

APPENDIX B: MOD DEVELOPMENTAL PLAYING RULES

RULES OF PLAY AN INTRODUCTION TO THE SPIRIT OF OUR PROGRAM FOR THOSE INVOLVED

COACHES:

In most cases, you will be the new player's first "teacher". Your role is critical to the future development of each player's skills and their attitudes towards sportsmanship in the game. Northshore Youth Soccer Association (NYSA) requires that every new coach attend their age appropriate coaching certificate or license. All required coaching certificates and licenses are 100% funded by NYSA. Any coach intending to coach U-11 and above must hold a minimum of an "E" license. In addition to coaching, it is your responsibility to control your side line during games, and to stress sportsmanship to your parents and players. Your coaching will follow the Laws of MODIFIED Developmental soccer attached, and most important, remember that "This game is for the children, let them learn and play, but above all...let them have fun!"

List of Coaching Certificates and Licenses Required

WSYSA U-6 Coaching Certificate – For all NYSA U-6 and U-7 coaches

WSYSA U-8 Coaching Certificate – For all NYSA U-8 and U-9 coaches

WSYSA U10 Coaching Certificate – For all NYSA U-10 coaches

WSYSA "E" License – For all NYSA U-11, U-12 and United coaches

USSF / WSYSA "D" License or equivalent coaching education* - For all NYSA coaches coaching a team with a selection process.

* Must be approved by the NYSA VP of Development and NYSA Coaching Director.

PLAYERS:

As a soccer player, you will be taught the basic skills of soccer; basic rules of the game; sportsmanship toward your teammates, opponent, and the referees. Your coach will stress fun and allow you to be creative while you play the game.

PARENTS:

In many cases this will be your first exposure to the game of soccer. Please take time to assist your team's coach in the many aspects of team management so that the coach can work with your child as they grow in the game. It is your responsibility to remember that this game is for the kids, and that only positive encouragement is welcome from the sideline. All decisions by the referee are final and are not to be questioned before, during or after the games. We do not keep score or standings at this level of play, so we can stress learning skills, sportsmanship, and most of all, the fun and creativity of soccer. It is our intent that after every practice and game your child will leave with a positive attitude about themselves and the game.

REFEREES:

It is important that you read over the MODIFIED developmental Soccer Laws attached, as there are several changes from FIFA Laws of the Game. As much as possible, we have tried to follow FIFA Laws to help these young players develop within the normal rules. It shall be your responsibility to give a brief verbal instruction to any offending player as outlined in the attached. You may ask for linesmen if you feel the size of the field warrants their assistance. We appreciate your efforts.

APPENDIX B-1: MODIFIED DEVELOPMENTAL PLAYING RULES: U-6 (3- A SIDE)

The U-6 program's goal is to give the beginning player an introduction to basic soccer skills and a good understanding of the rules of the game. This program is designed to expose these new young players to the world of Soccer.

Volunteer parent coaches with the direction of the NYSA Coaching Director and the Master Coaches will run the program. Either the NYSA VP of Development or the NYSA Coaching Director will appoint the Master Coaches. The parent coaches will be required to attend the WSYSA U-6 Coaching Certificate.

Once players are registered with NYSA, they will be placed on teams with a roster of 6 players. All U-6 teams will meet once a week for eight weeks for a one-hour session (30 minute practice/30 minute game). There will be two teams sharing one 20 x 30 yard field. The NYSA Coaching Director will give the parent coaches their weekly practice sessions prior to practice and then the Master Coaches will observe the parent coaches during their practice in order to give them feedback on their coaching. For the first 30 minutes of the practice, the parent coach will run their team through the practice session. For the second 30 minutes, the two teams sharing the field would play a small game. The game will be divided into two equal 10-minute halves with a five-minute break in between. A parent referee from each team will officiate one half of the game.

This program should encourage all coaches and parents to ensure that playing soccer is a positive and enjoyable experience for these young players. This program is non-competitive and no score will be kept. All coaches and parents need to be positive elements in the player's participation.

