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(As referred to in Article 8 of the NYSA By-Laws)

**NYSA OPERATING PROCEDURES**  
**Developmental Playing Rules**

**SECTION 1. Introduction**

**1.A Purpose**

The purpose of the Association as set forth in its By-Laws shall be applied in all activities of the clubs and their affiliated teams as follows:

1. To teach good sportsmanship
2. To promote physical health
3. To develop, govern and promote the game of soccer among all youth within the area of jurisdiction of the Association.

In furtherance of that purpose, the Association shall sponsor, organize and govern regularly scheduled games for and among teams of its member clubs and shall become affiliated and subject to the rules and regulations of Washington Youth Soccer (WYS).

The principles governing competition among teams of its members shall include demonstrating integrity, respect and sportsmanship towards all opponents, officials and spectators.

**1.B Association and Club Colors**

The Association colors shall be green, white, and black.

Club colors shall be as follows unless otherwise defined in the club's by-laws or operating procedures.

Woodinville Club – Kelly Green and White with a Royal Blue Accent  
North Creek Club – Purple / Black / White  
Bothell Club – Royal Blue / Black / White  
Inglesmoor Club – Black / Gold / White

**SECTION 2. TEAMS**

**2.A U6-U12 Recreational Clubs Teams**

Each club shall have a territory within the jurisdiction of the Association which shall be determined by assigning one or more public elementary school enrollment areas as established by the local school district (except as noted in 2.B and 2.D), which areas are hereinafter called school areas.

Once a school area is assigned to a club it can be removed from the club's territory only in accordance with paragraph 2.2 NYSA By-Laws, or provided that the extent of the territory shall be governed by changes in the boundaries of the various school areas as made from time to time by the school district.

If a new school area is created from an existing school area or areas all assigned to a club, the new school area shall automatically be assigned to that club. If a new school area is created from prior existing school areas assigned to two or more clubs, the new school area shall automatically be assigned to the club which had previously been assigned the school area from which the largest portion was taken to make the new school area.

If two or more existing school areas are consolidated into a single area, the new consolidated school area shall automatically be assigned to the club which had been previously assigned the largest part of the consolidated school area.

Until otherwise determined by amendment hereto with the consent required, the clubs shall be assigned the school areas as set forth in Addendum A.

**2.B United Club Teams**

This recreational club shall be formed with affiliated teams drawing players, ages U13 through U19 only, from anywhere within the territorial jurisdiction of the Association without regard to school attendance. Team formation shall be in accordance with 2. E, except that teams shall be formed by Middle School and/or High School boundaries rather than elementary school boundaries.

## **NYSA OPERATING PROCEDURES**

### **Developmental Playing Rules**

#### **2.C Sound FC**

This Premier Club is and operates under NYSA and is the sole provider for premier soccer for both NYSA and SSCYSA (Edmonds School District). This club shall permit the deliberate selection of players on any team affiliated with the Club on the basis of player ability and other criteria within the age groups of U8 through U19 without regard to school attendance. Team formation and other matters shall be governed by the Bylaws and Operating Procedures of both NYSA and Sound FC.

#### **2.D Northshore Select Club Teams**

This Select Club shall be formed with affiliated teams drawing players from anywhere within the territorial jurisdiction of King and Snohomish counties without regard to school attendance. This Club shall permit the deliberate selection of players on any team affiliated with the Club on the basis of player ability in keeping with defined player selection and team formation guidelines within the U9 to U19 age groups. A minimum of 90% of the players within this Select Club must reside within the territorial jurisdiction of NYSA.

#### **2.E Team Formation**

Each member club, other than the Sound FC Teams and Northshore Select Teams, shall draw players for its affiliated teams only from amateur youth residing in school areas or attending public schools in the school areas assigned to that club at the time of their initial registration. A player attending a private school at the time of initial registration shall be assigned to the club association with the public school area within which he/she resides or the club association for the private school they attend. Once a player is registered to a team, the player may continue as a member of that team regardless of his/her current residence or current school attendance if properly registered by the end of the open registration period.

