
Revised Feb 2010

EDMONTON MINOR SOCCER ASSOCIATION (EMSA)



ASA Laws of the Games (U6, U8 & U10)

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

EMSA adopted the format and rules and regulations of the CSA / ASA U6, U8 and U10 Mini Soccer Programs except for the number of players on a team (EMSA AGM, February 2010). The number of players on a team roster at this level should be fourteen (14) players. (Approved by the EMSA BOD on March 25th 2010)

The ASA U6, U8 and U10 Soccer Programs have been developed considering technical guidelines contained on the CSA Long Term Player Development and the CSA Wellness to World Cup.

U6 Mini Program

Alberta Soccer Association U6 Guidelines

Game Structure

Game Format	Modified Team size	Game Duration	Ball Size	Field Size Width (Min/Max)	Field Size Length (Min/Max)	Goal Size Min (H) Max(W)
3 vs. 3	Up to 14	2 x 20 min.	3	20-25 Yards	25-30 Yards	Height 3 ft. Width 5ft.

Rules of the Game

Goal Kick:

When a player on the attacking team is the last player to touch the ball over the opposing team's end line and not between the goal posts, then a goal kick is awarded to the defending team.

Corner Kick:

When a player on the defending team is the last person to touch the ball over their own end line and not between the goal posts, then a corner kick is awarded to the attacking team.

Goalkeeper

A goalkeeper is not used in the U6 3vs.3 format.

Number of Players/Substitution

The game is played with 3 players on the field; substitutions can be made on the fly or every 2 or 3 minute shifts and then change. ASA recommends a maximum of 7-8 players per squad.

Throw-in / Kick-in

When a player on the opposing team kicks the ball beyond the side lines the other team is awarded a throw-in. For the U6 3vs.3 game a kick-in is awarded as a substitute for a throw-in.

Fouls

Although fouls in the game may occur, they are usually unintentional. If a foul occurs, tripping, ball handling, etc. then an indirect free kick is awarded. The ball must be passed first before a shot can be taken

Scoring

Is from anywhere on the field, but cannot be scored directly from a kick-off, or free kick

Game Duration

The 3vs.3 game for U6 has two 20 minute halves. Players should have a 5 minute break at half.

Referees, Coaches, Parents

Any of the above can referee or run the game.

Footwear:

Tennis shoes, NO cleats for U5 & U6

U8 Mini Program

Alberta Soccer Association U8 Guidelines

Game Structure

Game Format	Modified Team size	Game Duration	Ball Size	Field Size Width (Min/Max)	Field Size Length (Min/Max)	Goal Size Min (H) Max(W)
4 vs. 4	Up to 14	2 x 20 min.	3	20-30 Yards	25-35 Yards	Height 4.5-5 ft. Width 8-9 ft.

Rules of the Game

Number of Players/Substitution

The game is played with 4 players on the field; substitutions can be made on the fly or every 3 or 4 mins shifts and then change. ASA recommends a maximum of 8-10 players per squad.

Off-Sides

There are no off-sides at the Under 8 level of soccer.

Goal Area

A line is made 8 yards from goal-line and 6 yards either side of centre of field to make an area for the sweeper-keeper to use his or her hands in only.

Goal Kick

When a player on the attacking side of the ball is the last person to touch the ball over the opposing team's goal line and not between the goal posts, then a goal kick is awarded. The ball is placed anywhere inside the area for a restart.

Corner

When a player on the defensive side of the ball is the last person to touch the ball over their own goal line and not between the goal posts, a corner kick is awarded to the attacking team.

Throw-ins

When a player touches the ball beyond the sidelines a throw-in is awarded to the opposing team.

Scoring

Scoring is from anywhere on the field, but cannot be scored directly from a kick-off, goal-kick, free-kick or throwing.

Fouls

All fouls are IN-DIRECT, this means the ball must be first passed to another player before a goal can be scored. Most fouls are not intentional, but rather due to lack of understanding or coordination.

Sweeper/ keeper

Sweeper-Keeper is the last player in defense who will be allowed to use his or her hands in the goal area only.

Referees, Coaches, Parents

Any of the above can referee or run the game.

U10 Mini Program

Alberta Soccer Association U10 Guidelines

Game Structure

Game Format	Modified Team size	Game Duration	Ball Size	Field SizeWidthMin/Max	Field SizeLengthMin/Max	Goal SizeMin (H)Max(W)
7 vs. 7	Up to 14	2 x 25 min.	4	30 / 36 Yards	40/55 Yards	Height 6 ft. Width 16 ft.

Rules of the Game

Off-Sides

There are no off-sides at the Under 10 level of soccer.

Throw-ins

At this stage of player development the skill of throwing in the ball correctly might prove difficult for all players. If a throw-in is not executed in accordance with FIFA Laws, allow the player to try again. If unsuccessful for the second time proceed with the game reminding the player of the correct technique for a throw-in.

Goal Area:

The dimensions of the goal area are 10-12 yards wide and 6-8 yards long. It is set up for goalie development.

Goal Keeper:

At the Under 8 4 vs.4 game, a sweeper/keeper was introduced. This was a player who when retreated back into their goal area was allowed to use their hands. As a progression, at the U 10 7vs.7 game 1 player is assigned the duty of playing in goal. However, for developmental purposes a goal keeper should not be assigned to play in net for the season. It is important that all players on a team continue to develop the FUNDamentals of soccer.

Scoring:

Goals can be scored from anywhere on the field but must pass under the height of the crossbar or flags and between the posts or flag cones.

Fouls

All fouls are IN-DIRECT, this means that the ball must be first passed to another player before a goal can be scored.

Corners

When a player on the defensive side of the ball is the last person to touch the ball over their own goal line and not between the goal posts, a corner kick is awarded to the attacking team.

Goal Kicks

When a Player on the attacking side of the ball is the last person to touch the ball over the opposing team's goal line and not between the goal posts, then a goal kick is awarded.

Referees/coaches/Parents

Any of the above mentioned can run the game. This is about the players not the officials.