

Van Soccer Association

Modified Laws of the Game

for 6U & 8U 4v4 games Revised 8/2021

These Laws of the Game **do not apply**:

6 (Assistant Referee), 11 (Offside), 14 (Penalty Kick).

Law 1. **Field of Play** shall be 20x30 yards with a 3 yard radius center circle. Corner arcs of 2' and goal arcs of 8' will be painted. Each goal will be 6' wide x 4' high.

Law 2. The **Ball** size: #3.

Law 3.a. **Number of players.** These small-sided games are to field 4 players per team. If only 3 players are present, then the game can proceed with just 3. If 4 players are present, the team should NOT play down to 3 players, all should play the entire game (possibly allowing for short breaks).

Law 3.b. **Substitution of players** (for both teams) is allowed:

- . prior to a throw-in, for team in possession
(and opponent **only if** the team in possession substitutes)
- . prior to a goal kick
- . prior to a kick-off
- . during any injury stoppage
- . **NOT** prior to a corner kick or free kick

Players should leave the field across the touch line near their team and must be completely off the field of play before a substitute can enter the field. (2019 LotG change for players to leave across the nearest boundary line is overruled at these ages.) Substitutes are to wait at the halfway line extension until the referee beckons them onto the field.

Law 3.c. All players must play a minimum of half of each game, unless a coach informs the player, referee **and** opposing coach **prior to the game** that a coach is reducing a specific player's time for medical or disciplinary reasons.

Law 4. **Player's Equipment** is a team uniform consisting of **shorts, shirt** (worn outermost, if wearing layers; must display a number), **socks, shin guards** (completely covered by uniform socks), and **shoes**.

Sneakers OR soft-cleated soccer boots must be worn. Cleats are not required.

Hard sole shoes or cleats that are metal or hard pointed plastic are not allowed.

NO earrings are to be worn at any time by any player (or referee) during a soccer game. Band-Aids covering a violation do NOT overrule this rule!

Law 5. **The Referee** is the sole authority during a game. All fouls are called at the Referee's discretion. Referee's decisions on points of fact connected with the game shall be final. The Referee should briefly explain all infractions (fouls) to the offending player and to the coach, if requested. This level of play is intended to teach the basic skill set to move up to the next level.

If a certified Referee is not available, an unbiased, mutually acceptable, older player or informed parent may oversee a game. A no-referee situation is NOT to be more than an extremely infrequent occurrence.

Anyone who is a non-parent in authority over minor players and is at least 18 years old absolutely must have passed an NTSSA background check to be on the side of the field with the players. Adults (especially coaches) must present a current Risk Management verification card (expiring in the future), or an official "Got Soccer" roster with adult names listed in the top section.

Law 7. **Duration of Game** – NO overtime is allowed and NO stoppage of time.

The 6U game shall be played in four (4) periods of eight (8) minutes each.

The 8U game shall be played in four (4) periods of ten (10) minutes each.

A two (2) minute water break will be taken after periods 1 and 3.

A five (5) minute half-time break will be taken after period 2.

Teams will change ends of the field after period 2 only. Teams will remain on the same bench/ team area throughout the game.

Law 8. **Start of Play**. Opponents must be outside the center circle until a kickoff is successfully taken. Opponents will be at least 3 yards away until the ball moves.

Each quarter will start with a kick-off: the same team kicks off to start periods 1 and 2; the opponent kicks off to start periods 3 and 4.

Law 9. **The Ball In and Out of Play** – No modifications.

Law 10. **Determining the Outcome of the Match** - All Recreational games CAN end in a tie except where tournament rules apply.

Law 12. **Fouls and Misconduct.** Goal Keeper related fouls and red/ yellow cards for players do not apply; all “Direct Kick” fouls result in an Indirect Kick restart.

- Coaches are subject to game disciplinary procedures (i.e. cautions/ ejections) by the Referee, but players are not shown yellow/red cards. Players may be asked to leave a match if behavior warrants, but a referee is NOT required to fill out a **Referee Report form**.
- When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If a ball hits a player’s head, but it is not a deliberate header, play continues, unless the player needs to be taken out of the game due to injury.
- Slide tackles are not allowed (USYSA recommendation). If a player performs a fair slide tackle (with an opposing player in the vicinity), an indirect free kick should be awarded to the opposing team where the infringement occurred. If a slide tackle is executed in a dangerous fashion, a player should be removed from the field for the duration of the game.

Law 13. **Free Kick.** All free kicks are indirect (i.e. Teams cannot score a goal unless the ball touches another player (from either team) prior to entering the goal, including from a kick-off.).

Law 15. **Throw-In.** Techniques remain the same. 6U: multiple throws by the same player are authorized until that player achieves a legal throw-in technique. 8U: a single (same player) re-throw is allowed; if a legal technique is not executed, then the ball is turned over to the opponent. The Referee will instruct to correct the throw-in violation prior to each re-throw (NOT prior to the initial throw-in).

Law 16. **Goal Kick.** Taken from the goal line (end line), 1-3 feet **outside** of the intersection of the (8’) goal arc, opponents must be at least three (3) yards from the ball. This is to minimize the chance of the kick bouncing off any player into the goal as well as to minimize any player getting hit by a well-kicked ball.

Law 17. **Corner Kick.** Taken from inside the 2’ corner arc, opponents must be at least three (3) yards from the ball. No one may remove or hold the flag/ pole out of the way of the kicker at any time.