

STYSA 9U-10U Playing Rules

(Version: 09-06-18)

Modified Laws of the Game

Game Format

Small-Sided Games Chart

	U6 6 years old and younger	U7 7 years old and younger	U8 8 years old and younger	U9 9 years old and younger	U10 10 years old and younger	U11 11 years old and younger	U12 12 years old and younger
Field Size Ranges (yards)	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 55-65 Width 35-45	Length 55-65 Width 35-45	Length 70-80 Width 45-55	Length 70-80 Width 45-55
Maximum Goal Size (feet)	Height 4 Width 6	Height 4 Width 6	Height 4 Width 6	Height 6.5 Width 18.5	Height 6.5 Width 18.5	Height 7 Width 21	Height 7 Width 21
Ball Size	3	3	3	4	4	4	4
Players	4v4 No GK	4v4 No GK	4v4 No GK	7v7 GK	7v7 GK	9v9 GK	9v9 GK
Game Time (minutes)	4x10	4x10	4x10	2x25	2x25	2x30	2x30
Offside	No	No	No	Yes	Yes	Yes	Yes

The Field

- The field size: 35-45 yds. wide and 55-65 yds. long
- Goal: 6.5 ft. wide 18.5 ft. tall (max. goal size allowed)
- Build out lines should be equidistant between the penalty area line and halfway line.
- No one is allowed behind the goal line or goals except in bleachers. The only exception is those fields where one or both ends are near a street or ditch. In this case a parent can be posted to stop/chase ball (however, this person cannot coach or participate verbally or by gesture in the game).
- Coaching/Team areas:
 - Team areas are located on the same side of the field, but opposite the side of the spectators.
 - Coaching areas are the same as team areas. A maximum of three (3) coaches are allowed in the coaching area.
 - Parents are not allowed in team/coaching areas.

Equipment

- Ball: size 4
- Shin guards and proper footwear are required. Metal cleats, football cleats, and baseball cleats (with toe cleat) are not allowed for safety reasons.
- No exposed jewelry, watches, etc. (for safety reasons).
- All players must have jerseys and strings from shorts tucked in, and socks over their shin guards.
- Opposing teams must wear different color jerseys. The home team is the team listed first on the schedule; it is the home team's obligation to change jerseys if there is a conflict.

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The Players

- We play 7 versus 7, with one player being a goalkeeper. A team must have a minimum of five (5) players to play the game.
- Substitutions may be made, with the consent of the referee, during any stoppage of play.
- Permission for substitution is not required at halftime.
- Players need to enter and leave the field at the midfield line.
- While playing, everyone should participate a minimum of 50% of the time (approximately)

The Goalkeeper

It is the Club's policy to discourage any physical contact with the goalkeeper at 10U and below.

"Fingertip" control of the ball is considered in the possession of the goalie. Players should be coached to avoid all contact with the goalie to avoid injury.

Goalkeepers are the only players on the field that are able to use his/her hands to control the ball. The goalie, however, may only use his hands to control the ball while in the large box painted on the field (called the penalty area). Keepers may not use their hands to handle a ball that was passed back to them, in this instance they must use their feet to handle the ball. **All opposing players must move behind the "Build Out Line" when the goalkeeper is in possession of the ball.** At anytime and anywhere on the field, the goalie may use his feet to play the ball. The goalkeeper must wear a uniform that clearly differentiates him/her from other players on the field.

Referee

- A center referee and two (2) assistant referees are assigned for a match.
- At this level, referees are usually young with little experience. **Keep this in mind at all times.** Mistakes will be made, that is how they learn.
- STYSA has a "**Zero Tolerance**" policy with respect to dissent of referee calls or abusive behavior directed to referees from the sidelines. Please let your parents, assistant coaches, and players know that STYSA is serious about this policy.

Duration of the Game

- The game is split into two (2) twenty-five (25) minute halves.
- 10-minute halftime.
- No time added.