MODIFIED DEVELOPMENTAL PLAYING RULES: U-6 (3 A SIDE)

A. Field Size: 20 x 30 yards minimum

B. Markings: Wos Markers are used to mark out the 20 x 30 yard field.

C. Goals: 6' Pugg Goals

D. The Ball: size 3

E. Number of Players:

U-6: maximum number of players on the field at any time is three (3). Team roster size shall be six (6).

- **Substitution:** Either team can make substitutions during a kick off, goal kick, corner kick, throw-in or injury.
- **Playing time:** Each player must participate a minimum of 50% of the total time of game.
- **Sex:** Teams should be divided by gender, however, team roster may be coed if need arises.

F. Players Equipment:

- NYSA issued shirt.
- Socks
- Footwear
- Shorts
- Shin guards required

A player shall not wear anything which is dangerous to another player or themselves (including any kind of jewelry, splint or cast).

G. Referees:

A parent referee from each team will be used to officiate one half of the game.

H. Duration of Game:

The game shall be divided into 2 – 10 minute halves, with a 5 minute break at halftime.

I. The Start of Play:

- Each opponent must be on their half of the field
- Opponents must be five yards from the ball before the kick off is taken.
- The ball is in play when it is kicked and moves forward. The kicker shall not play the ball a second time until it has been touched or played by another player.

J. Ball in and out of Play:

- The ball is not considered out until the entire ball passes across the goal line into the goal. It is still in play if it is touching the goal line.

K. Fouls and Misconduct:

- All fouls (tripping, kicking, pushing, holding, jumping, charging or handball) will result in an indirect free kick. An indirect free kick must be touched by another teammate or opponent before a goal can be scored. Opponents must be 5 yards from the ball when the indirect free kick is taken.
- There are no direct free kicks awarded at U-6.
- A handball should not be used to the player's advantage, but is allowed for protection of the face and chest.
- Slide tackling will not be allowed.

NYSA OPERATING PROCEDURES - Appendix B-3
Developmental Playing Rules

L. Method of Scoring:

A goal is scored when the entire ball crosses over the goal line (the black strap) of the Pugg goal.

M. Off Side:

The offside rule does not apply at U-6.

N. Penalty Kick:

There are no penalty kicks awarded at U-6.

O. Throw In:

When the ball passes completely out of the field of play along the touchline, the result is a throw-in. The ball will be thrown using two hands, overhead with both feet on the ground. In the event the player does not throw successfully, the player should be given another opportunity and guidance as to how to throw the ball in.

P. Goal Kick:

In the event the attacking team kicks the ball across the goal line, but not into the goal, the result is a goal kick. The defending team restarts with a kick 2 yards in front of their Pugg goal. The opponents must be 5 yards from the goal kick.

Q. Corner Kick:

In the event the defending team kicks the ball out of play across the goal line in their end, the result is a corner kick. The attacking team places the ball in the corner on the side the ball left the field and kicks it into the field of play. The opponents must be 5 yards from the corner kick.

R. Goalkeeper:

There are no goalkeepers or the use of the hands during the game.

S. Sportsmanship:

- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- No league standings or scores shall be published.
- Publicity of games and results is not permitted.
- Teams and spectators should be on opposite sides of the field if possible.

T. Sponsor:

NO SPONSORSHIP OF TEAM SHALL BE ALLOWED

MODIFIED DEVELOPMENTAL PLAYING RULES: U-7 (3 A SIDE)

A. Field Size: 20 x 30 yards minimum as decided by the home team.

B. Markings:

- 4 corner flags (1 pair per team)
- 4 orange markers
- 10 yellow markers

C. Goals: 6' Pugg Goals

D. The Ball: size 3

E. Number of Players:

U-7: maximum number of players on the field at any time is three (3). Team roster size shall be six (6).

