

Unless otherwise stated below, all AYSO and Region 85 Rules & Regulations apply.

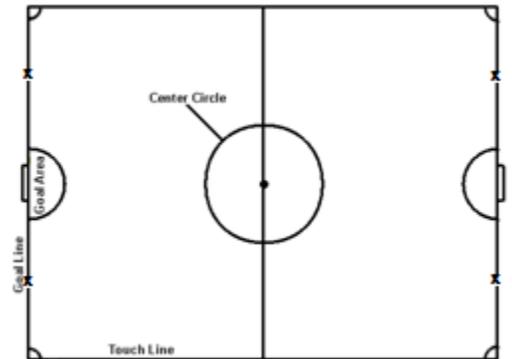
## A. FIELD

**Dimensions:** The field of play shall be rectangular with nominal sizes shown below. The length in all cases shall exceed the width.

**Markings:** Distinctive lines not more than FIVE (5) inches wide:

**Standard:** A halfway line, a center circle, a center mark, four corner arcs.

**Special:** Two goal arcs (one centered on each goal line). Four goal kick marks located on the goal lines halfway between the corner arc and the goal arc (x).



Sizes:

Area	Regular Season	
	6U	8U
Field (nominal)	15 x 30 yards	20 x 35 yards
Center Circle	FIVE (5) yard radius	FIVE (5) yard radius
Goal Arc (Area)	THREE (3) yard radius	FOUR (4) yard radius
Corner Arc	ONE (1) yard radius	ONE (1) yard radius
Goal Size	4x6 Pugg	5x10 Bownet

## B. NUMBER OF PLAYERS

	6UB	6UG	8UB	8UG
Maximum number of players on field	4	3	4	4
Minimum number of players on field	3	2	3	3
Maximum number of players on roster	12	10	12	12

Coaches must print 2 copies of their lineup card from [www.ayso85.org](http://www.ayso85.org) and give both copies to referees before the game.

- Substitutions: Standard AYSO substitution rules. No free substitutions.
- Playing Time: All players must play at least  $\frac{3}{4}$  of each game. However, if all the players on the roster are available at the game, one or two players will have to play only  $\frac{1}{2}$  of the game.
- No goalkeepers, or goaltending (defensive players should not be standing in front of the goal area when play has moved to the other half of the field).

## C. DURATION OF THE GAME:

6U	Four quarters: 7 minutes each	8U	Four quarters: 9 minutes each
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\* Teams split in half and play two simultaneous games on adjacent fields. Visiting team switches fields at half time. 5 to 10 minute halftime break. 1 to 2 minute quarter break.

## D. OFFSIDE:

There is no offside.

## E. INDIRECT FREE KICKS (IFK):

All Free Kicks shall be **indirect free kicks (IFKs)**. Player cannot score directly from an IFK (must touch another player first). Opponents must move a distance from the ball at least equal to the radius of the center circle. Ball may be kicked in any direction. Kicker may not play the ball again until another player touches it.

## F. KICK OFF:

IFK taken from the center mark. All players must be in their own half, and opponents must be outside the center circle.

## G. GOAL KICKS:

IFK taken from approximately the mid-point between the goal arc and the corner arc on either side of the goal.

## H. CORNER KICK:

IFK taken from either corner arc.

## I. THROW INS: (Perform IFK instead)

IFK taken from where the ball crossed entirely over the touchline on the ground or in the air.

## J. GOAL AREA GUIDELINES:

If, while the ball is in play, contact is made between a player and the ball while any part of the player or any part of the ball is within the Goal Area either on the ground or in the air, play stops immediately.

- a. If the contact was made by an attacking player a Goal Kick is awarded to the defending team.
- b. If the contact was made by a defending player, and in the opinion of the referee a goal was prevented, then a goal is awarded. Otherwise, a Corner Kick is awarded.
- c. If, in the opinion of the referee, the ball has come to rest with any part of it within a Goal Area, play stops immediately. Regardless of which team touched it last, a Goal Kick is awarded to the defending team.
- d. The circular line forming the Goal Area is part of the Goal Area.

## K. REFEREES

All games will be officiated by one referee per field. All referees must be Safe Haven certified, have a current VAF on file and be certified as a R85 Official (6U-8U Training) or above.

## L. CLARIFICATIONS & FREQUENTLY ASKED QUESTIONS

### Coaches on the Field

- Coaches are not permitted on the field during games unless they are the referee. No coaching while refereeing.
- Coaches must coach from the sidelines in a **Positive, Instructional and Encouraging** manner, avoiding giving play by play instructions to the players.

### Goal Area Violation

- It is not an offense for a player to be inside the goal area arc. Players may stand in, or pass through the arc as long as they do not have contact with the ball.
- The arc line is part of the goal area. Being ***inside the arc*** means that any part of the player or any part of the ball is either on or above the arc line, or entirely inside the arc.
- While the ball is in play, and either the player or the ball is ***inside the arc***, any contact with the ball, deliberate or not, is a violation.
- Once the ball comes to rest ***inside the arc***, play stops automatically. Therefore, contact with a stationary ball cannot be a violation.
- When the ball stops ***inside the arc***, play is restarted with a goal kick regardless of who touched it last.
- If several players are in the Goal Arc and the ball is nearby, the referee should stop play, advise the players about the Goal Area restrictions, and restart play with a Dropped Ball at least 3 yards from the Goal Arc.

### Goal Kicks, Free Kicks and Dropped Balls

- Goal kicks, Free Kicks and Dropped Balls are never taken from inside the goal area arc or on the arc line.
- Free Kicks and Dropped Balls should be moved to a safe distance from the goal area arc (at least three yards) so that players are able to participate without being inside the arc.

### Number of Players

- Teams with odd number of players at the match can move a player to “other field” at half-time or at 3<sup>rd</sup> quarter break to even-out playing time. No substitutions during a quarter except in the case of injury.
- It is not permitted to play with more than the prescribed number of players on a side because adding more players reduces the average number of touches on the ball per player.
- It is also not permitted to reduce the number of players on a side unless there are less than the prescribed number of players available (if one team is short, the other team should not reduce their players on the field, nor should they “lend” a player to the other team).

### Coach and Spectator Locations

- Coaches and spectators from the Home and Away teams must be located on opposite sides of the field during the game (along the touchlines – not along the goal lines and not on the field of play)
- If the A and B fields are located parallel to each other, the Away team coaches and spectators will be located in the space between the two fields. In that way no parents from either team will have to switch locations at halftime. If the fields are not parallel to each other, the Home team will choose whichever side they prefer on each field.