language, both on and off the field. The coach's tone of voice is to be informative, and no coach is to make derogatory gestures or remarks to the referees, players, or spectators. Spectators are expected to express PRAISE ONLY for players and referees. Coaches shall ensure spectators, as well as players not on the field, stay 2 yards behind the touchline. No coach, player, or spectator will be allowed behind the goal line during the game. Coaches and players from both teams are to be on one side of the field, while spectators are on the opposite side.

Build-Out Line, Goal Kick, Corner Kick and Goalkeeper:

- A goal kick will be taken by the defending team anywhere within the goal area when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the offensive team, and a goal was not scored. The opposing team will stand behind the build-out line, which at this age level, is the halfway line. They may re-enter the half once the ball is in play. The ball is considered in play once it has been kicked and clearly moves.
- A corner kick will be taken by the offensive team anywhere within the corner arc, including the corner arc line, when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defensive team, and a goal was not scored.
- The goalkeeper may pick up the ball anywhere within the goal area. When the goalkeeper has picked up the ball inside the goal area, the opposing team shall retreat behind the build-out line until the goalkeeper has put the ball back into play. The goalkeeper may roll or throw the ball back into play, or place it on the ground and then kick it. The goalkeeper may not punt or drop kick the ball. The goalkeeper may elect to do a "quick release" by putting the ball back into play before the opposing team has retreated behind the build out line, but by doing so, the goalkeeper accepts the positioning of the opponents and the consequences of how play resumes.
- If the goalkeeper has control of the ball or is attempting to gain control of the ball and the ball is within the goalkeeper's reach, other players may not attempt to play the ball. Contact with the goalkeeper within the goal area is not allowed.

Throw-In: A throw-in is awarded to the opponents of the player whom the ball last touched when the whole of the ball passes over the touchline, on the ground or in the air. Both feet should remain on the ground and the ball should be thrown with two hands over the head. A throw-in done improperly should be redone with the referee or coach reminding the player to “keep your feet down” or “use both hands over your head”. A throw-in should only be retaken once. After that, let play continue. We don’t want to spend too much of the game re-doing throw-ins.

Game Play, Time and Substitutions: Games will consist of FOUR 12-minute quarters. Each team will play with 5 players (including a goalkeeper) on the field at a time for a 5v5 game. At the start of the game the home team will kick off. At the start of the second half/3rd quarter, the away team will kick off. At the start of the 2nd and 4th quarters, the team that had possession prior to the whistle will restart the game with a throw-in nearest to where the play was stopped. Substitutions shall be permitted on any dead ball (before a goal kick, before a throw-in, after a goal, after an injury, at halftime or any other time the referee stops play). The referee should be made aware of any intent to substitute before substitution takes place. The referee should be specifically notified of a goalkeeper substitution. Each player that is suited up will play approximately one half of each half of the game except for disciplinary reasons and under the guidance of the member club.

Fouls and Misconduct: Deliberate heading and slide tackling is not allowed. Hand balls will only be called when they are deliberate, but not if the player is protecting their body and doing so did not make their body unnaturally bigger. Excessive pushing or dangerous play is not allowed. The referee may suggest a player be substituted to provide a cooling off period if the player is consistently being dangerous, pushing or grabbing at an opponent’s jersey. The penalty for these fouls will be an indirect kick awarded to the opposing team, with the defending team standing back at least 3 yards. No direct kicks or yellow or red cards are given at this age group.