- **Substitution:** Coaches may decide prior to the game the number of rotations they wish to perform per quarter (two rotations are recommended per quarter). Each player must play at least half of the game. Either team can make substitutions during a kick off, goal kick, corner kick, throw-in or injury.
- **Playing time:** Each player must participate a minimum of 50% of the total time of game
- **Sex:** Teams should be divided by gender, however, team roster may be coed if need arises

F. Players Equipment:

- NYSA issued shirt.
- Socks
- Footwear
- Shorts
- Shin guards required

A player shall not wear anything which is dangerous to another player or themselves (including any kind of jewelry, splint or cast).

G. Referees:

A parent referee from each team will be used to officiate one half of the game.

H. Duration of Game:

The game shall be divided into 4 – 10 minute quarters, with a 2 minute break between quarters, except for halftime when a 5-minute break should be taken.

I. The Start of Play:

- Each opponent must be on their half of the field
- Opponents must be five yards from the ball before the kick off is taken.
- The ball is in play when it is kicked and moves forward. The kicker shall not play the ball a second time until it has been touched or played by another player.

J. Ball in and out of Play:

- The ball is not considered out until the entire ball passes across the line. It is in play if it is touching the line. Likewise, a goal is scored when the entire ball passes across the goal line into the goal. It is still in play if it is touching the goal line.

K. Fouls and Misconduct:

NYSA OPERATING PROCEDURES - Appendix B-3

Developmental Playing Rules

- All fouls (tripping, kicking, pushing, holding, jumping, charging or handball) will result in an indirect free kick. An indirect free kick must be touched by another teammate or opponent before a goal can be scored. Opponents must be 5 yards from the ball when the indirect free kick is taken.
- All infractions result in an indirect free kick.
- There are no direct free kicks awarded at U-7.
- A handball should not be used to the player's advantage, but is allowed for protection of the face and chest.
- Slide tackling will not be allowed.

L. Method of Scoring:

Goal scored when the entire ball crosses over the goal line (the black strip) of the Pugg goal.

M. Offside:

The offside rule does not apply at U-7.

N. Penalty Kick:

There are no penalty kicks awarded at U-7.

O. Throw In:

When the ball passes completely out of the field of play along the touchline, the result is a throw-in. The ball will be thrown using two hands, overhead with both feet on the ground. In the event the player does not throw successfully, the player should be given another opportunity and guidance as to how to throw the ball in.

P. Goal Kick:

In the event the attacking team kicks the ball across the goal line, but not into the goal, the result is a goal kick. The defending team restarts with a kick 2 yards in front of their Pugg goal. The opponents must be 5 yards from the goal kick.

Q. Corner Kick:

In the event the defending team kicks the ball out of play across the goal line in their end, the result is a corner kick. The attacking team places the ball in the corner on the side the ball left the field and kicks it into the field of play. The opponents must be 5 yards from the corner kick.

R. Goalkeeper:

- There are no goalkeepers or use of the hands during the game.

S. Sportsmanship:

- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- No league standings or scores shall be published.
- Publicity of games and results is not permitted.
- Teams and spectators should be on opposite sides of the field if possible.

T. Sponsor:

NO SPONSORSHIP OF TEAM SHALL BE ALLOWED

MODIFIED DEVELOPMENTAL PLAYING RULES: U-8 (4 A SIDE)

A. Field Size: 35 x 25 yards minimum / 30 x 40 yards maximum as decided by the home team.

B. Markings:

- Flags are to be used for goals if goals are not provided on the playing field.
- Wos markers are to be used to mark out the playing field if painted lines are not provided.
- Two 6 yard end zones (from each end line six yards out) become the goal box

C. Goals: Desired goal size, 6' x 12'

D. The Ball: size 3

E. Number of Players:

U-8: maximum number of players on the field at any time, including the goalkeeper is four (4). Team roster size shall be six (6) to eight (8) players (if possible).

