



Fishers Soccer Club Recreational Division Laws

Modified August 2010

	U5 and U6	U7 and U8
Law 1 The Field	Minimum: 25 x 20 yards Maximum: 35 x 25 yards	Minimum: 35 x 25 yards Maximum: 45 x 35 yards
Law 2 The Ball	A size 3 ball will be used.	
Law 3 The Players	Games will be played with a maximum of 3 players per side	Games will be played with a maximum of 4 players per side
	Teams will roster between 10 and 12 players. Games will be played using the "split field model" where teams play two games simultaneously. Substitutions may be made at any stoppage of play. When possible, substitutions should be limited to quarter breaks. There are no goal keepers.	
Law 4 Players Equipment	The uniform is a jersey, black shorts, calf socks, shinguards, and shoes. Nothing potentially injurious to the player or another player may be worn (including jewelry or metal hair clips).	
Law 5 The Referee	There are no referees are in this division. The game will be managed by up to one coach from each team with an an emphasis on the development of skills and an explanation of the rules when calls are made.	
Law 6 Assistant Referees	Assistant referees are not used in this division.	
Law 7 Game Duration	The game will be divided into 4 equal, 8 minute quarters. There will be 2 minute breaks between quarters one and two and three and four. There will be a half-time interval of 5 minutes.	The game will be divided into 4 equal, 10 minute quarters. There will be 2 minute breaks between quarters one and two and three and four. There will be a half-time interval of 5 minutes.
	The individual managing the game reserves the right to reduce the length of the quarters to accommodate the time schedule.	
Law 8 Start of Play	A kick off starts play to begin the game, after each quarter, and following a scored goal. The ball must move forward and may not be retouched by the kicker until any other player touches the ball.	
Law 9 Ball In and Out of Play	The ball is out of play when it has entirely crossed the the sideline or goal line or when play has been stopped by the referee. Any ball striking a referee, goal post, or corner flag, and remaining on the field is in play.	
Law 10 Goal Scoring	A goal is scored when the ball entirely crosses the goal line between the goal posts and under the cross bar.	
Law 11 Offside	Offside is not an infraction in this division.	
Law 12 Fouls and Misconduct	<p>An indirect free kick shall be awarded for the following:</p> <ul style="list-style-type: none"> • Handling the ball • Tripping • Jumping at an opponent • Holding • Striking an opponent • Pushing • Violent charge • Kicking • Charging from behind • Dangerous play (high kick) • Charging away from the ball • Opponent obstruction <p>The referee may choose not to call the infraction if the offending player gains no unfair advantage.</p>	
Law 13 Free Kicks	All free kicks are indirect and opponents are at least 4 yards from the ball until it is in play. The ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player. If the free kick is kicked directly into the opponent's goal a goal kick is awarded. If the free kick is kicked directly into the team's own goal a corner kick is awarded to the opposing team.	
Law 14 Penalty Kicks	Penalty kicks are not awarded in this division.	
Law 15 Inbound Throws	After the ball has entirely crossed the sideline, the team not last touching the ball shall be awarded a kick-in. Kick-in regulations: A kick-in is considered as an indirect free kick with opponents 4 yards from the ball until it is in play.	
Law 16 Goal Kicks	A goal kick is awarded when the ball passes entirely over the goal line but not within the goal scoring area and is last touched by an offensive player. The defending team makes the goal kick. The goal kick should be taken anywhere within the Goal Arc area. Opposing players must be 4 yards away from the ball until it is in play. If the ball does not travel outside the penalty area prior to being touched a rekick is awarded.	



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Law 17 Corner Kick	A corner kick is awarded when the ball entirely crosses the goal line and is last touched by a defensive player and is not a goal. The ball is placed inside the quarter circle nearest the corner flag post indicated by the referee. An offensive player may then kick the ball. The kicker may not touch the ball a second time until after it is touched by another player. A goal may be scored directly from corner kick. The opposing team must be at least 4 yards away. A goal may be scored without another player touching the ball.	
Goal Arc	A player may not be within the Arc that surrounds the front of the goal until the ball is also inside the Arc. If a player is within the Arc, they will have three seconds to leave the Arc when told by either team's coach who is on the field. If they do not leave, the opposing team will be awarded the ball in either the form of a Corner Kick for the offense or a Goal Kick for the defense. Coaches are urged to remain in the "spirit" of "Fair Play" and not to try to use this rule to their advantage. The intent of this Law is to get the players into the game in the middle of the field and not "camping" in front of the goal.	A player may not touch the ball within the Arc that surrounds the front of the goal. If a player touches the ball, the opposing team will be awarded the ball in either the form of a Corner Kick for the offense or a Goal Kick for the defense.
Local Rules:	<ul style="list-style-type: none"> • An emphasis is to be placed on fun and development. • All players and coaches shall be on one side of the field opposite from the parents and spectators. • No pets are to be brought to the field. • Players and coaches shall remain on their own half of the sideline. • No score is to be kept. • No standings are to be kept. 	