



Micro (U6, U7, & U8) Modified Rules

SnVYSA Official U8 and Under Playing Rules

(Last Revision: July 31, 2025)

Score Keeping

The games are intended to be an opportunity for our young players to experience the fun of playing without expectation or pressure from wins or losses. Consequently, no score should be kept.

The Ball

Size three (3).

The Number of Players

- Each team consists of 4 players on the field at once. There are no goalkeepers.
- U6 and U7 teams are Coed. U8 teams are gender specific.

Substitutions:

- At any stoppage of play and unlimited.
- If a player who is suspected to have a head injury leaves the field of play for additional evaluation, a substitution can be made in that moment.
- Playing time: Each player SHALL play a minimum of 50% of the total playing time. It is the coach's responsibility to enforce this rule.

The Players Equipment

- Shin guards and soccer cleats are MANDATORY for both practices and games. Shin guards must be covered entirely by long socks.
- No baseball cleats allowed.
- Non-uniform clothing is allowed to be worn based on weather conditions; however, the uniform must be worn on the outside of raincoats, sweatshirts, or undergarments to distinguish the teams. If needed, teams can also be distinguished by scrimmage vests.

- A player must not use equipment or wear anything dangerous to himself or another player (No jewelry is allowed, including newly pierced earrings. Exceptions may be made for a medical alert bracelet).

The Referee

SnVYSA uses Apprentice Referees to referee U6-U8 games. In the event there is no Apprentice Referee assigned to a game, the home team must provide a volunteer referee. The games are intended to be an opportunity for young players to experience the fun of playing. Minimal rules are needed and should be applied with a generous amount of flexibility. Let the players have the freedom to play with little interruption. All infringements should be briefly explained to the players.

Accidental infractions should only be called if they have a direct and substantial impact to the run of play.

The Duration of the Match

The match shall be divided into two (2) halves of not more than 18 minutes for U6 & U7 and not more than 23 minutes for U8, based on the energy and motivation of the players. There shall be a maximum of a five (5) minute break between each half. The 2 halves do not have to be of equal duration.

The Start and Restart of Play

Conform to FIFA Laws of the Game, with the exception that the defending team is at least five (5) yards from the ball until it is in play. Remember, let them play and do not interfere with technicalities.

- Kick-Offs occur to start each half and after a goal is scored.
- The kick is taken from the center of the field, and the ball can go in any direction.
- The kicker may not kick the ball again until it has touched another player.
- A goal may be scored on a kick-off. Defenders must remain 5 yards back until the ball is played. If there is a center circle demarked on the field, defending players must stay outside the circle.
- Players must be on their own side of the field during kick-offs.
- There is no coin toss. The home team takes the kick-off at the start of the game, and the opposing team takes the kick-off at the start of the second half.
- If a goal is scored, the team that was scored on takes the kick-off to resume play.

Fouls and Misconduct

Conform to the FIFA Laws of the Game with the following exceptions:

- Deliberate heading is not allowed in 4v4 games.
- Slide tackling is NOT allowed.
- There are no offsides; however, "cherry picking" (the act of loitering around the opponent's goal when the location of play is elsewhere) should be discouraged.
- All free kicks shall be indirect.
- No cards will be shown in this age group.

In all instances, explain the infraction to the player.

Accidental infractions should only be called if they have a direct and substantial impact on the run of play.

Free Kicks

All free kicks are indirect, and the opponents are to be at least five (5) yards away from the ball until it is kicked.

A goal cannot be scored directly from an indirect free kick. Another player (attacker or defender) must touch the ball before it enters the goal for the score to be valid.

The Throw-In

The throw-in is replaced with the pass-in. Opposing players are to be at least four (4) yards from the ball until it is kicked. Optionally, the ball may be dribbled in.

The Goal Kick

A goal kick is awarded when the ball crosses the goal line and was touched last by the opposing team.

The ball shall be placed on the goal line one (1) yard to the outside of either goalpost.

On Goal Kicks, players (defenders) must remain behind the Build Out Line until the goal kick is taken and the ball is put in play (attacking [receiving] players may remain anywhere within their half of the field).

- The buildout line is the center line for all U6, U7, & U8 fields.
- If the ball goes out of bounds, the defending (opposing) players will be awarded a throw-in (pass-in, see above) where the ball went out of bounds.
- The kicking team is not required to wait for the opposing players to retreat behind the build-out line. If the player taking the goal kick chooses to initiate play before the opposing players retreat behind the line, the ball is live as soon as the player puts the ball in play.
- The ball is considered live and in play as soon as the goal kick is taken.

The Corner Kick

A corner kick is awarded when the ball has crossed the goal line and was last touched by a defensive player. The ball shall be placed in the corner of the field, and the opposing players are to be at least five (5) yards away from the ball until it is kicked.