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# EDMONTON MINOR SOCCER ASSOCIATION (EMSA)



## ASA Laws of the Games (U12 8 a-side Soccer)

These rules include this special direction from the EMSA BOD (April 2010)

**Cards:** Yellow and Red will be used at the referee discretion when players break the rules of the game.

[These laws can be found online at www.edmontonsoccer.com](http://www.edmontonsoccer.com)

## Game Structure

Game Format	Modified Team size	Game Duration	Ball Size	Field Size Width (Min/Max)	Field Size Length(Min/Max)	Goal SizeMin (H)Max(W)
8 vs. 8	Up to 14	2 x 30 min.	4	42 to 55 meters	60 to 75 meters	Height 6 ft. Width 18 ft.

*The Canadian Soccer Association highly recommends no 11-a-side soccer be played before U13*

- *Field size permits the utilization and adaptability of workable sizes*
- *If necessary team size can be district determined*

### Law 1: Field of Play

1. Whenever possible the ideal field size will be 75 meters (82 yds.) length X 55 meters (60 yds) width, For practical reasons this may not always be possible and games could be played, for example across the width of a regular soccer pitch. However the internal markings should remain the same. If the existing field is 120yd in length, the width of the 8 a-side field is from the center line of the large field to the edge of the 18 yard box and the length of the field is simply from sideline to sideline. If the length of the large field is less than 120 yd, then the sideline will need to be extended accordingly beyond the 18 yd box – toward the full field goal

2. The ideal goal size is 6ft (H) x 18ft (w) however; the size of goals could be standard portable goals from manufacturers which tend to be approximately 12 ft wide X 6.5 ft high.

3. Goal nets should be used.

4. The goal area and penalty area are one and the same. From here on in it shall be referred to as the goal area.

5. Field Markings: Distinctive lines not more than fifteen (15) centimeters wide. The field of play is divided into thirds and by a centre spot that indicates a centre spot that is located at the midpoint. A circle with a radius of six (6) yards may, but not mandatory be marked around it. An offside line parallel to the centre line should be marked from touch line to touch line at the attacking third mark. All field markings may be marked by the means of cones (woz makers).

6. The Goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, eight (8) yards and are joined by a line drawn parallel with a goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty spot is made six (6) yards from the midpoint between the goalposts and equidistant to them.

### Law 2: The Ball

1. The ball shall be spherical and constructed of material which is not dangerous to the players.

2. The ball size shall be four (4).

### **Law 3: Number of Players**

1. The game shall be played by two teams, each consisting of 8 players, one of whom shall be a goalkeeper. Teams must dress a minimum of 6 players and a maximum of 14.
2. Unlimited substitutions shall be allowed at any stoppage in the game. The referee should determine how players will leave and enter the field.
3. Each player must participate a minimum of 50% of total playing time in league, playoff and tournament games.
4. Coaches should have substitutes ready at the centerline of the field before requesting a substitution so that the game is not delayed unnecessarily. Player leaving the field of play should leave at the nearest end or goal line.

### **Law 4: Player's Equipment**

1. Equipment shall consist of shorts, socks, shin-guards, footwear, and a numbered shirt.
2. All jerseys must have sleeves. The players may not roll the sleeves up or tie them at the shoulder level. A player who removes his/her jersey to celebrate a goal will receive a caution for unsporting behavior.
3. All players MUST wear shin guards of suitable material. The shin guards should be covered completely by the socks.
4. Running shoes or multi stud shoes may be worn. 13 stud-molded sole are the most suitable shoes for field conditions in our area.
5. Goalkeepers must wear colours that are distinguishable from those of other players and those of the referee. Goalkeepers may wear gloves and tracksuit-type pants.

### **Law 5: Referees**

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### **Law 6: Assistant Referees**

Soccer Association, Alberta Soccer  
Association and FIFA LAWS OF THE GAME

### **Law 7: Duration of the Game**

The game shall be divided into two equal halves. Each half shall be 30 minutes in length. The length of halftime will be a minimum of 5 minutes and for a maximum of 10 minutes. The referee should determine the length of the half time break.

## **Law 8: Start of Play**

1. At the beginning of the game the referee, by toss of a coin will determine choice of halves and kick off. The winner of the coin toss shall choose which half to defend and the opposing team will get the kick off. The order is reversed for the start of the second half.

2. At a kick-off, all players shall be in their own half. All players opposing the team taking the kick off shall not be less than 6 yards from the ball until it is kicked. The game shall be started by the referee giving a signal. The ball is in play when it is kicked and moves forward. For any infringement of rule the kick off shall be retaken.

3. The player taking the kick off must not play or touch the ball a second time before it has been played or touched by another player.

4. After a goal has been scored, the game shall be restarted by a kick off, to be taken by a player of the team against which the goal was scored.

5. After the first half of play, the teams shall change halves and the kick-off shall be taken by a player of the team opposing that which started the game.

6. For any stoppage not mentioned in these rules, the referee shall restart the game by dropping the ball at the place where it was when play stopped, unless play was stopped in the goal area. In this case, the ball shall be dropped on that part of the goal area line which runs parallel to the goal line, at the point nearest to where the ball was when play stopped. The ball shall be in play as soon as it touches the ground.

