## Under 8'S Game Info

## (Coaches not to be on field)

Players per team: 7 max (or even) Game Duration: $\mathbf{2 x} 20$ mins Ball size: 3

## Goalkeeper:

must wear headgear
Is allowed to pick up ball inside own Penalty area
Must throw or place-kick ball (no kicking out of hands) within 6 seconds
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:

(s) pass forward 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
each player can score a maximum of three (3) goals (encourages FAIR PLAY)

## Ball crosses touchline:

throw-in ( $2^{\text {nd }}$ 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:
(7) keep the game moving and limit stoppages by assisting players with restarts
(r) encourage all children to have fun and rotate restarts between players

- discourage players from permanently standing in front of goal
(6) ensure all opposing players are back the required distance for restarts