Insofar as practical, recreational teams shall be formed initially in the following manner: 1) from players residing in a single school area or attending the public school in the same area or combination thereof, or 2) from players attending a private school in the area. Although this scheme of area distribution of players shall be preserved as far as possible by each club, teams may be organized, consolidated, and reorganized without regard to school attendance or current residence in the club's territory if there are insufficient players to organize or continue a team on the basis of those criteria. However, once a team is organized, its roster shall be maintained for as many consecutive seasons as possible without consolidation or reorganization.

All properly registered recreational players (as defined in the By-Laws Article 11, Section 11.1), shall return to the team on which the player was legally registered during the previous season. A player may request a team reassignment for the upcoming season in writing at registration in accordance with current registration policies adopted by the Board and upon Board of Directors and/or Club approval. Players requesting a team reassignment shall be placed in a player pool to be assigned to a team in accordance with Section 2.E. Once rosters are released, a player may request a transfer in writing to a different team. Transfers will be considered according to current registration policies. All members have the right to appeal to the Association Board. Players requesting such a transfer shall be placed in a player pool to be assigned to a team in accordance with Section 2.E. All transfer proceedings shall be in compliance with existing WYS guidelines.

No club, other than the Sound FC and Northshore Select Teams, shall permit the deliberate selection of players on any team affiliated with the club on the basis of player ability alone. Clubs allowing such selection, other than Sound FC Teams and Northshore Select Teams, shall be subject to disciplinary action by the Board of Directors of NYSA. Such teams so formed shall also be subject to disciplinary action by the Board of Directors of NYSA.

#### **2.F Number**

The number of players on teams aged U15 and below, other than modified developmental teams, shall be limited to 18. Teams aged U16 - U19 may roster 22 players for the season but can have no more than 18 players on a game day roster. Seven days prior to the first game of the season, player registration on individual teams with more than 16 players will be allowed only with the permission of the coach.

#### **2.G Registration of Players**

The Association may prescribe, and the clubs shall use the forms to be used for registration of players. The Association shall determine registration dates and procedures.

## **NYSA OPERATING PROCEDURES**

### **Developmental Playing Rules**

#### **2.H Registration of Teams**

Each club shall register its teams with the Association by delivering to the Association Registrar the form adopted by the Association. Teams shall be accepted for registration by the Association when the form is presented to the Association Registrar.

#### **2.I Recreational Team Practice**

Teams may begin to practice at assigned locations, on or after August 1st.

1. Teams U7 through U19 will be scheduled by their club coordinator for at least one weekly slot of a one-hour duration, not to exceed twice weekly or for more than 90 minutes duration per session.
2. Practices canceled *during soccer season* due to field closure will only be rescheduled according to individual club availability of slots.

#### **2.J Recreational Tournament Participation**

Rec. tournament approval (other than the NYSA Jamboree or any other NYSA Club Tournament) will be done by the NYSA Registrar and Director of Coaching. Once approved, the team may request two 90-minute practice slots per week for no more than 30 days prior to the tournament start and ending with the tournament closure: *field assignment subject to availability*.

#### **2.K Sound FC Team and Northshore Select Team Practice**

Sound FC and Northshore Select teams will practice as determined by WYS and Club By-laws and Operating Procedures.

#### **2.L Team Property**

All cash on deposit in a NYSA Team Account is specifically the property of the team until such time as the team ceases to exist, at which time all team money becomes club money.

## **SECTION 3. PLAYER ELIGIBILITY**

#### **3.A Player Age Definition**

The age group that a player is assigned depends upon the player's age. Teams shall be divided into and shall compete in thirteen (13) age groups. Players shall not be eligible to compete on teams in the following age groups who have attained the age specified as determined by WYS. Players shall be assigned to their proper age group unless granted exception by the Board.

Under 6 *	Under 9	Under 12	Under 15	Under 18
Under 7	Under 10	Under 13	Under 16	Under 19
Under 8	Under 11	Under 14	Under 17	

#### **3.B Player Participation in Senior Amateur Soccer**

Requirements and procedures will at all times be in accord with current WYS By-Laws.