- **Substitution:** Coaches may decide prior to the game the number of rotations they wish to perform per half (three rotations are recommended per half). Either team can make substitutions during a kick off, goal kick, corner kick, throw-in or injury.
- **Playing time:** Each player must participate a minimum of 50% of the total time of game
- **Sex:** Teams should be divided by gender, however, team roster may be coed if need arises

F. Players Equipment:

- NYSA issued T-shirt
- Socks
- Footwear
- Shorts
- Shin guards required

A player shall not wear anything which is dangerous to another player or themselves (including any kind of jewelry, splint or cast).

G. Referees:

A parent referee from each team will be used to officiate one half of the game.

H. Duration of Game:

The game shall be divided into equal halves of 25 minutes each

I. The Start of Play:

- Each opponent must be on their half of the field
- Opponents must be five yards from the ball before the kick off is taken.
- The ball is in play when it is kicked and moves forward. The kicker shall not play the ball a second time until it has been touched or played by another player.

J. Ball in and out of Play:

- The ball is not considered out until the entire ball passes across the line. It is in play if it is touching the line. Likewise, a goal is scored when the entire ball passes across the goal line into the goal. It is still in play if it is touching the goal line.

K. Fouls and Misconduct:

- All fouls (tripping, kicking, pushing, holding, jumping, charging or handball) will result in an indirect free kick. An indirect free kick must be touched by another teammate or opponent before a goal can be scored. Opponents must be 5 yards from the ball when the indirect free kick is taken.
- All infractions result in an indirect free kick.

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Developmental Playing Rules

- There are no direct free kicks awarded at U-8.
- A handball should not be used to the player's advantage, but is allowed for protection of the face and chest.
- Slide tackling will not be allowed.

L. Method of Scoring:

- A goal is scored when the whole ball crosses over the entire goal line on the ground or in the air.
- If the flags are used for the goals: A goal will not count if the flag is knocked over or moved as a result of a direct hit by the ball. The ball shall be put back into play by either a goal kick or a corner kick, depending on who touched the ball last. The referee's decision will be final.

M. Offside:

The offside rule does not apply at U-8.

N. Penalty Kick:

There are no penalty kicks awarded at U-8.

O. Throw In:

- One re-throw must be allowed if foul throw occurs.
- When the ball passes completely out of the field of play along the touchline, the result is a throw-in. The ball will be thrown using two hands, overhead with both feet on the ground. In the event the player does not throw successfully, the player should be given another opportunity and guidance as to how to throw the ball in.

P. Goal Kick:

In the event the attacking team kicks the ball across the goal line, but not into the goal, the result is a goal kick. The defending team restarts with a kick anywhere inside the six yard end zone. The opponents must be outside the six yard end zone before the kick is taken.

Q. Corner Kick:

In the event the defending team kicks the ball out of play across the goal line in their end, the result is a corner kick. The attacking team places the ball in the corner on the side the ball left the field and kicks it into the field of play. The opponents must be 5 yards from the corner kick.

R. Goalkeeper:

- The ball is to be considered in the goalkeeper's possession whenever the goalkeeper is touching the ball in the goal box.
- FIFA Laws of the Game shall apply outside the goal box.
- Upon possession of the ball, the goalkeeper has six seconds to release the ball back into play.
- Keepers may only use their hands in the final 6 yards of the field in front of their own goal. Keepers will wear a different colored jersey or colored bib to be distinguished from other players.

S. Sportsmanship:

- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- No league standings or scores shall be published. Scores shall be reported to NYSA by way of Referee Game Cards.
- Publicity of games and results is not permitted.
- Teams and spectators should be on opposite sides of the field if possible.

T. Sponsor:

NO SPONSORSHIP OF TEAM SHALL BE ALLOWED

MODIFIED DEVELOPMENTAL PLAYING RULES: U-9 (5 A SIDE)

A. Field Size: 30 x 40 minimum / 35 x 45 maximum as decided by the home team.

B. Markings:

- Flags are to be used for goals if goals are not provided on the playing field.
- Wos markers are to be used to mark out the playing field if painted lines are not provided.
- Two 6 yard end zones (from each end line six yards out) become the goal box.