The Start and Restart of Play

1. Preliminaries

- a) A coin is tossed and the team winning the toss decides which goal it will attack in the first half of the match.
- b) The other team takes the kickoff from the midfield line to start the match.
- c) Teams then alternate taking the kickoff to start the second half.
- d) At the start of the second half, the teams change ends and attack the opposite goals.

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2. Start of Play

- a) The ball will be placed at the center of the field by the referee and the game will start with one player taking the kickoff, after a given signal (whistle) by the referee. At the time of the kickoff, every player will be in his/her half of the field. Every player of the opposing team, to that of the kicker, shall be at a distance away from the center mark equal to the diameter of the center circle.
- b) The ball is in play when it is kicked and moves. The kicker shall not play the ball a second time until it has been touched or played by another player. **The ball may be played in any direction.**
- c) For any infraction of the kickoff procedure, the kickoff shall be retaken.
- d) A goal may be scored directly from a kickoff.

3. Restart of Play

- a) After a goal has been scored, the game shall be restarted in like manner by a player of the team that gave up the goal.
- b) Restarting play after temporary delay: In the case of a temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation, there will be a drop ball at the spot where the ball was declared dead. The ball shall be deemed "in play" when the ball has touched the ground.

4. Substitutions

- a) STYSA substitutions are unlimited. Players may be substituted in the following manner during any stoppage of play, **but only with the referee's permission**. The referee will use his/her judgment when determining whether to allow a substitution. Stoppage of play includes: ball out-of-bounds (passed the touch-line), goal kick (by either team), and immediately after a goal has been scored by either team.
- b) To properly substitute, the player must report to the halfway (center) line. If the center referee does not see the player at the next stoppage, then you may call out "substitution".
- c) Substitutions can only take place with the referee's permission. The new player(s) enter the field only after the substituted player has reached the touchline, or when waived on by the center referee.
- d) Injured players who must leave the field may be substituted by the team suffering the injury only, after notice to the referee. Note Injury Modification – in youth soccer, the referee can call a stoppage at any time when he thinks a player might be injured. As a courtesy every player takes a knee to allow for the coaches to attend the injured player. Play is then resumed with a "drop ball".

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5. Fouls

- a) Fouls are called by the referee, and his/her opinion is the only one that counts.
- b) The concept of “advantage” – just because a foul occurred does not mean it will be immediately called. If a player has been fouled, but his or her team maintains control and has an advantage, a foul may not be called at all. To do so would stop the momentum and could actually be detrimental to the fouled team. This determination is entirely in the opinion of the referee. This is why at times there is a delay before the foul is called.

6. Goal Kick

- a) When the ball has completely crossed the goal line, except through the goal, either on the ground or in the air, and was last played or touched by a player of the attacking team, the goal kick may be taken from anywhere within the goal box (smaller box adjacent to the goal).
- b) All defending players must stand behind the "Build Out Line". If after the kick, a player should touch the ball before it travels outside of the “Build Out Lines”, the play is blown dead and the goal kick redone.
- c) The kicker cannot play the ball a second time until it has been touched or played by another player. The punishment for this, except in cases where (b) applies, will be an Indirect Free Kick awarded to the other team at the point the ball was played a second time.

7. Corner Kick

- a) When the ball has completely crossed the goal line, except through the goal, either on the ground or in the air, and it was last played or touched by a player of the defending team, it shall be kicked into play from the corner arc on the side of the goal on which it went across the goal line by the attacking team.
- b) All opposing players must be at least eight (8) yards away from the ball.
- c) The ball must travel its own circumference before it is considered in play. If it does not then retake the kick.
- d) The kicker cannot play the ball a second time until it has been touched or played by another player. The punishment for this will be an Indirect Free Kick awarded to the other team at the point the ball was played the second time.
- e) A goal can be scored directly from a corner kick.

8. Ball out of play

- a) The ball is out of play:
 - (i) When it has entirely crossed the goal line or touch line, either on the ground or in the air
 - (ii) When the game has been stopped by the referee
- b) All balls out of play over the touch line will be restarted with a throw-in, awarded to the opponents of the player who last touched the ball.

