

Southwest Elgin Minor Soccer League
U-8 Rules
Amended January 2009

1. The home team to provide proper field conditions, goal nets and corner flags; supply size 4 ball in good condition; supply referee and avoid conflict in team colours.
2. Player cards must be shown before the start of the game. Only the referee has the authority to request player cards after the start of the game. Photocopies of player cards are acceptable if originals are not available at the time.
3. Players equipment:
 - a. Players must wear numbered shirts and must have the same number all year.
 - b. Shirts must be worn tucked inside the shorts.
 - c. In extreme weather conditions, the official referee may allow sweat pants to be worn.
 - d. Shin guards must be worn and must be covered entirely by the stockings.
 - e. Soccer shoes are recommended to be worn to give player good footing.
 - f. Goalkeeper shall wear a different coloured shirt with sleeves, which will distinguish him/her from the other players and from the referee. Keeper will be allowed to wear a hat, gloves, kneepads and track pants.
 - g. A player shall not wear anything which is dangerous to another player.
 - h. Exceptions may be made to the above for medical reasons upon league approval and a doctor's note.
4. Maximum number of players on the field at any one time is 7. Minimum number is 5. The game will be forfeited by a team with less than 5 players at the start of the game or anytime during the duration of the game including when a player leaves the field because of injury or expulsion. If a team is short handed due to uncontrollable circumstances, players may be brought up to make a full team for the game from an immediate lower division to a maximum number of 10.
5. The game consists of 2 halves, 30 minutes each half with a 5 minute break at half time.
6. Every players shall, as practically as possible, be given fair playing time during each game.
7. Unlimited substitution, but only during a stoppage in play and only upon the signal of the referee.
8. Offside rule to apply.
9. The normal throw-in rule to apply, with only one re-throw allowed.