7. A goal may be scored directly from a kick off

## **Law 9: Ball in and out of Play**

1. The ball is out of play

When the whole of the ball has crossed the goal-line or touch line, whether on the ground or in the air.

When the game has been stopped by the referee.

2. The ball is in play at all other times.

## **Law 10: Method of Scoring**

A goal is scored when the whole of the ball has crossed the goal line, between the goalposts and under the crossbar, provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking team. The exception is for goalkeepers from within their own goal area.

### **SCORING A GOAL WITHIN THE GOAL AREA (Crease):**

U12 soccer allows for entry into the goal area and as a result the offside rule extends into the goal area.

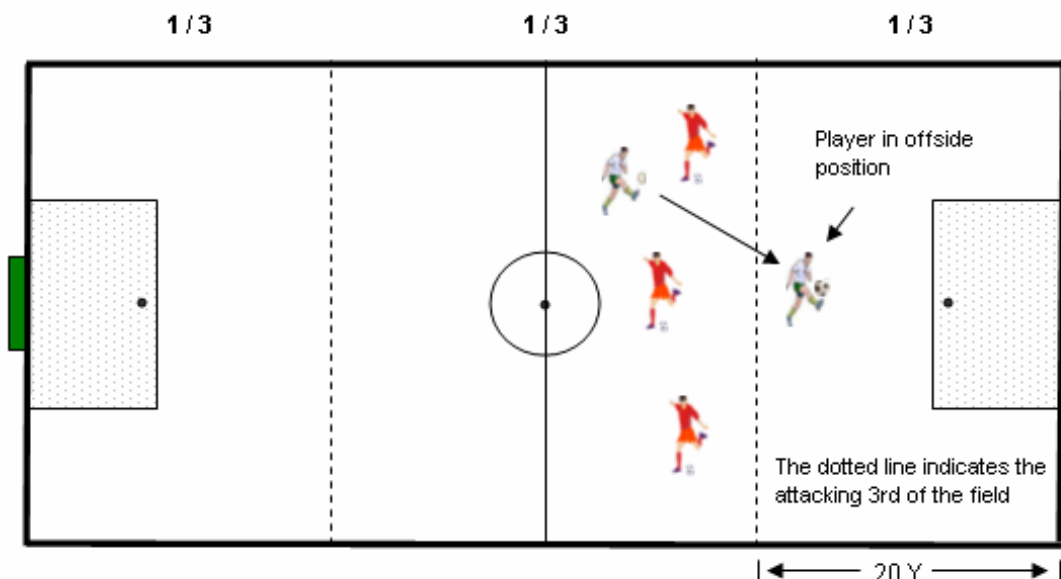
## **Law 11: Offside**

This rule is intended to HELP player development. Referees are requested to do the best they can. ASA would like to emphasize that the program is designed as a progressive step from the U10 program. We

consider it still to be development and learning, therefore requiring some variation from the full FIFA rules; i.e the offside line at three quarter field encourages players to spread out.

The offside rule is in effect at the attacking 3rd of the field. This line may be marked as a dotted line, and solid line or single cones or flags on the touch line.

This will allow players to develop an understanding of spreading out and creating depth in attack.



### Law 12: Fouls and Misconduct

1. A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing side.

- Kicks or attempts to kick an opponent
- Careless, reckless or excessive force
- Trips an opponent
- Jumps at an opponent
- Charges an opponent in any manner
- Strike, attempts to strike, or spits at an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball, i.e. strikes, carries or propels the ball with hand or arm, with the exception of the goalkeepers within their own penalty area.

2. Should a player commit one of the above offences within his/her own goal area while the ball is in play, irrespective of the position of the ball, a penalty kick shall be awarded to the opposing team.

3. Abusive language of any type will be called. Coaches will be expected to discipline their players for abusive language hence, decreasing the need for a game official to card a player.

**Cards: Yellow and Red will be used at the referee discretion when players break the rules of the game (Ratified EMSA BOD April 2010).**

**4.** Spitting is considered an attempt to physically attack a player or official; hence, the law calls for immediate ejection from the game just as striking a player or official calls for immediate ejection.

**5.** Players are not allowed to play with any metal or plastic casts, reinforced braces of any type, or any other equipment that will be considered improper by the laws of the game of soccer.

**a. JEWELLERY**

**i)** No item of jewellery of any sort will be allowed on the field of play, even if it is 'taped'. i.e. covered.

**ii)** Game officials must set an example by removing all personal jewellery before entering the field of play (watches are obviously allowed for game officials).

**iii)** The rule of thumb should be 'if it can be seen, it's a problem'.

**iv)** Earrings: no earrings of any kind are acceptable. The practice of taping is no longer acceptable.

**v)** Facial Rings: any kind of jewellery around the eyes, nose or any other part of the face must be removed.

**vi)** Bracelets: all bracelets (including metal, rope, fabric ...) must be removed.

**vii)** Medic Alert Bracelets: may be worn but must be covered or padded in order to be safe for all players.

**viii)** Necklaces: all necklaces must be removed.

**ix)** Body Piercing; any body piercing not visible to the referee is not of concern. Should the piercing become visible the referee will ensure it is removed.

