

# Under Eight Soccer CDYSL 2005

*Orientation for  
Coaches, Managers  
and Parents*



# U8 Playing Rules employ the dual sided games format, as approved by the league in the Spring, 2004.

## ■ Summary:

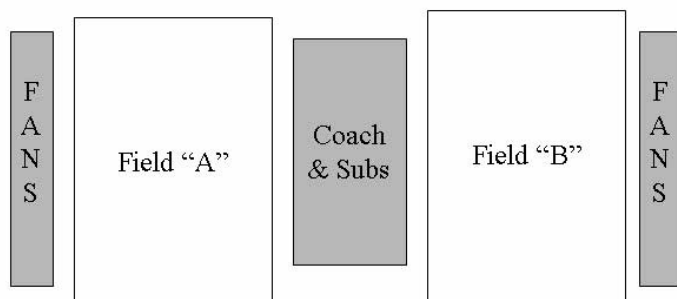
- 4 vs 4 play
- No goalkeepers
- Small fields, small goals, as per USYSA
- “Dual-Field” method
- Maximum Roster size: 14
- Minimum Roster size: 10
- Games scheduled between pairs of clubs
- Four 12 min quarters of play
- Roster split into two squads on game day
- Referees should be certified referees, or “Game Managers”
- Goals should be small “popup” style goals (recommended width is 6 ft)

# FIELDS

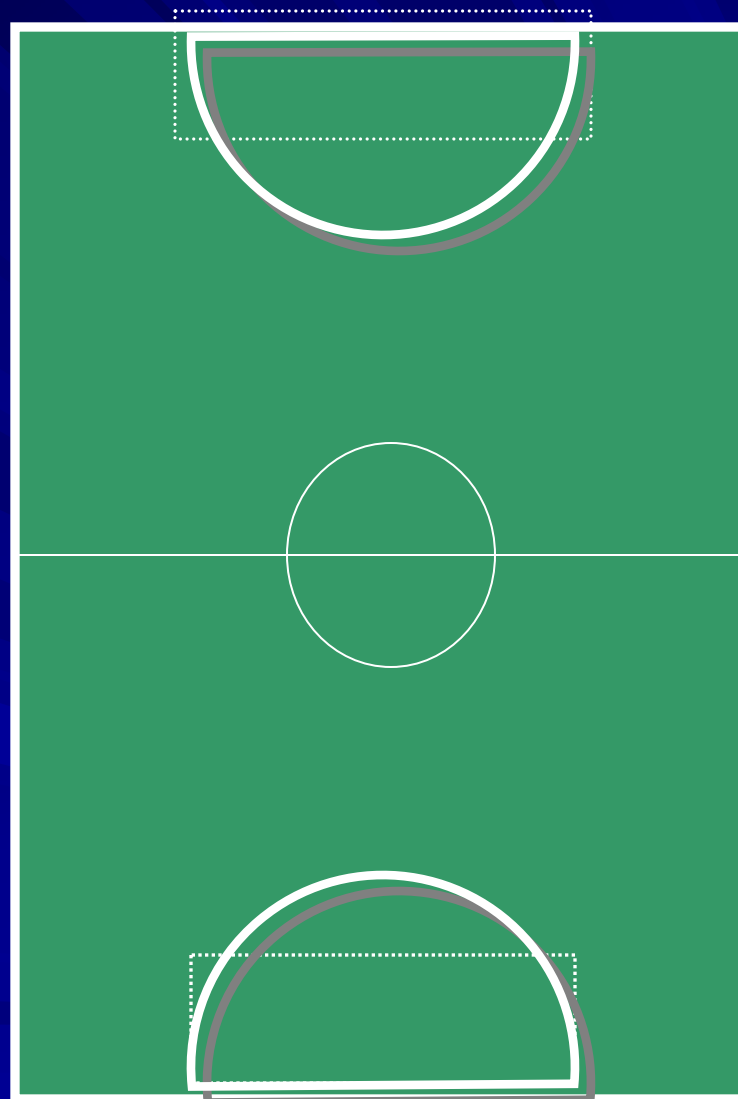
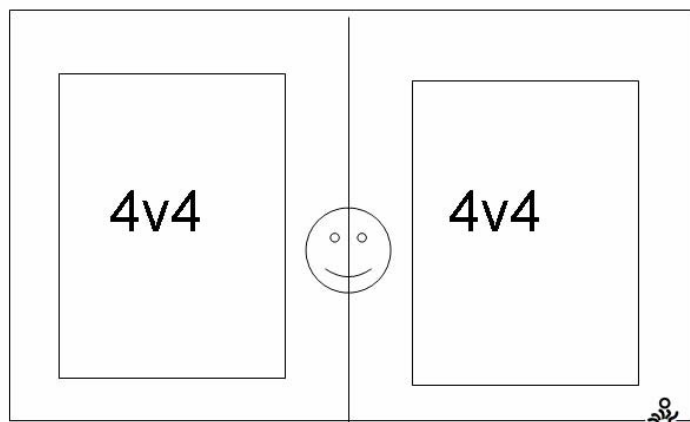
- 40-50 yards x 20-30 yards, as specified by USYSA
- **CDYSL recommends that clubs use fields smaller than the maximum**
- The best approach is to lay these out inside full sized fields in a manner similar to that outlined in the accompanying sketch
- **Markings:**
  - Distinctive lines not more than (5) inches wide.
  - A halfway line shall be marked out across the field.
  - A center circle with a five (5) yard radius – this lining is not essential.
  - Four corner arcs each with a two (2) foot radius- this lining is not essential.
  - Goal area: Three (3) yards from each goal post and three (3) yards into the field of play joined by a line drawn parallel with the goal line; **or a semi circle of 4 yard radius from the goal line centered in the goal.**

