

**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 40 yards and a width of approximately 20 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 6 feet high by 12 feet wide
4. **Goal Area:** A goal area is marked on each end of the field as: Two lines drawn at right angles to the goal line 3 yards from each goalpost for a distance of 3 yards and joined by a line drawn parallel with the goal line.
5. **Penalty Area:** None

**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 5 (one which is a goalkeeper).
2. Maximum number of players on the roster is 10.
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. **No casts are allowed**

### **LAW 5: REFEREE**

1. U7-8 Games may be officiated by youth referees (if assigned by the region) or parent volunteers. If a youth referee is assigned, it is the home regions responsibility to hire and pay the official.
2. Players should receive a brief explanation if they have committed a rule infraction.

### **LAW 6: ASSISTANT REFEREES**

Use parent volunteers on the sidelines to identify balls that have gone out of bounds.

### **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 1<sup>st</sup> and 2<sup>nd</sup> quarters & the 3<sup>rd</sup> and 4<sup>th</sup> quarters.
3. There shall be a (5) minute half-time break between the 2<sup>nd</sup> and 3<sup>rd</sup> 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. The ball must move forward and the initial kicker may not play the ball a second time until it touches another player.

### **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**

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.

### **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.
3. No free kicks shall be taken within the goal area by the attacking team. The ball shall be placed on the goal area line closest to where the foul or infraction occurred.

### **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 may be taken from any point within the goal area.
3. Opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

### **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.