

# North Utah County Soccer

## Challenger Game Rules and Guidelines

### U8-U9 Recreation Soccer

Age Group	Team Size on the Field	Field Size (approximate)	Referees Call Offsides?	Ball Size
U8	6 v 6	30 x 40 Yards	NO	3
U9	7 v 7	40 x 50-60 Yards	YES	4

- Each player should play at least half of each game
- Goalies: goalie position is allowed
- Heading the ball
  - Please don't train your players to head the ball – leave that for older age groups.
- No coaching from behind the goal
  - This is prohibited any age group, for you or a parent to coach from off the end of the field.
- Game Length: two 25-minute halves, with a 5-minute halftime break
- Offsides:
  - Determining offsides is tricky even for experienced coaches and players.
  - At U8, we don't have the refs call Offsides
    - This having been said: please teach your players the spirit of the rule they will eventually have to keep: players shouldn't camp out down at the opposing goal waiting for a teammate to blast it downfield to them.
  - At U9, the refs start calling Offsides
    - The offsides rules used by our referees are embedded in the [rules document](#)
- Goal kicks (after the opposing team kicks it out the end of the field, missing the goal) are to be taken from the top of the arc painted in front of the goal
- Players at this age should not intentionally head the ball – save that for older levels
- After a flagrant hand ball, pushing or tripping foul, a free kick is awarded to the team suffering the infraction.
  - The ball is placed at the site of the infraction.
  - No penalty kicks (lining up and kicking straight into the goal after a foul)
  - The kick is indirect, meaning that a goal cannot be scored unless it is touched by another player (from either team) before it goes in the goal.
- **No toe cleats are allowed on the field**
- **Players MUST use shin guards**
- **No earrings, please**
- **Casts, if any, must be wrapped**

## Notes for Soccer Coaches and Parents

- Please emphasize fun, participation, skill development and friendships rather than concentrating on winning.
- Keep all comments positive and encouraging
- Referees:
  - Refs are provided by the league.
  - Coaches, you should take a look at [a document on our website](#) that lays out guidelines for your age group, so you'll know what the referees are taught about managing your games.
  - Prior to Game 1, please mentally prepare yourself, your players, and their parents for the following:
    - **A referee may show up late or not at all.**
      - We try very hard to prevent this, but it happens; in this event, please text (not call) 801-830-0220) with the coach name and field location; but the coaches will need to trade off refing the game unless and until a referee arrives
    - **At some point, a referee is going to make a bad call, and it's going to negatively impact your team.**
      - We do provide training for our referees, but they are only human
      - You should feel free to offer constructive criticism in a calm, reasoned manner after the game is over, maybe in the presence of a witness to prevent misunderstandings
      - **You should not, however, feel free to yell at or berate the referee, during or after the game, or to sanction that behavior from the parents of your players.** Pretend the ref is your son or daughter, doing the best they can, and treat them as you wish your son or daughter would be treated.
- Please don't be the coach we get an email complaint about because you caused or allowed unpleasantness at your game. (We will get complaints; just please don't let it be about you.)
- And help your parents keep control and model good sportsmanship so we hopefully don't hear about them either.
- **Any negative feedback should go through and between coaches – no trash talking, grown-ups should model good sportsmanship.**
- **If coaches have disagreements on the management of the games, they should discuss this between themselves, civilly, at halftime.**
- If you arrive at a field and the goals or nets aren't up, send a text to 801-830-0220.

## In Case Of Bad Weather

- Remember that games can be played in rain, snow, cold, and wind. Parents may not want to, but unless it's actually dangerous (lightning, hail), remember that this is about the kids, and they will probably want to play!
- Also remember that around here, weather changes quickly. Don't give up on your game too soon!
- But OK, there are days where you and the other coach look at the weather and say "uh..... no, not happening."
- In which case, after agreeing with the opposing coach not to play...
  - **contact us and let us know, so we don't send some nice kid to stand around in a storm waiting for you. You just gotta.**
    - to do this, email the game venue (including field # from the schedule) and date/time to [president@northutahcountysoccer.com](mailto:president@northutahcountysoccer.com).
- While it is not required or encouraged, the two coaches may wish to reschedule your game.
  - If you are absolutely set on rescheduling, contact [president@northutahcountysoccer.com](mailto:president@northutahcountysoccer.com); put "U8 (or U9) Reschedule Request for Game #xxxx" in the subject line (game # comes from the schedule)

## Blowouts == Bad Karma

- Challenger Soccer is and always has been primarily for recreation. Due to the way we form teams, there are always going to be stronger teams and weaker teams.
- If you are blowing out a team (3-0 in the first 5 minutes, 5-0 at the half, etc.), be proactive, and figure out some way to even the odds. Use it as an opportunity to teach skills and sportsmanship.
- Here are a few ideas you could incorporate into these situations:
  - Once a player scores, move him back into a defensive role.
  - Make your team pass the ball a certain number of times before they attempt to score (i.e., 4 passes before you attempt a shot).
  - Move a player on your team who has never scored to play forward, and have your team work to set them (and only them) up to score. (It's amazing what this does to their confidence).
  - Tell your team to only take shots with their off foot (i.e. right footed players shoot left and vice versa).
- If this doesn't help, please ask me ([challenger1@northutahcountysoccer.com](mailto:challenger1@northutahcountysoccer.com)) for some pinney jerseys so you can trade players between teams, mix things up a bit and make things fun(ner) for all.

## How to Contact the Coach of the Team You're Playing

- Only Coaches and Administrators that are listed on the UYSA roster can access Administrator information for the opposing team.
- To access the information for an Opposing Coach or Administrator:
  1. Log into your UYSA Account (Affinity)
  2. Click on the "Teams" tab underneath your family's information
  3. Click on the "Tournament & Schedule Apps" tab
  4. Click on the "Schedules/Game Scoring" option on the far right hand side.
  5. In the schedule scroll down to the specific game with the opponent you are trying to contact.
  6. Click on the name of the team in the schedule. The contact information for the opposing team's Coaches and Administrators will pop up in a separate box.

**How To Find Your Game Field**  
**(please do this BEFORE your first game!)**

1. Go to your online schedule
2. Observe that the “Venue” column has the name of the venue
3. Click the venue name for your game, and you are taken to a page about that venue. (It may pop up in a new tab that isn’t immediately visible.)
4. If you don’t know where it is, you can click the Google Map link next to “View Map”.
5. Under “Fields at this Venue”, if there’s only one field listed, you’re good to go – you just use the only painted field you see when you get there. If this is you, you can stop reading now.

BUT....

6. If there are multiple fields listed, then you need to figure out exactly where yours will be.
7. Back on your schedule, look at the Field column and make note of the 4-digit number.
8. Go back to our home page, [www.nucsonline.com](http://www.nucsonline.com)
9. Under the “Parents” menu on the upper right, click the “Field Maps” link
10. Click the link for the venue at which you will play
11. Voila -- an aerial photograph of your venue, with your field marked