

2018/2019 Modified Rules Summary for U7 - U8

Age Group	U7/8	U7/8	U8
Level	Rec	Rec	Academy Rec
Organization	Neenah	East Central	East Central
Format	4v4 no GK	4v4 no GK	4v4 no GK
Center Referee Fee	\$16	\$16	N/A
Two Assistant Referee Fees	N/A	N/A	N/A
Duration of Game (Minutes)	4x10	4x10	4x12
Offside	No	No	No
Penalty Kicks	No	No	No
Throw-Ins	2nd Allowed	2nd Allowed	2nd Allowed
Free Kicks	All taken as Indirect	All taken as Indirect	USYS Direct Only
Opponents away from kick in yards	4 Yards	4 Yards	4 Yards
Ball Size	3	3	3
Slide Tackling (If no, penalty is:)	No -direct free kick	No -direct free kick	No -direct free kick
Substitutions			Any Stoppage/Unlimited
Goal Keeper Rule	N/A	N/A	N/A
Score Kept	No	No	No
Player cards	No	No	No
WYSA Coach Pass Required to be on team side during game	Yes	Yes	Yes
Info to refs before game (note each team is responsible for 1/2 of the referee & Assistant Referee Fees)	Referee payment	Referee payment	Referee payment
Who's responsible to report score	N/A	N/A	N/A
Where to report Red & Yellow Cards	Referees in Game Officials	Referees in Game Officials	Referees in Game Officials
Where to report other incidents	Referees in Game Officials	Referees in Game Officials	Referees in Game Officials
Field Dimensions (yards)	25-35 length & 15-25 width	25-35 length & 15-25 width	25-35 length & 15-25 width
Goal Dimensions (feet)	4' x 6'	4' x 6'	4' x 6'
Build Out Lines (yards)	NA	NA	NA
Roster Size (minimum)	5 single sided/7 side by side	5 single sided/7 side by side	pool roster
Roster Size (maximum)	8 single sided/12 side by side	8 single sided/12 side by side	pool roster
Min. playing time for each player	50%	50%	50%

Notes

*The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the buildout line. Penayers can be penalized for an offside offense between the build out line and the goal line.

- Every game should begin with a coin toss by the Referee with visiting team call it. Team winning coin toss selects goal they will attack, losing team will kick off.