

Shenandoah Valley United (SVU) Match Format & Rules – u11-u18 - 9v9 updated 9/21/17

9v9 (8v8 + Goalkeepers)



- Field Size: 50 x 80 yds
 Goals: 2 central goals
 Duration: 2 x 25min
- Field Players: 8 players for each team.
- Goalkeepers: 1 goalkeeper for

each team

• Substitutions: unlimited

- Teams: players and coaches for both teams on 1 side of the field.
- Parents: all parents on opposite side of field. Players should have water bottle and any other needed items with them on the sideline by the coaches.
- **Coaches:** no coaches on the field during play. Coaching instructions can be done verbally from the sideline. Another effective coaching methodology is to take a player off the field to provide instruction, then return them as soon as possible to attempt to act on the insight provided.
- Referees: official referees provide by SVU. Center referee only for u9-u12 matches.
- SPECIAL RULES for Divisions with U11 PLAYERS
 - o NO Heading: Players are not permitted to head the ball, indirect free kick results.
 - o NO Goalkeeper Punting: Ball must be put in play via the hand, or dropped to ground to kick.
 - o **BUILD-OUT LINE:** Opposing players must retreat behind edge of center circle in their attacking half until ball is put into play. Rule applies to goal kicks and any GK possession.
- USYSA Official Rules (9v9): SVU will play in accordance with Official Rules of US Youth Soccer Association. This includes the follow rule modifications from the FIFA Rules.
- Ball Size: size 4 soccer ball (u11u12), size 5 soccer ball (u13+)
- Free-Kicks, Corners, Penalty Kicks, Kick-offs: opponents must remain 10 yds from the ball until it is in play.
- System of Play (Gk-3-3-2):
 (pictured top of page) this
 system of play provides
 spacing b/t players that that
 can help facilitate connections
 among players. The system
 also facilitates important
 concepts of attacking play
 such as depth, width, length,
 and central presence on the
 field. The system also allows
 for quick transition to a
 compact defensive shape
 (pictured right).