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9. Throw-In

- a) The ball must be thrown with two (2) hands.
 - (i) The ball must pass above and past the head, and both feet must be in contact with the ground during the throwing motion until the ball is released.
 - (ii) The player's feet must be either on or behind the touch line, and not on the playing field.
- b) The thrower may not play the ball until another player has touched it.
- c) A goal shall not be scored directly from the throw-in (ball must touch another player before passing the goal line and into the net).

10. Offside Rule

A player is in an off-side position if:

- a) he or she is in the opponent's half of the field,
- b) and nearer to the opponent's goal-line than the ball (i.e. ahead of the ball) and
- c) there are not 2 defending players (counting the goal-keeper) level with, or closer to the goal line than, the attacking player.

However, merely being in an off-side position does not make a player "off-side". The player must be involved in the active play to be penalized.

Off-side is judged when the ball is last played by the player's teammate, not when it is received. A player may look off-side when the ball arrives, but may not have been off-side when it was played (kicked) by his/her teammate.

Fouls and Misconduct

1. Fouls

All fouls are called by the referee and his/her opinion is the only one that counts. Fouls may result in direct or indirect kicks and may include a yellow or red card if repeated or especially aggressive, violent infractions occur.

Tackling (slide) or tripping from behind is considered a serious foul due to the potential for injury.

- a) Penalty Kicks - a called foul in the penalty box, committed by the defending team, will result in a penalty kick being awarded to the opposing team.
- b) The concept of "Advantage" - Just because a foul occurred does not mean it will be immediately called. If a player has been fouled, but he or his team maintains control and has an advantage, a foul may not be called at all. To do so would stop the momentum and could actually be detrimental to the fouled team. This determination is entirely in the opinion of the referee. This is why at times there is a delay before the foul is called.
- c) Deliberate heading is not allowed in the 9U-10U division. If the referee determines that a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate heading occurs within the goal area, the indirect free kick shall be taken on the goal line parallel to the goal line at the point nearest where the infringement occurred.

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2. Game Conduct

- a) Players and coaches are expected to abide by the principles of good sportsmanship and fair play at all times. However, players and coaches are specifically prohibited from:
- (i) Being behind either goal line during the game
 - (ii) Entering the field without the permission of the referee
 - (iii) Consuming alcohol or tobacco at games
 - (iv) Making derogatory gestures or statements to referees or opposing players and/or spectators, including particularly dissenting from referee's rulings during the game.
- b) A player who is cautioned (shown a yellow card) for foul play should be removed from the game via substitution. The player should be counseled and should not return during that half. If the player receives a second yellow card, he or she will be sent off (shown a red card). This is because two yellow cards are equivalent to a red card. Note that it is not necessary to receive the caution. Deliberate fouls, etc... May result in an immediate red card.
- c) Sending off - the consequences of being shown a red card by the referee shall be that the player is immediately suspended from further play during the game in progress, and is suspended from the next sanctioned game in which his team competes. The player or coach must immediately and without dissent leave the playing field and sidelines to a position out of hearing and sight of the referee for the duration of the game. No further contact with the game referees are permitted by the player or coach shown a red card on the day of the infraction.

End of Play

- The referee will blow his whistle several times to indicate that play is suspended for half-time breaks and for the end of the game.
- At the end of the game the players from each team should line up and shake hands.

