

AREA 8A ADAPTED RULES – SUPPORTING PLAYER DEVELOPMENT INITIATIVES

This document serves as a guide for regular season play and Spring Area Tournament play within Area 8A for the 6U, 8U, 10U, and 12U Divisions, incorporating 2019 updates to the US Soccer Player Development Initiatives. Field/Goal dimensions may be adjusted, with AD approval, as required by field space limitations. Section 8 rules may differ and will be in effect during Section Tournaments. For all Divisions, AYSO has added the “No player should play 4 Quarters until all have played 3 Quarters” directive.

EFFECTIVE DATE: Spring 2019 Season
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6U PLAYERS	8U PLAYERS	10U PLAYERS	12U PLAYERS
4 v 4 No Goalkeepers	4 v 4 No Goalkeepers	7 v 7 Goalkeepers, and they must be identifiable	9 v 9 Goalkeepers, and they must be identifiable

6U FIELDS AND GOALS	8U FIELDS AND GOALS	10U FIELDS AND GOALS	12U FIELD AND GOALS
25 yards in length x 15 yards in width Goals 4 feet high x 6 feet wide Center Circle 5 yards in radius Arc 10 feet from Goal center	35 yards in length x 25 yards in width Goals 4 feet high x 6 feet wide Center Circle 5 yards in radius Arc 10 feet from Goal center	60 yards in length x 40 yards in width Goals 6.5 feet high x 18 feet wide Center Circle 6 yards in radius Goal Area 4 yards x 8 yards Penalty Area 12 yards x 24 yards Build-Out Line (BOL) Approximately 21 yards from Goal Line	80 yards in length x 50 yards in width Goals 7 feet high x 21 feet wide Center Circle 8 yards in radius Goal Area 5 yards x 16 yards Penalty Area 14 yards x 36 yards

6U SPECIAL RULES	8U SPECIAL RULES	10U SPECIAL RULES	12U SPECIAL RULES
No heading allowed; Indirect Free Kick (IFK) at infraction Kick-Ins when ball out of play at Touchlines and Goal Lines Ball cannot be played in Arc Goal Kick if played by attacker in Arc Goal if played by defender in Arc No standing in Arc during play Ball placed at any point on Arc for Goal Kick; opposing team must be at least 5 yards away Opposing team must allow 5 yards for Free Kicks and Kick-Ins	No heading allowed; IFK at infraction Corner Kicks and Throw-Ins are used Ball cannot be played in Arc Goal Kick if played by attacker in Arc Goal if played by defender in Arc No standing in Arc during play Ball placed at any point on Arc for Goal Kick; opposing team must be at least 5 yards away Opposing team must allow 5 yards for Free Kicks	No heading allowed; IFK at infraction Corner Kicks and Throw-Ins are used Opposing team must retreat outside BOL for Goal Kicks and when Goalkeeper is in possession of the ball Goal kicks can be played to players on either side of BOL, and are in-play once the ball leaves the Penalty Area Goalkeeper distribution must not be a punt or drop kick, or IFK is given at distribution point Ball is in-play when released to play by Goalkeeper Opposing team must allow 6 yards for Free Kick restarts Offside can only occur when past the BOL	No heading allowed; IFK at infraction Corner Kicks and Throw-Ins are used Opposing team must allow 8 yards for Free Kick restarts Goalkeeper distribution by punting is allowed

