

Under 8'S Gala Day Game Info

(Coaches not to be on field)

Players per team: **7** max (or even) Game Duration: Hooter to start **Ball size: 3**
Hooter for halftime
Goalkeeper: Hooter to finish

- ☞ **Encouraged to wear headgear**
- ☞ Is allowed to pick up ball inside own Penalty area
- ☞ Must **throw or place-kick ball** (no kicking out of hands)
- ☞ All **opposition players to be back behind retreat line** – cannot move towards ball until **touched by defending team** (encouraging passing between defenders)
- ☞ Ball is in play once it goes outside Penalty area **and** is touched by defender

Start of play & restart after goal:

- ☞ pass in any direction to a team mate from middle of halfway line
- ☞ all opposition players must be 5 metres away and in their own half
- ☞ ball must touch team-mate before goal can be scored

Ball crosses touchline:

- ☞ **throw-in** (2nd chance if not thrown-in correctly)
- ☞ thrower cannot touch ball until it has been touched by another player
- ☞ opposition players must be 5 metres away
- ☞ ball must touch team-mate before goal can be scored

Ball crosses goal line (outside goal) after last touching attacker:

- ☞ **goal kick** – anywhere inside Goal Area
- ☞ ball must be kicked directly out of Penalty area
- ☞ Ball is in play once it goes outside Penalty area and is touched by defender
- ☞ All **opposition players to be back behind retreat line** – cannot move towards ball until **touched by defending team** (encouraging passing between defenders)
- ☞ ball must touch team-mate before goal can be scored

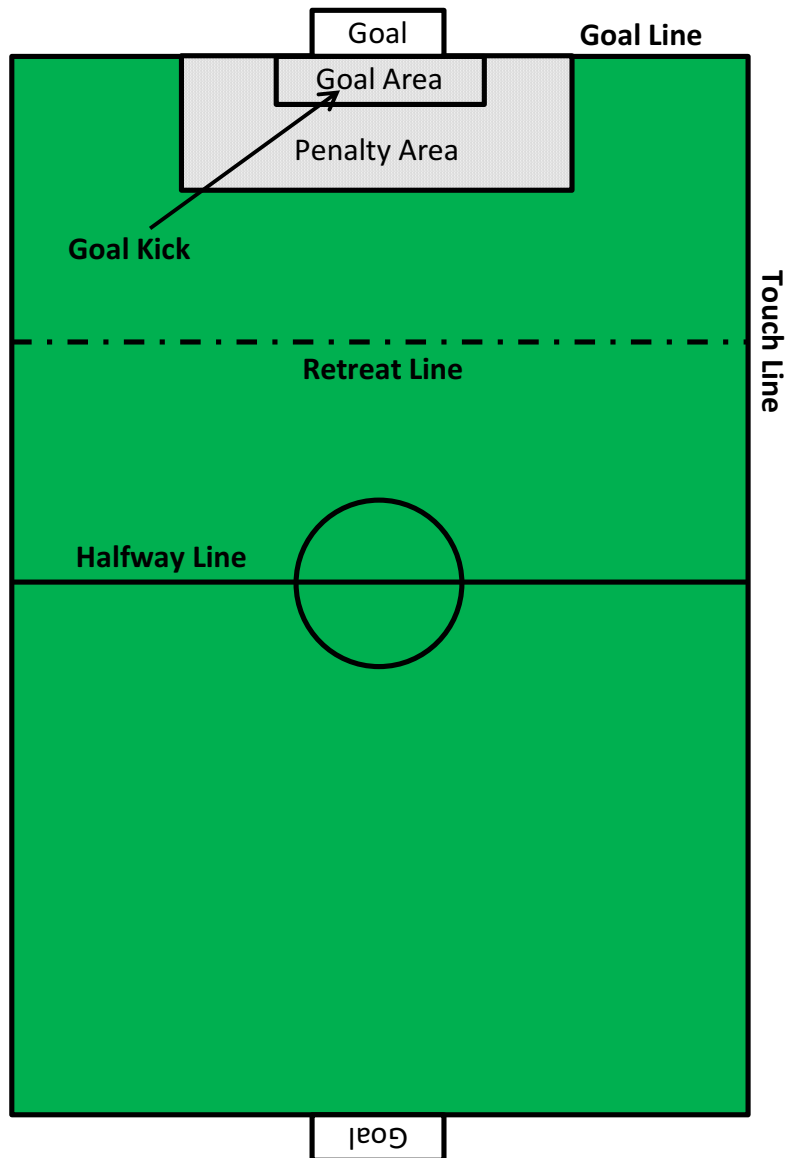
Ball crosses goal line (outside goal) after last touching defender:

☞ corner kick

- ☞ must be kicked or passed directly into play (cannot touch ball consecutively)
- ☞ opposition players to be at least 5 metres away

Offside:

- ☞ there is no offside in general play, but **FAIR PLAY** rules apply



Advice to Game Leader:

- ☞ keep the game moving and limit stoppages by assisting players with restarts
- ☞ encourage all children to have fun and rotate restarts between players
- ☞ discourage players from permanently standing in front of goal
- ☞ ensure all opposing players are back the required distance for restarts