

LAYSL U8 Rule Changes and Game Day Procedure

With the advent of rule changes, and small sided games being mandated at US Soccer, the LAYSL has revised some of those rules to better optimize the playing abilities of these players.

These changes are as follows:

1. Teams will play 5 v 5 in a split game format. 5 on one side and 5 on the other side. i.e. if you have 16 players on your roster, the suggestion is to split the team with 8 on one game and 8 with the other.

2. Substitutions may be permitted on ANY stoppage of play, as well as "on the fly". However, the substitution on the fly must have the exiting player within the marked off area. The marked off area will be at the center of the field, on the touch line, and will be made up of a 10" arc. Any player exiting the field **MUST** be in this area before the next player may enter the field of play.

Violation of this rule will result in a penalty called from the further point of the arc against the opposing team. This will be a kick at the point of the infraction.

3. If the ball goes out of play from the touch (side) line, the play will result with a "throw-in" for the opposing team at the point of "into touch". The back foot must be kept on the ground and the ball must go back over the players head. Two extra attempts are to be given for a bad throw. If the attacking team plays the ball out of play across the end line, then play may begin at any point of the goal arc to act as a goal kick. If the defending team plays the ball across their own "end" line, a corner kick will be awarded to the attacking team.

4. Goals may be scored by having the ball being legally propelled past the goal line with the Pugg goal there to act as a net or catch. If the ball passes into the goal arc and comes to rest inside it, the result will be a goal kick for the defending team. If the ball is on course to cross the goal line with the Pugg behind it, and a defending player makes contact with the ball **INSIDE** the arc, a penalty kick will be awarded to the attacking team, 6" from the

top of the arc. All players must be behind the player about to take the penalty kick. Once the kick is taken it becomes a "live" ball.

If the ball is on course to cross the goal line, but does not have the Pugg behind it, and the defending player makes contact with the ball inside the arc, it will result in a corner for the attacking team.

At any point if an attacking member of the team makes contact with the ball while in the goal arc, the play is considered "dead" and a resulting goal kick will be awarded to the defending team.

Slide tackling is not permitted, and a foul will be called against the offending player.

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