## How to do it

- 4v4: Play “dual field” format.



Dual Field Method Lays out Two small-sided Fields Inside a Full-size Field



# Rules of Play

- 4 vs 4 play, no goalkeeper
- Dual Field method.
  - Each team's roster is split in half on game day, into two groups/squads balanced for skill; different splits are used on different game days.
  - Two quarters play for squads 1 vs 1, and 2 vs 2 and the second half would be two more quarters of play for squads 1 vs 2 and 2 vs 1
  - If, on game day, fewer than 10 players on one team are available for a match, then coaches, at their discretion, may switch play to 3 vs 3, or limit play to one 4 vs 4 game, and/or reassign players from one club's team to the other so that playing time can be balanced.
  - Coaches are encouraged to be **extremely flexible** on player assignment and style of play when one or both teams is short on players.
  - Coaches should favor positive participation experiences over competitive advantages.

# Splitting Teams on Game Day

- Random creation of two “squads”, done on each game day.
  - Thus each game day will have different combinations of players on the two squads
  - NO STRONG AND WEAK SQUADS
  - For example for Teams A (Home) and B(Visiting), with squads 1 and 2:

	Field 1	Field 2
First Half	A1 vs. B1	A2 vs. B2
Second Half	A1 vs. B2	A2 vs. B1

## Dual Field Method, additional procedures:

- Two games will take place between the pairs of squads, on adjacent fields, if possible (see sketch above).
- **Players cannot shuttle back and forth between adjacent games,**
  - but some flexibility in player assignment to squads is afforded by the option to switch to 3 vs 3 or one 4 vs 4 field as described above when game day attendance is low for one or both teams.
- Coaches/players are located in between the two fields, parents on the sides, but not behind endlines.

- Playing time: Each player SHALL play a minimum of 50% of the total playing time
- Teams and games may be coed.
- Four 12 minute quarters – 2 minute breaks for quarters, 5 min for halftime.
- No overtime periods.
- Standard game rules, with the following emphases:
  - There is no offside in small-sided games.
  - Fouls and Misconduct: Conform to FIFA with the following exception:
    - A. All fouls shall result in an indirect free kick with opponent five (5) yards away.
    - B. The referee or game manager must explain ALL infractions to offending player.

- Free Kicks: Conform to FIFA with the following exception:
  - A. All free kicks will be indirect.
  - B. Opponents must be five (5) yards away
- Penalty Kicks: There are no Penalty Kicks in small-sided games.
- Throw-In: **An improperly executed throw-in can be redone, once.** Referee and/or coach should provide guidance on the redo of the throw-in.
- Goal Kick: Conform to FIFA with the following exceptions:
  - A. Goal kick may be taken any where within the goal area.
  - B. Opponents must be five (5) yards away from the ball.
- Corner Kick: Conform to FIFA with the following exceptions:
  - A. Opponents must be five (5) yards away from the ball.
  - B. Corner Kicks are Indirect Free Kicks.
- **Goaltending is not permitted. Defensive players may not occupy the goal box area without actively marking an offensive player.**

# Referees

- CDYSL hopes that certified referees can be assigned for U8 Games.
  - A new referee certification level, GRADE 9, is intended for these types of small-sided games
- When certified referees cannot be assigned, “Game Managers” may referee.
  - The Game Managers may be parents.
  - Clubs should identify potential Game Managers now, so that they can become familiar with the rules of play.

# Team Composition

- Clubs that have more than one U8 team were NOT to have used tryouts to form the multiple teams on the basis of skill level
- Teams may have been designated as “experienced” or “inexperienced” according to the rules definitions
- Thus no club should have a “stacked” team.
- If your club has not followed these rules, we may still be able to work out changes prior to the season’s start.

# Remember the Goals of the Small-sided, Non-Result-Oriented Format

- Emphasis on skills development and a positive attitude to each game.
- De-emphasize intensely competitive atmosphere based on win/loss outcomes:
  - Let the players develop and display competitiveness at their own pace.
  - Instruction during the game by referees, when there is an infraction.
  - Low importance of tactics, high importance of enjoyment.
  - No tolerance for criticism of referees by coaches or parents, especially since many will be young Grade 9 referees.
- Emphasize the long term goal of a commitment to soccer by focusing on positives of each players' play; de-emphasize the short term goal of winning games.