



5v5 Modified Laws of the Game (*Referee Training*)

SASC U7/8b & U8g

5v5 Format: 4v4 + GK

The goal of the program is to introduce the position and role of the Goalkeeper in a safe environment.

- 4 outfield players + Goalkeeper
- 44x30-yd field, 2x20' min halves + 5' half-time
- 6-yd radius center circle
- 1-yd corner arcs
- 5-yd deep goal-area “no-go zone”

U8 Specific Laws

Goal area = “**No go zone**” for all outfield players.

- Only the goalkeeper is permitted to play in the goal area.
- If any other player enters the goal area, the resulting restart is a goal kick.
- The goalkeeper is permitted to leave the goal area but cannot use their hands.

Goal-Kicks & Goalkeeper Possession

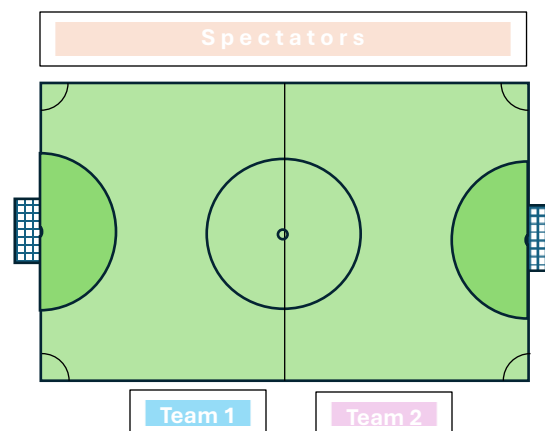
- Opponent must retreat to the half-way line on a goal-kick, or any time the goalkeeper has possession of the ball.
- Teammates of the goalkeeper can be anywhere on the field, except in the goal area.
- The goalkeeper can restart the game at any time, upon which the other team can defend.

Other Restarts:

- All fouls and out-of-bounds restarts are passes (in-direct) – the same player may not touch the ball again until another player has touched the ball. (Allow one retry, then the other team gets the ball.) A goal cannot be scored directly from a restart.
- **Kick-off:** Start of the game and after any goal – opponent in own half, outside of circle.
- **Throw-in:** Both feet on ground, behind sideline, ball delivered with two hands over head.
- **Corner-Kick:** Opponent must be at least 5-yds away from the ball.
- **Free-Kicks:** Regardless of the infraction, all free-kicks are Indirect whereby two players need to touch the ball before a goal can be scored. (Note: if there is a foul near the top of the goal-area, the ball is moved backwards so it is 5-yds away from the goal-area.)
- **Offside:** No off-side is called in this game format.

Substitutions:

- At any stoppage, from the half-way line, with the permission of the referee.



Tips for Referees

- **Game Start:** Please start the game as close to the scheduled start time as possible. The game can start with fewer players than five, with players added to the game as they arrive.
- **Game End:** The game must end before the scheduled start of the next game to keep all games on schedule.
- **Laws:** Players may need a brief explanation of a stoppage for the first few games if they are new to this format. Use shirt color to tell players which team will restart with the ball. (They may not know their number and can't see it!)
- **Kick-off:** At the initial kick-off, ask players to point at the goal they are attacking (especially important after switching ends at half-time) and remind them it is a pass to a teammate.
- **Throw-Ins:** A player is permitted one retry on a foul throw-in. If the second throw-in is incorrect the other team gets the ball and attempts a throw-in.
- **Corner-Kicks:** The ball should touch the corner arc. Players may need help positioning the ball to navigate the corner flag if their coach has not used them in practice.
- **Goalkeeper:** Remind and enforce that the opposing team must attempt to retreat back towards the half-way line whenever the goalkeeper has possession.
- **Substitutions:** Coaches should be aware that they require referee permission to make substitutions, and players should be ready at the half-way line. Count players after the substitution to make sure there are no more than four field players plus the goalkeeper.
- **General**
 - Err on the side of player safety. If it looks like a foul, call a foul and stop the game.
 - Remind parents to keep back from the sidelines to give players a safe space to play.
 - Coaches and parents should refrain from running onto the field during play (e.g., tie shoelaces/substitutions) unless summoned the referee (e.g., player injury).
 - No parents/coaches/players/spectators are permitted to stand by the goals.
 - Try to stay out of the middle of the field as this is typically where most action occurs.
 - There should be no more than two coaches on the sidelines with each team – please ask additional spectators to go to the parent side of the field.
 - Each team occupies their own space on either side of the half-way line on the same side of the field.
 - Blow your whistle loud enough so that the players can hear – use “Freeze” if the players don't understand the significance of the whistle.

Thank you for volunteering to help referee. Both teams should have parents willing and able to referee. Swapping with another referee at half-time is acceptable.