C. Goals: Minimum goal size 6' x 12' / Maximum goal size 6' x 18'

D. The Ball: size 4

E. Number of Players:

U-9: maximum number of players on the field at any time, including the goalkeeper is five (5). Team roster size shall be limited to a maximum of nine (9) players.

- **Substitution:** Coaches may decide prior to the game the number of rotations they wish to perform per half (three rotations are recommended per half). Either team can make substitutions during a kick off, goal kick, corner kick, throw-in or injury.
- **Playing time:** Each player must participate a minimum of 50% of the total time of game.
- **Sex:** Teams should be divided by gender, however, team roster may be coed if need arises.

F. Players Equipment:

- NYSA issued T-shirt
- Socks
- Footwear
- Shorts
- Shin guards required

A player shall not wear anything which is dangerous to another player or themselves (including any kind of jewelry, splint or cast).

G. Referees:

Official Referees should be used.

H. Duration of Game:

- The game shall be divided into equal halves of 25 minutes each.
- Half time break shall be five minutes.

I. The Start of Play:

- Each opponent must be on their half of the field
- Opponents must be five yards from the ball before the kick off is taken.
- The ball is in play when it is kicked and moves forward. The kicker shall not play the ball a second time until it has been touched or played by another player.

J. Ball in and out of Play:

- The ball is not considered out until the entire ball passes across the line. It is in play if it is touching the line. Likewise, a goal is scored when the entire ball passes across the goal line into the goal. It is still in play if it is touching the goal line.

K. Fouls and Misconduct:

- All fouls (tripping, kicking, pushing, holding, jumping, charging or handball) will result in an indirect free kick. An indirect free kick must be touched by another teammate or opponent before a goal can be scored. Opponents must be 5 yards from the ball when the indirect free kick is taken.
- All infractions result in an indirect free kick.
- There are no direct free kicks awarded at U-9.

NYSA OPERATING PROCEDURES - Appendix B-5

Developmental Playing Rules

- A handball should not be used to the player's advantage, but is allowed for protection of the face and chest.
- Slide tackling will not be allowed.

L. Method of Scoring:

- A goal is scored when the whole ball crosses over the entire goal line on the ground or in the air.
- If the flags are used for the goals: a goal will not count if the flag is knocked over or moved as a result of a direct hit by the ball. The ball shall be put back into play by either a goal kick or a corner kick, depending on who touched the ball last. The referee's decision will be final.

M. Offside:

The offside rule does not apply at U-9.

N. Penalty Kick:

There are no penalty kicks awarded at U-9.

O. Throw In:

- One re-throw must be allowed if foul throw occurs.
- When the ball passes completely out of the field of play along the touchline, the result is a throw-in. The ball will be thrown using two hands, overhead with both feet on the ground. In the event the player does not throw successfully, the player should be given another opportunity and guidance as to how to throw the ball in.

P. Goal Kick:

In the event the attacking team kicks the ball across the goal line, but not into the goal, the result is a goal kick. The defending team restarts with a kick anywhere inside the six yard end zone. The opponents must be outside the six yard end zone before the kick is taken.

Q. Corner Kick:

In the event the defending team kicks the ball out of play across the goal line in their end, the result is a corner kick. The attacking team places the ball in the corner on the side the ball left the field and kicks it into the field of play. The opponents must be 5 yards from the corner kick.

R. Goalkeeper:

- The ball is to be considered in the goalkeeper's possession whenever the goalkeeper is touching the ball in the goal box.
- FIFA Laws of the Game shall apply outside the goal box.
- Upon possession of the ball the goalkeeper has six seconds to release the ball back into play.
- Keepers may only use their hands in the final 6 yards of the field in front of their own goal. Keepers will wear a different colored jersey or colored bib to be distinguished from the other players.
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S. Sportsmanship:

- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- No league standings or scores shall be published. Scores shall be reported to NYSA by way of Referee Game Cards.
- Publicity of games and results is not permitted.
- Teams and spectators should be on opposite sides of the field if possible.