**x)** Watches: players are not allowed to wear any kind of watches.

**xi)** Beaded Hair: if a player is wearing hair beads the hair must be tied in a bun or covered by a hair net. Loose beaded hair is not to be allowed.

**xii)** Rings: must be removed. The sole exception is a smooth wedding band, which the referee is convinced, cannot be removed, and which poses no danger to any player. It is recommended that teams advise players to have such rings removed before reporting for the match. If exceptionally cannot be removed, it must be adequately padded.

**b. HATS**

**1.** Hats: no hats are allowed on the field of play, except for goalkeepers using one as an eyeshade.

**2.** Bandanas: no bandanas are allowed.

**3.** Sweatbands: no sweatbands are allowed.

**4.** Head Protectors: only those permitted by FIFA are allowed.

**5.** Spectacles: are allowed if they are sports spectacles and / or regular glasses and are safe for the players themselves and for other players.

**6.** Pro Wrap: Single strand of Pro Wrap is permitted with no metal hair clips or bobby pins.

### **c. OTHOPAEDIC SUPPORTS, E.G. KNEE BRACES**

i. FIFA Circular 863 states that the vast majority of commercially manufactured supports are safe to use. These items pose less of a hazard than players accidentally banging heads, for instance.

ii. The major concern is not the 'hardness' of the equipment alone, rather it should be whether any part of it could cut or wound another player.

iii. Any support must be safe for all players, and adequately padded if necessary.

### **d. CASTS**

i. Players wearing a soft cast will be permitted to play if the cast does not present a danger to him/herself or any other player.

ii. All casts must be adequately padded.

iii. The referee (or a Supervisor of Officials if one has been appointed to the match) will make the final decision as to the acceptability of any cast.

iv. Any player who uses a cast with the intent to intimidate or injure an opponent shall be cautioned or sent off immediately.

### **Law 13: Free Kick**

1. For any infringement of the Rules of the Game when the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless the free kick is awarded to the attacking team within the opponent's goal area. In this case, the kick shall be taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the offence was committed.

2. At the taking of a free kick the ball shall be stationary and all opponents shall be not less than 6 yards from the ball until it is kicked

3. Players taking a free kick within their own goal area shall kick the ball into play beyond the goal area. The ball is in play when it is kicked, moves, and has passed outside the goal area. All opponents shall be outside the goal area and not less than 6 yards from the ball until it has been kicked. For any infringement of this rule the free kick shall be retaken.

4. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player.

### **Law 14: Penalty Kick**

1. A penalty kick shall be taken from the penalty spot. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the field of play, and not less than 6 metres from the ball (and behind the ball) until it has been kicked.

2. The goalkeeper remains on his/her goal line, facing the kicker, between the goalposts until the ball has been kicked.

3. The player taking the penalty kick must not play or touch the ball a second time until it has been played or touched by another player (one of which may be the goalkeeper).
4. The time of play shall be extended at quarter-time, half-time, or at full-time to allow a penalty kick to be taken. In the event that time is extended, play shall end when a goal is not scored.

#### **Law 15: Throw in**

1. When the whole of the ball has crossed the touch line, either on the ground or in the air, the ball shall be thrown in from the point where it left the field of play, by a member of the team opposing that of the player who last touched it.
2. Players taking a throw in shall face the field of play and have part of both feet on the ground, on or behind the touch line. The throwers shall use both hands to deliver the ball from behind and over their head. The ball shall be in play immediately after it enters the field of play.
3. Players taking a throw in must not touch the ball a second time before it has been played or touched by another player.
4. The normal throw-in rule will apply. If not properly taken, one re-throw will be given. If still not properly taken, the game will be allowed to proceed.

#### **Law 16: Goal Kick**

1. When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goalposts having last been played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from a point within that half of the goal area nearest to where the ball crossed the goal line.
2. At the taking of a goal kick, all opponents shall be outside the goal area and not less than 6 yards from the ball until it has been kicked into play. The ball is in play when it has directly left the goal area.
3. The player taking the goal kick must not play or touch the ball a second time before it has been played or touched by another player.
4. A goal may be scored direct from a goal kick, but only against the opposing team.

#### **Law 17: Corner Kick**

1. When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team. A corner kick shall be awarded to the attacking team.
2. The corner kick shall be taken within the corner arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked.
3. The player taking the corner-kick must not play or touch the ball a second time before it has been played or touched by another player.
4. A goal may be scored directly from a corner kick.

## **FAIR PLAY FOR PLAYERS, COACHES & PARENTS**

- 1.** Coaches, managers, team officials and parents shall not criticize game officials at any time and should encourage the same attitude and good sportsmanship amongst all players and supporters. The game official shall endeavor to conduct the game in a proper manner at all times.
- 2.** Coaches shall coach from their technical area. Coaches, players, and parents may not position themselves behind the goal closer than 3m away.