

Andover Soccer Association

U7 Boys / Girls

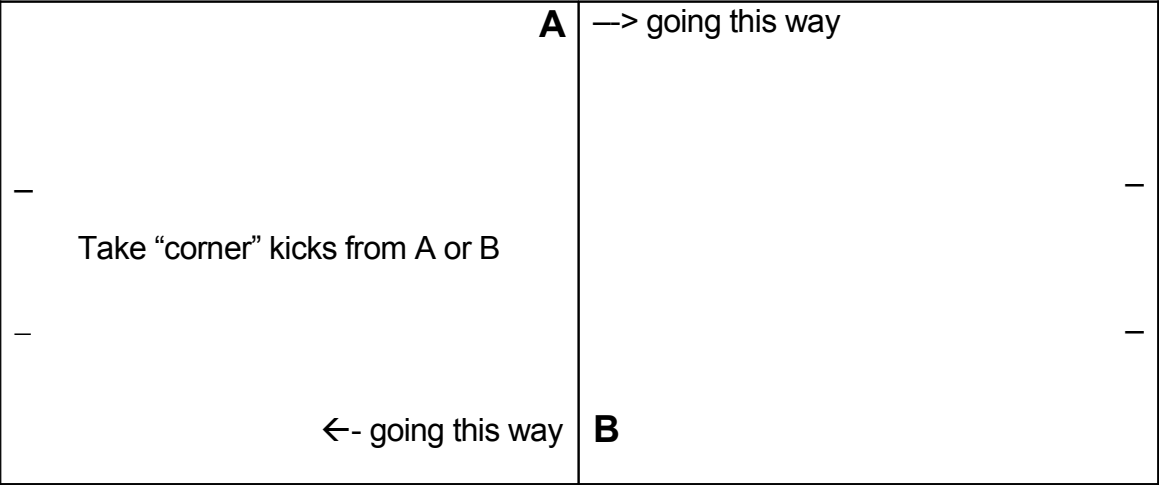
High-Level Playing Rules

- All players must play at 50% of each game
- Game Size: 3 v 3 (although depending on team sizes it is OK to go 4 v 4 so that all players play at least 50% of the game)
- Goalies: None
- Ball Size: 3
- Goal Size: 4 x 6
- Game Duration: 40 Minutes (2 – 20 minute halves broken up into 5 minute intervals). Take a 5 minute break at the end of the half
- Substitutions: Mass substitutions at the end of each 5-minute interval (or on any stoppage in play, if a child requests to be taken out).
- Throw s Ins: None (Use Pass-ins or dribble ins – either to another player or to the player who is kicking it in – they’re six!)
- Referee – Coaches: Agree prior to the beginning of game which coach will be covering which portion of the field, keeping time, etc.
- Goal Kick: Entire defensive team must retreat to mid-field until ball is played
- Corner Kicks: None – all balls out at the end are given to the defending team as a goal kick.
- Game / Half / After Goal: Defensive Team must provide 10 feet until ball is played.
- Slide Tackles: None
- NO JEWELRY – earring, watches, bracelets – except for “Medic Alert” bracelets that must be taped flat to the body
- NO CASTS
- If you have any questions or concerns, please use your best judgment as to what is in the best interest of the children, or feel free to contact your AGC.