Parents Responsibilities

- Parents should respect the commitment made by their coach and try to make all practices and games. Please be on time.
- Parents and other spectators should be respectful of the players and coaches/referees. They should cheer and encourage all players and should leave the coaching to the coach.
- Teams and parents should not enter the field if another game is in progress.
- No one should cross a field in use during a game.
- Parents should help their children pick up all trash and dispose of it properly as well as reminding them to pick up their belongings after games and practices. Coaches are ultimately responsible for leaving their team sidelines and field clean of trash and debris.
- Parents should inform their coach if a problem arises during the game. Parents should never directly confront a referee, opposing player/coach. It is the responsibility of the coach and not the parent to address these matters. Parents who violate this rule will be asked to leave the area of play by the referee.
- There should be no coaching from the sidelines, on the field, or from behind the goal. Parents can cheer and provide positive reinforcement to the players, but the coaching is only to be provided by the coach and his/her assistants.
- Parents are asked to refrain from addressing coach or assistants during or after the game for any issues. If parents need to address any concern with the coach or assistant, please contact coach

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not earlier than twenty-four (24) hours after game has concluded. We refer to this as the “24-hour Rule”.

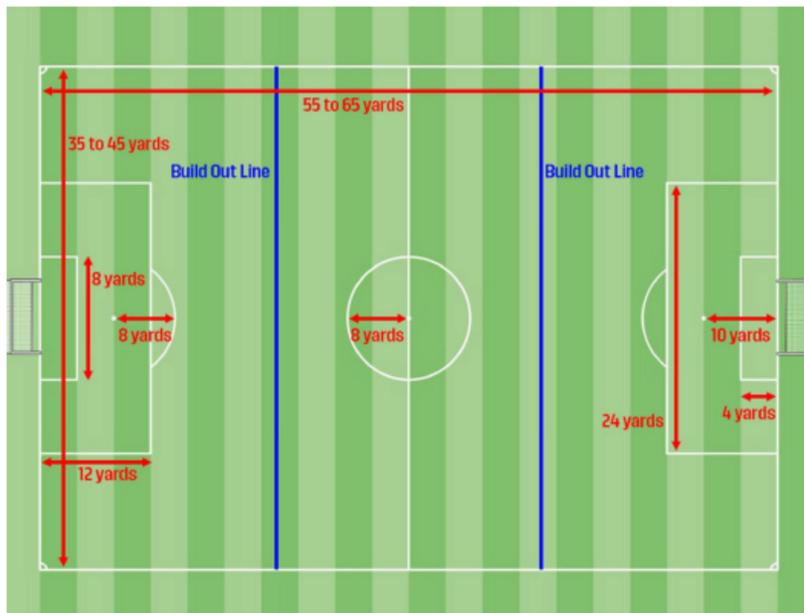
Concussion Initiative

- Per U.S. Soccer’s Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed.
- If the player leaves the field of play for additional evaluation, a substitution can be made in that moment.
- The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player.
- Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game.

US Soccer Mandated – Build-out Line

All soccer teams playing in the 7v7 format will play with a “build-out line.” Please see the details and field set up below. For further information, you may also review the links shown at the end of this document.

Field Setup



Build Out Line

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).

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After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line promotes playing the ball out of the back in a less-pressured setting.

The build out line is also used to denote where offside offenses can be called.

Players cannot be penalized for an offside offense between the halfway line and the build out line.

Players can be penalized for an offside offense between the build out line and goal line.

Build Out Line Practical Applications

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

A goalkeeper may choose to play the ball from his or her hands before the opponent has retreated behind the Build-Out Line. In this case, the “six second rule” is not applied, as the goalkeeper has willingly decided to quickly release the ball into play. If a goalkeeper has the ball in his/her hands, and is clearly waiting for the opposing team to retreat behind the Build-Out Line, the six second period should be started **ONLY** once the opposing team has retreated behind the Build-Out Line. This allows for the goalkeeper’s team to have the time and space to play out of the back without immediate pressure (Rule Clarification – October 2017)

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play.

Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate.

Please click these links for further information on the build out line:

https://m.youtube.com/watch?v=tv_p_R1XwTn4 – NISL and USSF Build out line Video

<https://m.youtube.com/watch?v=sQ92Kfilwok> - Explaining The 7v7 Build Out Line: Part I from Eastern Pennsylvania Youth Soccer

If there any questions regarding these rules, please email stysasoccer@gmail.com