



GAME LEADER FUN-DAMENTALS U6-U8



Revision Date: November 2014

Note: The intent of the small-sided game for U6 to U8 is to introduce players, coaches and officials to the game, while encouraging learning, development and overall enjoyment of the sport. As a result, some of the small-sided guidelines (U6 to U8) may differ from the FIFA Laws of the Game.

1. THE FIELD OF PLAY (Measurements)

The field of play must be rectangular and marked with lines or disks. These lines or disks belong to the areas of which they are boundaries. Field dimensions are below:

Age Group	Width	Length
U6	18-22m	25-30m
U7 & U8	25-30m	30-36m

The Size for goals are as follows:

Age Group	Goal Size
U6	Pug Nets or 5ftx8ft (1.52m x 2.44m)
U7 & U8	5ft x 8ft (1.52 x 2.44 m)

Field of play preparation:

Check playing area is safe (i.e. sprinkler heads, pot holes, sharp objects, sticks, perform at the same time as the pitch marking)

If necessary, mark out pitch - (physically step pitch out and place a disk every 10m, make a mark to indicate half way, use a different colour disk or place a flag/pole)

Check goal size is correct (if not using pop up goals – make a goal using different colour disk or poles,)

Retreat Line:

The retreat line is considered to be the halfway line. In the event of a goal kick or whenever the goalkeeper has the ball in his/her hands, the opposition players are to retreat to approximately the halfway line until the ball is touched by another player other than the goalkeeper of the team with possession.

The retreat line is used to enable the goalkeeper to play the ball to a defender whom can then play forward. This will help create self confidence within the player

2. THE BALL.

Age Group	Ball Size
U6	Size 3
U7 & U8	Size 3 or Size 4

3. THE NUMBER OF PLAYERS

The game is played between two (2) game day rosters. The number of players and game day roster size is listed below. Substitutions can be made at any time on the fly.

4. THE PLAYERS EQUIPMENT

Age Group	Format of play	Max game day roster
U6	3v3 (no gk)	6
U7	4V4 (no gk)	8
U8	4v4 (no gk) 5v5 (including gk)	10

Players shall not wear anything which endangers themselves or other players.

Basic compulsory equipment shall consist of:

A jersey, shirt with sleeves or coloured bib

Shorts

Soccer socks

Shin guards—must be completely covered by sock

Appropriate footwear.

5. THE GAME LEADER

Each game is managed by an OSA accredited Game Leader who will supervise and encourage the children to play the game correctly.

Game Leaders should be enthusiastic and approachable while encouraging all children to have fun and promoting that different children take re-starts.

Use the “Ready, Set, Go” method to restart all game restarts

6. ASSISTANT REFEREES

There will be no assistant referees

7. THE DURATION OF THE GAME

The game lasts two equal half's. The length of each half is listed below:

Age Group	Half Length	Half time
U6	15 minutes	3-5 minutes
U7 & U8	20 minutes	3-5 minutes

8. THE START AND RESTART OF THE GAME

Definition of Kick-Off

A kick-off is a way of starting or restarting play:

- At the start of a match
- After a goal has been scored
- At the start of the second half

9. THE BALL IN AND OUT OF PLAY

Goal lines and Touch lines

The ball is OUT of play when:

- It has wholly crossed the field markings (lines/cones), whether on the ground or in the air.
- Play has been stopped by the Game Leader.

The ball is in play at other times, including when:

- It rebounds into play from a goal-post, a cross-bar, or a corner flag post, and remains in the field of play.
- It rebounds off the game leader, where applicable, when they are on the field of play



10. THE METHOD OF SCORING

A goal is scored when the whole of the ball has crossed over the goal line between the goal posts and under the cross-bar.

When goal posts are not available and cones are used instead, a goal is scored when the ball passes between the cones without touching them, below 5 feet (1.5 m).

The Game Leader shall be the sole judge as to whether a goal has been scored.

11. OFFSIDE

There is NO offside in the U6, U7 or U8 small-sided game

12. FOULS AND MISCONDUCT

The Game Leader must attempt to explain ALL infringements to the offending player. Remember most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent.

13. FREE KICKS

All free kicks are indirect.

A goal can be scored only if the ball subsequently touches another player before it enters the goal:

If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded

If an indirect free kick is kicked directly into the team's own goal, a goal kick is awarded

All opponents must be at least two (2) metres from the ball

14. PENALTY KICKS

There are no penalty kicks in the U6, U7 or U8 small-sided game

15. PASS-INS or DRIBBLE IN

A pass-in or dribble in is a method of restarting play.

A pass-in or dribble in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

A goal cannot be scored directly from a pass-in but can from a dribble in.

16. THE GOAL KICK or DRIBBLE IN

A goal kick or dribble in is awarded when the whole of the ball passes over the goal line either on the ground or in the air, having last touched a player of either team, and a goal has not been scored in accordance with Law 10.

17. THE CORNER KICK

There are no corner kicks in the U6, U7 or U8 small-sided games. (A goal kick or dribble in is awarded as in 16 above)

For more information on Grassroots Soccer please visit:

www.ontariosoccer.net/LTPD/Grassroots.aspx



7601 Martin Grove Road
Vaughan, ON L4L 9E4