U8 Boys / Girls

High-Level Playing Rules

- All players must play at 50% of each game
- Game Size: 4 v 4 (although depending on team sizes it is OK to go 5 v 5 so that all players play at least 50% of the game)
- Goalies: None
- Ball Size: 3
- Goal Size: 6 x 12
- Game Duration: 48 Minutes (2 – 24 minute halves broken up into 6-minute intervals). Take a 5 minute break at the end of the half.
- Substitutions: Mass substitutions at the end of each 6-minute interval (or on any stoppage in play, if a child requests to be taken out).
- Throw In's: No (Use Pass-ins or dribble in – either to another player or to the player who is kicking it in – they're seven!)
- Referee – Coaches: Agree prior to the beginning of game which coach will be covering which portion of the field, keeping time, etc.
- Goal Kick: Defensive team must retreat to mid-field until ball is played
- Corner Kicks: Yes – but they are taken from the mid-field line / side-line intersection. Defensive team must provide 10 feet of space until ball is played.
- Game / Half / After Goal: Defensive Team must provide 10 feet until ball is played.
- Slide Tackles: None
- NO JEWELRY – earring, watches, bracelets – except for “Medic Alert” bracelets that must be taped flat to the body
- NO CASTS
- If you have any questions or concerns, please use your best judgment as to what is in the best interest of the children, or feel free to contact your AGC.



U9 Boys / Girls

High-Level Playing Rules

- All players must play at 50% of each game.
- Game Size: 6 v 6 – this includes the goalie.
- Goalies: Yes; rotate players thru goal position. No player should play more than 25% of the game in goal – it is a learning experience.
- Ball Size: 4.
- Goal Size: 6 x 12.
- Game Duration: 48 Minutes (2 – 24 minute halves broken up into 6-minute intervals). Take a 5 minute break at the end of the half.
- Substitutions: Mass substitutions at the end of each 6-minute interval (or on any stoppage in play, if a child requests to be taken out).
- Throw s Ins: Yes.
- Referee – Coaches: Agree prior to the beginning of game which coach will be covering which portion of the field, keeping time, etc.
- Goal Kick: Defensive team must retreat to mid-field until ball is played.
- Corner Kicks: Yes. Taken from corner.
- Game / Half / After Goal: Defensive Team must provide 10 feet until ball is played.
- Slide Tackles: None.
- NO JEWELRY – earring, watches, bracelets – except for “Medic Alert” bracelets that must be taped flat to the body.
- NO CASTS.
- If you have any questions or concerns, please use your best judgment as to what is in the best interest of the children, or feel free to contact your AGC.

U10 Boy / Girls

High-Level Playing Rules

- All players must play at 50% of each game.
- Game Size: 6 v 6 – this includes the goalie.
- Goalies: Yes.
- Ball Size: 4.
- Goal Size: 6 x 12.
- Game Duration: 48 Minutes (2 – 24 minute halves broken up into 6-minute intervals). Take a 5 minute break at the end of the half.
- Substitutions: Mass substitutions at the end of each 6-minute interval (or on any stoppage in play, if a child requests to be taken out).
- Throw s Ins: Yes.
- Referee: Provided.
- Goal Kick: Defensive team must retreat to mid-field until ball is played.
- Corner Kicks: Yes. Taken from corner.
- Game / Half / After Goal: Defensive Team must provide 10 feet until ball is played.
- Slide Tackles: None.
- NO JEWELRY – earring, watches, bracelets – except for “Medic Alert” bracelets that must be taped flat to the body.
- NO CASTS.
- If you have any questions or concerns, please use your best judgment as to what is in the best interest of the children, or feel free to contact your AGC.

U12 Boy / Girls

High-Level Playing Rules

- Game Size: 8 v 8 – this includes the goalie.
- Goalies: Yes.
- Ball Size: 4.
- Goal Size: 6 x 18.
- Game Duration: 60 Minutes (2 – 30 minute halves. Take a 5-minute break at the end of the half.
- Substitutions: Coach’s discretion.
- Throw s Ins: Yes.
- Referee: Provided.
- Goal Kick: Yes.
- Corner Kicks: Consistent with FIFA guidelines.
- Game / Half / After Goal: Consistent with FIFA guidelines.
- Slide Tackles: None.
- Offside: Will be called consistent with FIFA guidelines.
- NO JEWELRY – earring, watches, bracelets – except for “Medic Alert” bracelets that must be taped flat to the body.
- NO CASTS.
- If you have any questions or concerns, please use your best judgment as to what is in the best interest of the children, or feel free to contact your AGC.