



ROCKDALE YOUTH SOCCER ASSOCIATION

RYSA Rules of the Game – Micro Soccer U8



Play	5 v 5 – With Keeper. 4 on the field with 1 goalie.
Ball Size	3
Duration of Game	Two (2) twenty five (25) minute halves and a 5-minute break for half time.
Substitutes	Unlimited subs @dead ball to ensure equal playing time for all players. Substitution is also allowed for injury. (Coaches should try to sub to ensure players play half of every half).
Dress	<u>Shin guards are mandatory.</u> Shin Guards are to be worn under the socks. Tennis shoes or soft-cleated soccer shoes must be worn. No earrings or other jewelry should be worn. Shirts must be tucked into shorts.
Start at Game	Kick-off from the center with opponents at the 2/3rds. Line. Kick-off is a direct kick.
Ball In/Out of Play	The whole ball must be over the line.
Off-side & Slide Tackling	There is no offside or Slide Tackling. Keep Players on their FEET!!!!
Fouls	All fouls will result in an Indirect kick . A goal may not be scored until the ball is touched and/or played by another player from either team. No free kicks may be taken by the attacking team in the opponent's goal area. All opponents must be at least 6 yards away from the ball
Penalty Kicks	No penalty kicks
Throw-ins	For balls going out the sidelines the following Throw-in rule applies: 1. Throw-ins are mandatory and the opponents are to be at least 6 yards away. 2. If an improper Throw-in occurs the Micro Official will provide corrective instruction and the player will be allowed a second attempt.
Corner Kicks	Opponents must be at least 6 yards away from the ball.
Goal Kicks	Opponents must be at least 2/3 line aka the Build Out Line. Ball may be placed anywhere on Goal Box.
No Drop Ball	Team with possession at time of stoppage maintains possession with indirect kick.
Keeper Rules	Keepers must play as much time on the field as they do in goal. Play will be stopped if a player enters into the penalty area while the goalkeeper is in possession of the ball. Upon infringement a goal kick will be awarded. Players will stay at the 2/3's line until keeper plays the ball out of the box. Keepers can throw or roll ball on ground inside box and kick. The ball is live once it leaves the box.

Notes:

1. The referee must briefly explain all infractions. (Ie: Push, Trip Etc.)
2. Players and Coaches are to be on one side of the field and parents and guests on the opposite side.
3. There is to be no score kept by the coaches or parents.
4. **All attacking players must be past the two-thirds (2/3) line on the field for a goal to count.** A goal-kick will be given to the opposing team if violated.
5. Coaches are expected to be respectful of the Micro-referees. Remember they are learning as well as the young players. It might be your child refereeing one day.
6. There will be no arguing with coaches or parents. If a problem persists, please contact the Micro Referee Scheduler or the RYSA Board Member on Duty.