



Futures Summary of Rules

3 Goal Courtesy Rule: Teams should not lead by more than 3 goals during match day games.

PLEASE try to manipulate the game as an adult. There is NO REASON for teams to continue to 'run up scores' on other teams. We are all one family here at Penn Legacy. Here are a couple of things you can do.

1. Switch players from the other team to make the game more balanced. Example, If the best player on your team scores 5 goals and you are winning 5 to zero, put that player on the opponents team for the second half.
2. Add a player or two players to the team that is down until the score becomes more balanced.
3. Make a rule - No player can score 2 goals until every player scores 1 goal.

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.

Ball in and out of play:

For **Future 6's & 7's** - kick in or dribble in. When the ball goes out over the SIDE Lines, a kick in or a dribble in is awarded. NO THROW INS. A player can pass the ball in with their feet or they may place the sole of the foot on top of the ball and then use the inside of the foot to dribble the ball in to play. The defending team must retreat 10 steps back.

For **Future 8's** - 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.

For Future 6's & 7's - **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 end line close to the goal and must be passed to a team mate. **The defending team must retreat to the half.**

For Future 8's - **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 top of the the large goal area before it is in play. **The defending 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. **Players cannot dribble off a corner kick.** The defending team must retreat 10 steps back.

Coaches on Field During Games: 1 coach from each team on the field during games. This way you can take a half of the field each and help the kids, ref the game and encourage all players. Your Asst Coach sits with the subs.

Injuries: If there is an injury to a player we have a FIRST AID STATION marked in the middle of Junction Center Campus. Close to Field 7 and Field 8. This is the most central point of the Fields. 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. There will be a sign posted there.

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 are 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 retreat 10 steps back on free kicks.

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 keeper courtesy (Future 8 games): 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). Four 12 minute quarters.

Future 7 Program: 4 players on the field during the game (4v4, no goalkeeper). Four 12 minute quarters.

Future 8 Program: 6 players on the field during the game, 5 field players and 1 goalie (6v6). Two 30 minute halves.

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

Parents should sit on the opposite sideline to players and coaches.

Note: For Fall 2018

BOYS:

All Boys teams have 12 players on their roster so play 30 minute halves.

GIRLS:

One Girls team has 10 players and three Girls teams have 9 players so play 24 minute halves.