T. Sponsor:

NO SPONSORSHIP OF TEAM SHALL BE ALLOWED

MODIFIED DEVELOPMENTAL PLAYING RULES: U-10 (6 A SIDE)

A. Field Size: 35 x 45 yards minimum / 40 x 60 yards maximum as decided by the home team.

B. Markings: (Guidelines to be followed as closely as practical)

- Distinctive lines at least 2 inches wide
- A halfway line shall be marked out across the field
- A center circle with 10 yard radius
- Four corner arcs with one yard radius
- Goal area - six yards from each goal post and six yards into the field of play, joined by a line drawn parallel with the end touch line.
- Penalty area - 12 yards by 24 yards, 12 yards from each goal post and 12 yards into the field of play.
- Player and Coaches area - between the 12 yard lines and three yards of touch line. Coach and or spectators may not enter the field of play during the match without referee permission.

C. Goals: Minimum goal size 6' x 12' / Maximum goal size 6' x 18'

D. The Ball: size 4

E. Number of Players:

U-10 play: maximum number of players on the field at any time, including the goalkeeper is six (6). Team roster size shall be limited to a maximum of ten (10) players. .

- **Substitution:** Unlimited players for your team on any dead ball, i.e., throw ins, goal kicks, or injury
- **Playing time:** Each player must participate a minimum of 50% of the total time of game
- **Sex:** Teams should be divided by gender, however, team roster may be coed if need arises

F. Players Equipment:

- Jersey or shirt (with number)
- Socks
- Footwear
- Shorts
- Shin guards required

A player shall not wear anything which is dangerous to another player or themselves (including any kind of jewelry, splint or cast).

G. Referees:

- Official Referees should be used. Older age group player are highly recommended.
- Their decisions on points of fact connected with the game shall be final.
- Referees shall verbally explain the infraction called on the offending player.
- Each team shall provide linesman upon referee request.

H. Duration of Game:

- The game shall be divided into equal halves of 25 minutes each.
- Half time break shall be five minutes.

I. The Start of Play:

- Opponent must be ten yards from the center mark when place kick (kick off) is in process.
- The ball is in play when it is kicked and moves forward. The kicker shall not play the ball a second time until it has been touched or played by another player.

J. Ball in and out of Play:

- Conform to FIFA Laws of the Game.

NYSA OPERATING PROCEDURES - Appendix B-6

Developmental Playing Rules

- The ball is out of play only when it has entirely crossed the goal or touch lines.

K. Method of Scoring:

- The goal is scored when the whole ball has crossed the entire goal line on the ground or in the air.

L. Off Side:

- The referee will impose the FIFA offside law and award an indirect free kick to the opposing team.
- The referee must explain the infraction to the offending player.

M. Fouls and Misconduct:

- A Direct Kick shall be awarded for the following nine (9) intentionally committed offenses:
 - Kicking an opponent
 - Tripping an opponent
 - Jumping at an opponent
 - Charging an opponent in a violent or dangerous manner
 - Charging an opponent from behind
 - Striking an opponent
 - Holding an opponent
 - Pushing an opponent
 - Handling the ball, with the exception of the goalkeeper, in the designated area.
- An Indirect Kick shall be awarded for the following offenses:
 - Dangerous play (high kicking)
 - Charging fairly (shoulder to shoulder) when the ball is not within the playing distance of the players involved.
 - Impeding the progress of an opponent.
 - Obstructing the goalkeeper in the "penalty area" (there will be no intentional physical contact with the goalkeeper in the "penalty area").
 - Preventing the goalkeeper from releasing the ball from his or her hands.
 - Laying on the ball and not allowing others to play it.
 - Unsporting behavior
- A goal may not be scored on an indirect free kick until the ball has been played or touched by a second player from either team.
- Slide tackling will not be allowed.

N. Penalty Kick:

- There are no penalty kicks awarded at U-10.