#### **3.C Team Participation**

No player shall be rostered in the Association on more than one (1) team during a league season.

## **SECTION 4. RULES OF COMPETITION FOR NYSA LEAGUE PLAY**

### **4.A Rules of Competition**

1. FIFA rules and interpretations, as set out in the current Laws of the Game will be followed except as modified in this section or as applies to modified developmental teams as set out in Addendum B, B.1, B.2, B.3, B.4, B.5, B.6 and B.7.

### **4.B Fields**

1. The size of playing fields may be less than required by FIFA, provided that these fields are used for the younger teams where practical.
2. In case of game scheduling conflicts, the oldest team in chronological age has priority. In the event of equal aged teams, a flip of a coin shall decide which game is played.

### **4.C Game Day Roster**

All teams starting at U7 will submit to the referee and opposing coach a match roster form at the beginning of each game. This can be printed off of the NYSA website. No player that is not registered to said team may participate in the game without written approval of the registrar.

### **4.D Coaching**

1. Coaching shall be limited to the technical area.
2. Coaches are permitted to direct their team provided:
  - a) No mechanical devices are used.
  - b) Instruction is not given in an abusive or derisive tone of voice.
  - c) Remarks made are not derogatory or abusive to officials, players, other coaches, or spectators.
  - d) Remarks are not profane.
  - e) Direction given does not incite, in any manner, disruptive behavior.

The penalty for violation of the above shall be "ejection from the game"; and disciplinary action will be taken by the Association Judiciary Committee.

It shall be the responsibility of each team to maintain proper spectator conduct. Each coach shall be held primarily accountable for the conduct of the spectators for or from their respective teams. At no time shall foul or abusive language be permitted at any field. Spectators shall remain 5 yards behind the touchline between the 18-yard lines.

3. Coaches' conduct before or after a game which, in any way, brings disrepute on the Association or the game of soccer will be subject to disciplinary action by the Judiciary Committee.
4. Any coach found guilty of playing players not assigned to that team by an Association Registrar will be subject to disciplinary action by the Judiciary Committee.
5. Coaches and players shall reside on the same side of the field. Spectators from both teams will observe the game from the opposite side of the two teams.

### **4.E Players Equipment**

1. All players on the field must be attired in matching uniforms to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards and legal soccer shoes. In case of a color clash, the designated home team will change jerseys.
2. All or any member(s) of any team are permitted to wear extra protective clothing, including gloves without dangerous, protruding, or hard objects, provided that:
  - a) The proper team uniform is worn outermost.
  - b) Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft-billed hat.
  - c) Referee discretion may be used to determine if any item of protective clothing provides an unfair advantage.
3. No player shall be allowed to play in any regularly scheduled game with an injury which can be aggravated by playing or which constitutes a danger to others.
4. Shin Guards. All players shall be required to wear shin guards during games and practices.

## **NYSA OPERATING PROCEDURES**

### **Developmental Playing Rules**

#### **4.F Player Substitutions**

1. Unlimited substitutions may be made with the consent of the Referee.
  - a) After a goal, by either team.
  - b) At half-time.
  - c) After an injury, when the referee stops play, with the consent of the Referee.
2. Unlimited substitutions may be made with the consent of the Referee.
  - a) Prior to a goal kick, by either team.
  - b) Any stop of play.
3. When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game.
4. A change of goalkeepers requires specific notification to, and consent from the Referee.
5. Players not on the field-of-play must remain two yards behind the touchline and within the technical area.

#### **4.G Playing Time**

Any player regularly attending practice and complying with team rules, shall play at least one-half (1/2), or 50% of the games scheduled during the season. Regular attendance of practice shall be defined as attending at least 75% of the practices over the course of the last 30 days, unless defined differently by the club.

#### **4.H Charging the Goalkeeper**

1. In all U12 and below games, no player shall make physical contact with the goalkeeper or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever.
2. For infringement of this rule, an indirect free kick shall be awarded. NOTE: Also included in "having control of the ball" is when the goalkeeper holds the ball on the ground with one or both hands.

