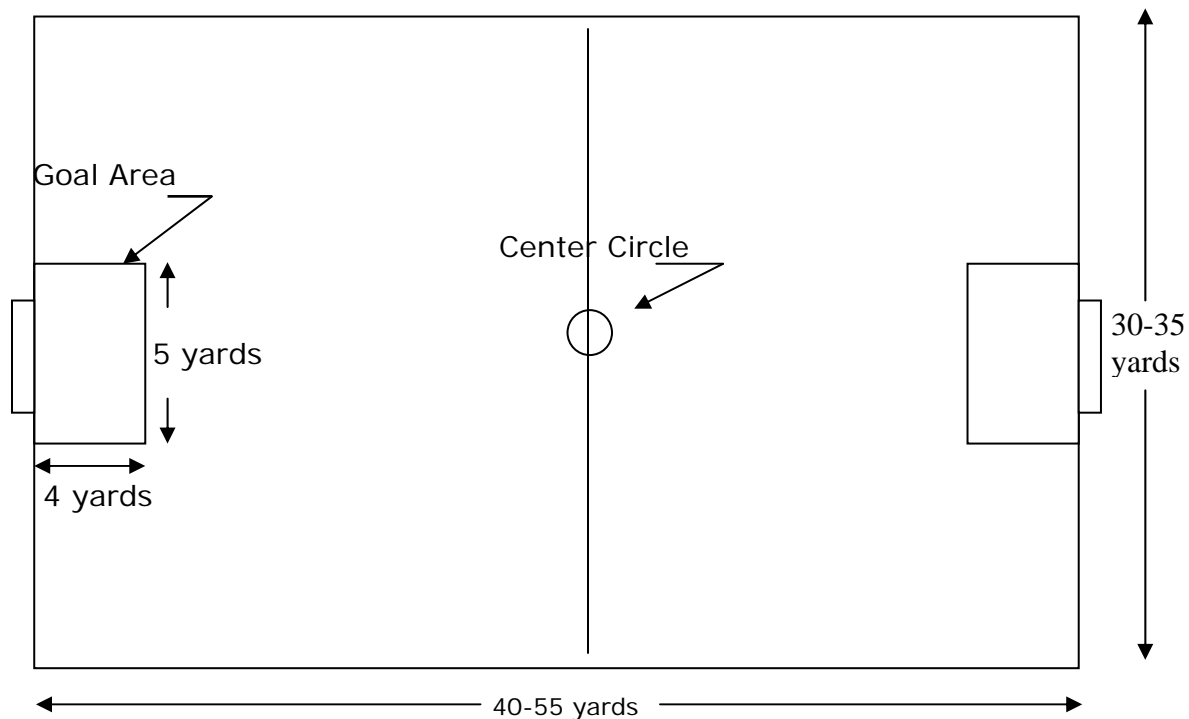


MICRO PLAYING RULES U7 AND U8

4v4 Playing Rules



A. Field

1. Each field will be marked with white lines.
 - 1.1 Boundary Lines: U7 30 X 40 yards
U8 35 X 55 yards
If combined U7/U8 30 X 40 yards
 - 1.2 Goal Area: 4 X 5 yards in front of each goal
 - 1.3 Goal size: 4' x 6'
 - 1.4 Center Circle: 4 yard circumference at the center of the field
 - 1.5 Half way line: A halfway line will be used to mark the half

B. The Ball

1. The ball is a size 3.

C. Length of Games

1. The game will be played with four 12 minute quarters.
2. There will be a 5 minute half-time period. Teams will change sides after half-time. **The games shall be terminated regardless of the time remaining to accommodate the next game time.**



D. Players

1. Each team will play with four (4) players on the field.
2. The maximum number on a roster should not exceed eight (8).
3. Each player on the team roster who is present at a game must play a minimum of 50% of each game unless prevented from doing so by reason of injury, illness or for being sent off for unsportsmanlike conduct.
4. Player equipment:
 - 4.1 Shin-guards are mandatory and are worn inside the socks.
 - 4.2 Footwear can be athletic shoes or soft cleated shoes.
 - 4.3 All teams from the Rush organization will wear the official Rush uniform.
 - 4.4 No player will be allowed to play with a hard cast.
5. Substitution is unlimited and accomplished on the fly as well as on set-plays. The player must come off the field before the substitute may enter the field. Permission from the parent monitor is not required.

E. Parents/Sportsmanship

1. All coaches, players, parents and spectators will be expected to practice good sportsmanship at all times.
2. All coaches, players, parents and spectators will be expected to follow the Rush Code of Conduct.
3. Players, coaches, parents and spectators are not allowed to stand/sit behind the goal line and/or directly behind the goal.
4. All calls made by the parent monitors are final. Disputes over a call will not be allowed.
5. Any coach, player, parent, or spectator acting in an inappropriate manner may be asked to leave the field by the parent monitor or a Rush Staff member.
6. All coaches, players, parents and spectators are highly encouraged to not yell "kick-it", this sends the wrong message to the kids and is not representative of the game.
7. Remember, developmental soccer is about learning to play the game of soccer, it is not about winning. Let's encourage our teams and players to represent themselves well, respect and inspire through positive reinforcement.

F. Referee

1. There is to be one referee per field.
2. The referee is usually a young man and/or woman trying to do the best they can. Typically they are also learning the game and may "miss" a call or make a mistake. They are not trying to manipulate anything or favor one side. Coaches, parents and spectators that have

concerns or questions of the refereeing, should contact the Rush office.

3. Under no circumstances should the coach or parents/spectators approach the referee during or after the game.

G. The Rules of Micro Soccer

1. The game is started with the ball placed within the center circle. Players of the opposing team must be three (3) yards away when the kick is taken.
2. A goal can be scored directly from the kickoff.
3. Goals can be scored from anywhere, but the ball must pass below the cross-bar and between the goal posts for a goal.
4. When the ball goes wholly across any boundary, the game is restarted with a throw in. Allow a player two chances to throw the ball in properly. If after two attempts, they unsuccessfully throw the ball in, award the ball to other team for a kick in. The players feet leaving the ground is ok at this age, as long as the ball is properly thrown in. The ball is awarded to the team opposite of that of the player who last touched the ball.
 - 4.1 Over the sideline: The ball is placed on the line where the ball went out.
 - 4.2 Over the ENDLINE by the ATTACKING team: The ball is placed anywhere in the goal area.
 - 4.3 Over the ENDLINE by the DEFENDING team: The ball is placed in the corner where the ENDLINE meets the SIDELINE.
5. There is no tripping, pushing, punching, holding or kicking an opponent. A player cannot pick-up, hold, stop or propel the ball with his/ her hands.
 - 5.1 All infringements are punished by the awarding of an INDIRECT FREE KICK (i.e. the ball must touch another player on the field before it enters the goal)
 - 5.2 The kick is awarded to the opposite team and is taken from the spot where the foul occurred. If the foul occurred INSIDE the goal area, the ball is placed on the goal area line nearest to the spot of the foul.
 - 5.3 Players of the opposing team must be a minimum of three (3) yards away from the ball when a free kick is taken.
 - 5.4 In any case, A GOAL CANNOT BE SCORED DIRECTLY FROM AN INDIRECT FREE KICK, including out-of-bound free kicks.
6. OFFSIDE rule is not used in micro-soccer.
7. GOAL TENDING in 4 v 4 micro-soccer is not allowed. The Rush strongly recommends the coaches get "defensive" players to play on the field and not in the goal.
8. There will be no penalty kicks in 4 v 4 micro soccer.