O. Throw In:

- Conform to FIFA Laws of the Game.
- A foul throw-in shall not be retaken
- When taking the throw-in, the player must face the field of play and keep both feet on the ground while releasing the ball. When releasing the ball, both hands must be on both sides of the ball and the ball must start from behind the head.
- A goal shall not be scored directly from a thrown-in.

P. Goal Kick:

- Conform to FIFA Laws of the Game.
- Goal kick may be taken from any point inside the goal area; six yard area.

Q. Corner Kick:

- Conform to FIFA Laws of the Game.
- May be taken from any point inside corner area.

R. Goalkeeper:

- The ball is to be considered in the goalkeeper's possession whenever the goalkeeper is touching the ball in the goal box.
- FIFA Laws of the Game shall apply outside the goal box.

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- Upon possession of the ball, the goalkeeper has six seconds to release the ball back into play
- If a teammate passes the ball back to the goalkeeper inside the penalty area, the goalkeeper cannot pick up the ball with his or her hands.

S. Sportsmanship:

- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- No league standings or scores shall be published. Scores shall be reported to NYSA by way of Referee Game cards.
- Publicity of games and results is not permitted.
- Teams and spectators should be on opposite sides of the field if possible.

**THIS GAME IS FOR THE CHILDREN. LET THEM LEARN AND PLAY, BUT MOST IMPORTANT
LET THEM HAVE FUN!!!**

MODIFIED DEVELOPMENTAL PLAYING RULES: U-11 (9 A SIDE)

A. Field Size: 50 x 64 yards minimum / 60 x 70 yards maximum as decided by the home team.

B. Markings: (Guidelines to be followed as closely as practical)

- Distinctive lines at least 2 inches wide
- A halfway line shall be marked out across the field
- A center circle with 10 yard radius
- Four corner arcs with one yard radius
- Goal area - six yards from each goal post and six yards into the field of play, joined by a line drawn parallel with the end touch line.
- Penalty area - 18 yards by 44 yards, 18 yards from each goal post and 18 yards into the field of play.
- Player and Coaches area - between the 18 yard lines and three yards of touch line. Coaches and or spectators may not enter the field of play during the match without referee permission.

C. Goals: Maximum eight feet high and 24 feet wide

D. The Ball: size 4

E. Number of Players:

U-11 play: maximum number of players on the field at any time, including the goalkeeper is nine (9). Team roster size shall be eleven (11) to fourteen (14) players, if possible.

- **Substitution:** Unlimited players for your team on any dead ball, i.e., throw ins, goal kicks, or injury
- **Playing time:** each player must participate a minimum of 50% of the total time of game
- **Sex:** teams should be divided by gender, however, team roster may be coed if need arises

F. Player Equipment:

- Jersey or shirt (with number)
- Socks
- Footwear
- Shorts
- Shin guards required

A player shall not wear anything which is dangerous to another player or themselves (including any kind of jewelry, splint or cast).

G. Referees:

- Official Referees should be used. Older age group player are highly recommended.
- Their decisions on points of fact connected with the game shall be final.
- Referees shall verbally explain the infraction called on the offending player.
- Each team shall provide linesman upon referee request.

H. Duration of Game:

- The game shall be divided into equal halves of 30 minutes each.
- Half time break shall be five minutes.

I. The Start of Play:

- Opponents must be ten yards from the center mark when place kick (kick off) is in process.
- The ball is in play when it is kicked and moves forward. The kicker shall not play the ball a second time until it has been touched or played by another player.

J. Ball in and out of Play:

- Conform to FIFA Laws of the Game.
- The ball is out of play only when it has wholly crossed the goal or touch lines.

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Developmental Playing Rules

K. Method of Scoring:

- A goal is scored when the whole ball has crossed the entire goal line on the ground or in the air.

L. Off Side:

- The referee will impose the FIFA off side laws and award an indirect free kick to the opposing team.
- Referee shall explain infraction to offending player.