#### **4.I Officiating**

1. A referee shall be appointed to officiate each game with the authority assigned to him as specified in the Laws of the Game (FIFA). Officiating of all games will be governed by the Rules of Play as are specified herein.
2. Failure of a scheduled referee to show up will not be cause for canceling the match. A substitute official must be chosen upon agreement by both coaches and his/her decisions will be final.
3. The referee shall not be a coach or part of the coaching staff of the teams involved in the competition, except by prior agreement of both coaches. All other options should be exhausted prior to choosing a referee from either coaching staff.
4. The qualification of the referee shall not be subject to protest.
5. The referee is responsible for submitting misconduct reports to either the Administrative Assistant or the Chair of the Judiciary Committee within 48 hours of the conclusion of the game on a form to be provided by NYSA.

#### **4.J Scheduled Games**

1. All games shall be played as scheduled unless the Referee and/or Scheduler cancel or postpone the game. Teams failing to appear at a scheduled game, unless canceled as herein provided, shall forfeit the game by a score of 1-0, except that with the consent of both team coaches and the Scheduler the game may be rescheduled.
2. All games will be played at the scheduled times if each team can field a minimum of seven (7) players, except modified developmental teams. Any team delaying the start of a game more than fifteen (15) minutes shall forfeit the game by a score of 1-0.
3. The only reason for game cancellation is safety of the participants or the field of play not being in suitable condition. The referee has the right to cancel a game because the field of play is not in a suitable condition or for concern over the safety of the participants.
4. During approved competition, team(s) must have a coach or a responsible adult present. Failure to have a coach or responsible adult present during the entire match will result in the forfeiture of the game by a score of 1-0 unless otherwise dictated by applicable league rules.

## **SECTION 5. FIELD AND FACILITIES**

### **5.A Home Club Responsibilities**

1. For each game scheduled by the Association, not canceled as herein provided, it shall be the responsibility of the club which has been assigned as the home team to:
  - a) properly mark the designated field, including field lining and goal posts.
  - b) provide a properly inflated game ball.
  - c) provide a referee\*

\*Unless already provided by the Association.

## **SECTION 6. DISCIPLINARY**

### **6.A Form**

1. Protests are to be in written form and submitted to the chairman of the Disciplinary Committee within three (3) days following the date of the game giving rise to the protest. Sundays and holidays are excluded when determining the three days. A fee of twenty dollars (\$20.00) must accompany the protest. This fee will be refunded if the protest is upheld, otherwise it will be forfeited to the Association treasury.
2. The Disciplinary Committee will also review all written reports of transgression received from Referees, players, coaches and spectators concerning conduct of Referees, players, coaches and spectators for possible disciplinary action.
3. The Disciplinary Committee shall apply the Penalty Code as adopted by the WYS.
4. Any report of a sendoff filed against a coach will be sent to the NYSA Disciplinary Committee for review.

### **6.B Procedure**

1. Protests will be considered only if they are based on violations of the By-Laws or Operating Procedures or misapplication of the Laws of the Game.
2. Protests involving conditions of the field, equipment or facilities shall be denied unless the Referee is notified prior to the initial kick-off of the game being protested.
3. The Disciplinary Committee shall determine if the protest or complaint is valid, and if so, will schedule a meeting of the parties involved. The parties involved will be notified of the time and place the Judiciary Committee will meet and be invited to attend.

### **6.C Decisions**

1. The Disciplinary Committee shall make a final decision within seven (7) days of receiving the report and a written decision as soon as possible. A copy will be furnished each principal involved, as well as each of the concerned Club Presidents. Each decision shall be recorded and may be used as a precedent in future decisions.
2. Decisions must be made by a clear simple majority of the committee present. Three (3) committee members shall constitute a quorum.

### **6.D Appeal**

1. Appeals of the Disciplinary Committee decisions may be petitioned in writing, accompanied by the appropriate fee, to the Board of Directors of the Association. Action must be taken by the Board of Directors at the next monthly meeting following the appeal. The results of the appeal shall be filed with the Association Secretary and Disciplinary Committee.

