

**Milwaukee Kickers Soccer Club
U7 & U8 League Rules**

LAW 1: THE FIELD

1. **Dimensions:** Each field of play should be rectangular, with a length of approximately 35 yards and a width of approximately 25 yards.
2. **Field Markings:** The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 4 yards is marked around it.
3. **Goals:** Goal size shall be 4 feet high by 6 feet wide

LAW 2: THE BALL

A size 3 soccer ball shall be used for all games.

LAW 3: NUMBER OF PLAYERS

1. Maximum number of players on the field is 4 (no goalkeeper).
2. Maximum number of players on the roster is 8/12.
3. **Playing Time:** Every player shall play a minimum of 50% of each game if they have participated and cooperated in practice.
4. **Substitutions:** At any stoppage and unlimited.

LAW 4: PLAYERS EQUIPMENT

1. Players uniform consists of:
 - Shirt
 - Shorts
 - Socks
 - Shin guards completely covered by the socks and provide adequate protection.
 - Shoes – Tennis shoes or soccer shoes with cleats.
2. Jewelry is not permitted. Exception: Medical alert jewelry can normally be made safe by taping it to the body with medical tape (with the necessary information still showing).
3. **Casts are allowed at referee's (coach) discretion.**

LAW 5: REFEREE

1. Coach/Parent from each team should be used. They may be on the field of play. Players should receive a brief explanation if they have committed a rule infraction.

LAW 6: ASSISTANT REFEREES

None

LAW 7: DURATION OF THE GAME:

1. The game shall be divided into four equal quarters of 12 minutes.
2. There shall be a (2) minute break between the 1st and 2nd quarters & the 3rd and 4th quarters.
3. There shall be a (5) minute half-time break between the 2nd and 3rd quarters.

LAW 8: THE START OF PLAY

1. The referee will conduct a coin toss before the game. The visiting team calls the coin toss.
2. The winner of the coin toss chooses which goal to attack. The other team kicks off.
3. Teams switch ends of the field for the second half of the game.
4. Kick off is alternated between teams each quarter.
5. Opponents must be (4) yards away from the ball while the kick off is in progress. Teams must be in their own half of the field prior to the kick off.
6. The ball is in play when it is kicked and clearly moves.

LAW 9: BALL IN AND OUT OF PLAY

The ball is in play until it entirely crosses the touchline or goal line or until the referee stops play by blowing the whistle.

LAW 10: METHOD OF SCORING

The ball must cross the goal line entirely while on the ground or in the air between the goal posts and under the cross bar.

LAW 11: OFF SIDE

The off-side rule does not apply.

LAW 12: FOULS AND MISCONDUCT

1. Tripping, pushing, holding, kicking and intentional handballs are all Offenses that should be whistled and award an indirect free kick to the Non-offending team.
2. Deliberate heading is not allowed. If a player deliberately heads the ball an indirect free kick will be awarded to the other team from the spot of the head ball.

LAW 13: FREE KICKS

1. All free kicks should be restarted as **indirect** free kicks.
2. A goal may not be scored from an indirect free kick until the ball has been played or touched by a second player of either team.

LAW 14: PENALTY KICKS:

No penalty kicks are to be awarded. An indirect free kick may be awarded for infractions committed close to the defending team's goal.

LAW 15: THROW-IN:

1. Throw-in restarts the game after the ball entirely crosses the touchline.
2. The team which did not touch the ball last takes the throw-in.
3. A second throw-in will be allowed if the player commits an infraction on the initial attempt. The referee shall explain the infraction before allowing the player to re-throw.

LAW 16: GOAL KICKS

1. A goal kick restarts play after the ball entirely crosses the goal line (and is not a goal) and is last touched by the attacking team.
2. The goal kick should be taken within 2-3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved.
3. Opponents should be 10 feet away from ball on all restarts.

LAW 17: CORNER KICKS:

1. A corner kick restarts the game after the ball entirely crosses the goal line (and not a goal) having been last touched by the defensive team.
2. Opponents must remain at least four (4) yards from the ball until it is in play.