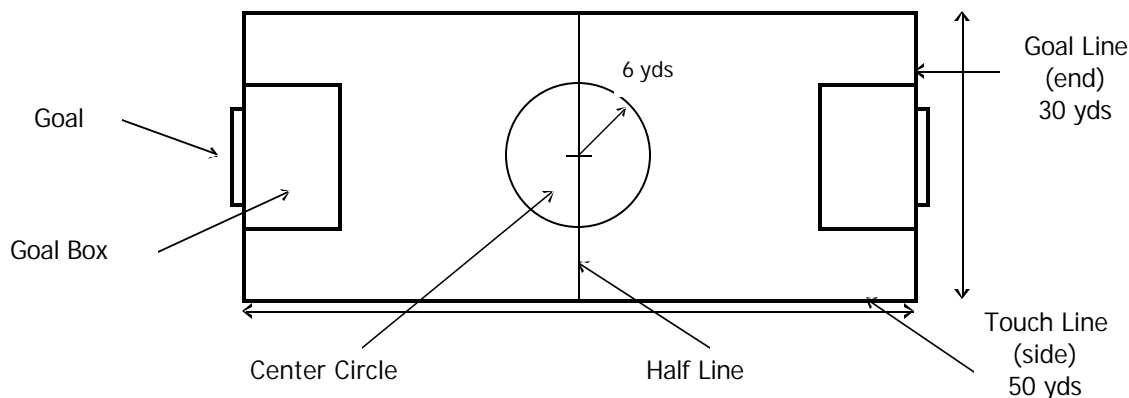


## 2006 HYSL MODIFIED LAWS OF THE GAME (RECREATIONAL UNDER-8 VERSION)



1. Field of Play
  - (See Diagram above)
  - 50 yds long; 30 yds wide
  - Goal Box 6 yds by 15 yds
  - Center circle radius 6 yds
2. The Ball
  - Size 3
3. Number of Players
  - 7 per team (6 + 1 goal-keeper)
  - 11 (max) on a roster
  - All play at least 50% of game
  - Substitution with Referee's OK (Goals, injuries, Ball Out, Half-Time...)
4. Player Equipment
  - Jersey or shirt, shorts, socks, footwear and shinguards are mandatory.
5. Referees
  - (Neutral Coaches or Youth Refs)
  - Enforce the Laws of the Game
  - Keep game time
  - Allow no persons other than players & referees onto the field of play without permission
  - Stop the game if a player is seriously injured.
  - Decide goals, ball In & Out, fouls
  - Explains infractions to players
6. Assistant Referees
  - (if present) Assist the referee
7. Duration of Game
  - 20 min. halves (5 min. half-time)
8. Start of Play
  - Winner of coin toss picks sides, other team has 1st Kick-Off
  - Ball placed at center mark
  - Opponents 6 yds away
9. Ball In & Out of Play
  - The ball is out of play when it has completely crossed the goal line or the touch line, or when Referee stops the game
10. Method of Scoring
  - The ball must completely cross the goal line inside the goal
11. Off-Side
  - (none at Under-8 level)
12. Fouls & Misconduct
  - All intentional fouls will result in an indirect free kick. Fouls include:
    - \* Handling the ball
    - \* Holding, Pushing, Hitting, Spitting
    - Kicking, or Tripping opponents
    - \* Playing dangerously
13. Free Kicks
  - Opponents all 6 yds away from ball
14. Penalty Kick
  - (none at under-8 level)
15. Throw-In
  - Ball has crossed touch line
  - Allow 1 re-throw after correction then other team awarded throw in
16. Goal Kick
  - Attackers last touched ball
  - Ball out over goal line
  - Defenders kick ball from goal box
17. Corner Kick
  - Defenders last touched ball
  - Ball out over goal line
  - Attackers kick ball from corner