



Program Outline/Summary of Rules Recommended by USYSA

3 Goal Rule: Teams should not lead by more than 3 goals during match day games. Coaches need to do a better job with this in my opinion. PLEASE try to manipulate the game as an adult. There is NO REASON for teams to continue to 'run up scores' on other teams. There are a couple of things you can do.

Lopsided Games: In cases where scores become lopsided coaches are advised to do one of the following:

1. Switch players from the other team they are playing to make the game more balanced.
2. Add a player or players to the team that is getting beat until the score becomes more balanced. (Play 5 v 4 or 6 v 4 or 7 v 4).

Ultimately we want the coaches to work together to ensure the experience is a positive one for all players.

Kick Off: Your Saturday game is scheduled for a certain time, say 9:00am (or 11:00am or 12:30pm). Sometimes all of your players are not there at that time so you may want to wait 5 minutes until more players arrive, that is perfectly fine. Please kick off when you have enough players to start the game. If players arrive and the game has already kicked off, that's fine, it'll give the Parents a sense of urgency to make it on time the rest of the weeks.

Injuries: If there is an injury to a player we have a FIRST AID STATION marked in the middle of Amos Herr Park. Close to Field 7 and Field C. This is the most central point. Have the injured player's parents responsible to look after the player, this way the Coaches can continue with the rest of the players. Point the Parent in the direction of the First Aid Station.

Fair Play: PLEASE make sure you do your part in creating a safe haven for the children. If you see a child pushing or playing too aggressive, stop it immediately. There should be NO FOUL PLAY. These are kids and there is going to be some accidents which is unavoidable, but call out the players who are pushing or playing unfairly. On fouls, a free kick is awarded to the team whose player was fouled. The defending team should take 10 steps back on free kicks. (Or 5 adult steps).

Throw ins: A throw in is awarded when the ball goes out over the SIDE Lines. The team that touched the ball last will defend the throw in. Throw ins are taken off the field from the point where the ball went out. BOTH FEET on the ground and BOTH HANDS behind the head.

Goal Kicks: A Goal kick is awarded when the attacking team kicks the ball over the END line. The goal kick is taken from the small goal box and it must clear the large goal area before it is in play. The defensive team must retreat to the half.

Corner Kicks: A Corner kick is awarded when the defending team kicks the ball over the end line. Corner kicks are taken from the corner arc on the side where the ball went out of play. The defending team must take 10 steps back.

Penalty Kicks: At the Future 8 level, a Penalty kick is awarded if there is a foul or handball against the defending team, inside the big goal area. Penalty kicks are taken from the penalty spot and all players (except the GK and the shooter) must be outside the big goal area. GK must be on goal line. Shooter has 1 kick to score. The ball cannot be touched by the shooter twice in a row. So if the ball hits the post and rebounds out, the shooter cannot touch it again until someone else touches it. If the shot is saved by the GK and rebounds to the shooter, they can touch it again as the GK touched the ball.

Ball Size: Future 6, Future 7 & Future 8 use a size 3 ball.

Playing Time: Equal play time is recommended for all children.

Goal Box: (Future 6 and Future 7): The goal box is the prescribed area directly in front of the goal. This is where goal kicks are taken from when the attacking team kicks the ball over the end line. The defending team retreats back to the half.

Goal keeper courtesy: When the goalkeeper is in possession of the ball, the defending team retreats back to the half way line. This allows the defending team to penetrate with no immediate pressure. Once the goalkeeper releases the ball or takes the goal kick, the attacking team can progress to pressure the ball. This includes goal kicks and all goalkeepers possession.

Goal Area (Future 8 Play): This area is part of the playing field in U8 fields. Field players are permitted inside this area. HOWEVER, field players are not allowed to challenge the goalie when 1) the goalie is in possession of the ball, or 2) the goalie is in the process of obtaining possession of the ball. This rule is intended to protect the safety of the goalkeeper. The goalkeeper may use their hands anywhere inside this goal box.

Future 6 Program: 4 Players on the field during the game (4v4, no goalkeeper). Play 5 v 5 if there are over 9 players on a team.

Match Day Games: Saturdays, Four 10 minute quarters. Practices: One, 1 hour evening practice per week.

Future 7 Program: 4 players on the field during the game (4v4, no goalkeeper). Play 5 v 5 if there are over 9 players on a team.

Match Day Games: Saturdays, Four 12 minute quarters. Practices: One, 1 hour evening practice per week. (Mondays Boys 5:30pm, Girls 6:30pm)

Future 8 Program: 6 players on the field during the game, 5 field players and 1 goalie (6v6).

Match Day Games: Saturdays, Two 24 minute halves. Practices: One, 1 hour evening practice per week. (Wednesdays Boys 5:30pm, Girls 6:30pm)

Our mission is to offer a quality learning soccer environment free from interference for players to develop their love of the game, skills & techniques through self discovery.

No scores or standings are being kept so fun & development becomes paramount.