M. Fouls and Misconduct:

- The referee must explain all infractions to the offending player.
- A Direct Kick shall be awarded for the following nine (9) intentionally committed offenses:
 - Kicking an opponent
 - Tripping an opponent
 - Jumping at an opponent
 - Charging an opponent in a violent or dangerous manner
 - Charging an opponent from behind
 - Striking an opponent
 - Holding an opponent
 - Pushing an opponent
 - Handling the ball, with the exception of the goalkeeper, in the designated area.
- An Indirect Kick shall be awarded for the following offenses:
 - Dangerous play (high kicking)
 - Charging fairly (shoulder to shoulder) when the ball is not within the playing distance of the players involved
 - Impeding the progress of an opponent
 - Obstructing the goalkeeper in the "penalty area" (there will be no intentional physical contact with the goalkeeper in the "penalty area")
 - Preventing the goalkeeper from releasing the ball from his or her hands
 - Lying on the ball and not allowing others to play it
 - Unsporting behavior
- A goal may not be scored on an indirect free kick until the ball has been played or touched by a second player from either team.
- SLIDE TACKLING WILL BE ALLOWED

N. Penalty Kick:

- Penalty kicks will be granted at U-11. They will be taken at ten (10) yards from the goal.

O. Throw In:

- Conform to FIFA Laws of the Game.
- A foul throw-in shall not be retaken.
- When taking the throw-in, the player must face the field of play and keep both feet on the ground while releasing the ball. When releasing the ball, both hands must be on both sides of the ball and the ball must start from behind the head.
- A goal shall not be scored directly from a throw-in.

P. Goal Kicks:

- Conform to FIFA Laws of the Game.
- A goal kick may be taken from any point inside the goal area.

Q. Corner Kick:

- Conform to FIFA Laws of the Game.
- May be taken from any point inside corner area.

R. Goalkeeper:

- Upon possession of the ball, the goalkeeper has six seconds to release the ball back into play.
- If a teammate passes the ball back to the goalkeeper inside the penalty area, the goalkeeper cannot pick up the ball with his or her hands.
- FIFA Laws of the Game shall apply outside the goal box.

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- Upon possession of the ball, if excessive steps are taken, the referee shall call for a replay and give brief instruction to the goalkeeper.

S. Sportsmanship:

- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- U-11 scores will be reported to the scheduler for maintaining standing into U-12.
- Publicity of games and results is not permitted.
- Teams and spectators should be on opposite sides of the field if possible.

**THIS GAME IS FOR THE CHILDREN. LET THEM LEARN AND PLAY, BUT MOST IMPORTANT
LET THEM HAVE FUN!!!**

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 Developmental Playing Rules

DEVELOPMENTAL PROGRAM

Age	Program	Minimum Players	Maximum Players	Ball Size	Field Size	Goal Size	Duration (1/2)	Season # Games	Referee
U6*	3-a side	5	6	#3	20x30	6' Pugg	10 min halves	8	No
U7*	3-a-side	5	6	#3	20x30 25x35	6' Pugg	10 min quarters	8**	No
U8*	4-a-side	6	8	#3	25x35 30x40	6'x12'	25 mins	8**	No
U9*	5-a-side	7	9	#4	30x40 35x45	6'x12' 6'x18'	25 mins	8**	Yes
U10*	6-a-side	8	10	#4	35x45 40x60	6'x12' 6'x18'	25 mins	10**	Yes
U11***	9-a-side	11	14	#4	40x70 50x80	8'x24'	30 mins	10 -12**	Yes
U12	11-a-side	13	18	#4	60x100	8'x24'	30 mins	10 -12	Yes
U13	11-a-side	15	18	#5	65x110	8'x24'	35 mins	12 -16	Yes
U14	11-a-side	15	18	#5	65x110	8'x24'	35 mins	12 -16	Yes
U15-U16	11-a-side	15	18	#5	65x110	8'x24'	40 mins	12 -16	Yes
U17-U19	11-a-side	15	18	#5	70x110	8'x24'	45 mins	12 -16	Yes

*No scores or team standing will be published.

**Number of games is approximate. It will depend on the number of teams in divisions.

***Teams must report their scores on the NYSA website.