### **6.E Assault on Referees**

1. In the event of an assault, the President of the Association shall refer the case to the appropriate Disciplinary Board.



**NYSA OPERATING PROCEDURES**  
**Developmental Playing Rules**

**SECTION 7. AMENDMENTS**

These Operating Procedures may be amended as provided by Article 5, Section 5.3, 5.3.1 of the By-Laws of the Association.

**ADDENDUM A: NYSA SOCCER CLUBS**

**NORTH CREEK CLUB**

Crystal Springs  
Canyon Creek  
Fernwood  
Kokanee  
Maltby

**BOTHELL CLUB**

Westhill  
Maywood  
Frank Love  
Lockwood  
Shelton View  
Heritage Christian  
St. Brendan

**WOODINVILLE CLUB**

Hollywood Hill  
Wellington  
Bear Creek  
Woodin  
Sunrise  
Cottage Lake  
East Ridge  
Mack

**INGLEMOOR CLUB**

Moorlands  
Arrowhead  
Woodmoor  
Kenmore  
Cedar Park Christian

**UNITED CLUB**

U13 and above recreational teams.

**Northshore Select**

U9 and above select teams.

**SOUND FC**

U8 and above premier teams.

## **ADDENDUM 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 coach attend their level of play Coaching Certificate or License. All required coaching certificates, lectures and licenses are 100% refunded by NYSA. In addition to coaching, it is your responsibility to control your sideline 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**

"How to Manage Your Team" Classroom Lecture – For all U7 and older coaches coaching within NYSA.

U6 Coaches Certificate – For all coaches coaching 3 a-side soccer.

U7 & U8 Coaches Certificate – For all coaches coaching 4 a-side soccer.

U9 & U10 Coaches Certificate – For all coaches coaching 7 a-side soccer.

U11 & U12 Coaches Certificate – For all coaches coaching 9 a-side soccer.

11v11 Grassroots Coaching Module or equivalent coach education\* – For all coaches coaching 11 a-side soccer.

\* Must be approved by the NYSA Technical Committee.

#### **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 publish the scores 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.

### **NYSA U6 PROGRAM**

The U6 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. The NYSA Coaching Director will appoint the Master Coaches. The parent coaches will be required to attend the NYSA U6 Coaches Certificate.

Once players are registered with NYSA, they will be placed on teams with a roster of 6 players. All U6 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 30 by 20-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 FOR U6 (3 A SIDE)

**A. Field Size:** 30 by 20 yards

**B. Markings:** Wos Markers are to be used to mark out the playing field.  
The midfield line will be used for the build out line.

**C. Goals:** 4x2.5 Alpha Goals

**D. The Ball:** Size 3

**E. Number of Players:**

U6: maximum number of players on the field at any time is three (3). Team roster size shall be five (5) to six (6) players (if possible).

- **Substitution:** Either team can make substitutions during a kickoff, goal kick, corner kick, throw-in or injury.
- **Playing time:** Every player must participate a minimum of 50% of each game.
- **Sex:** Teams should be divided by gender.

**F. Players Equipment:**

- NYS 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 kickoff is taken.
- The ball is in play when it is kicked and clearly moves. 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. Heading**

- Players at U6 shall not engage in heading, either in practices or in games.

**L. 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 U6.
- 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 B-1**  
**Developmental Playing Rules**

**M. Method of Scoring:**

A goal is scored when the entire ball crosses over the goal line.

**N. Offside:**

The offside rule does not apply at U6.

**O. Penalty Kick:**

There are no penalty kicks awarded at U6.

**P. 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.

**Q. 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 3 yards in front of their goal.

**R. Build Out Line:**

When a goal kick is taken, the opposing team must move behind the build out line. Once the ball is played, the opposing team can cross the build out line and play resumes as normal.

**S. 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.

**T. Goalkeeper:**

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

**U. Sportsmanship:**

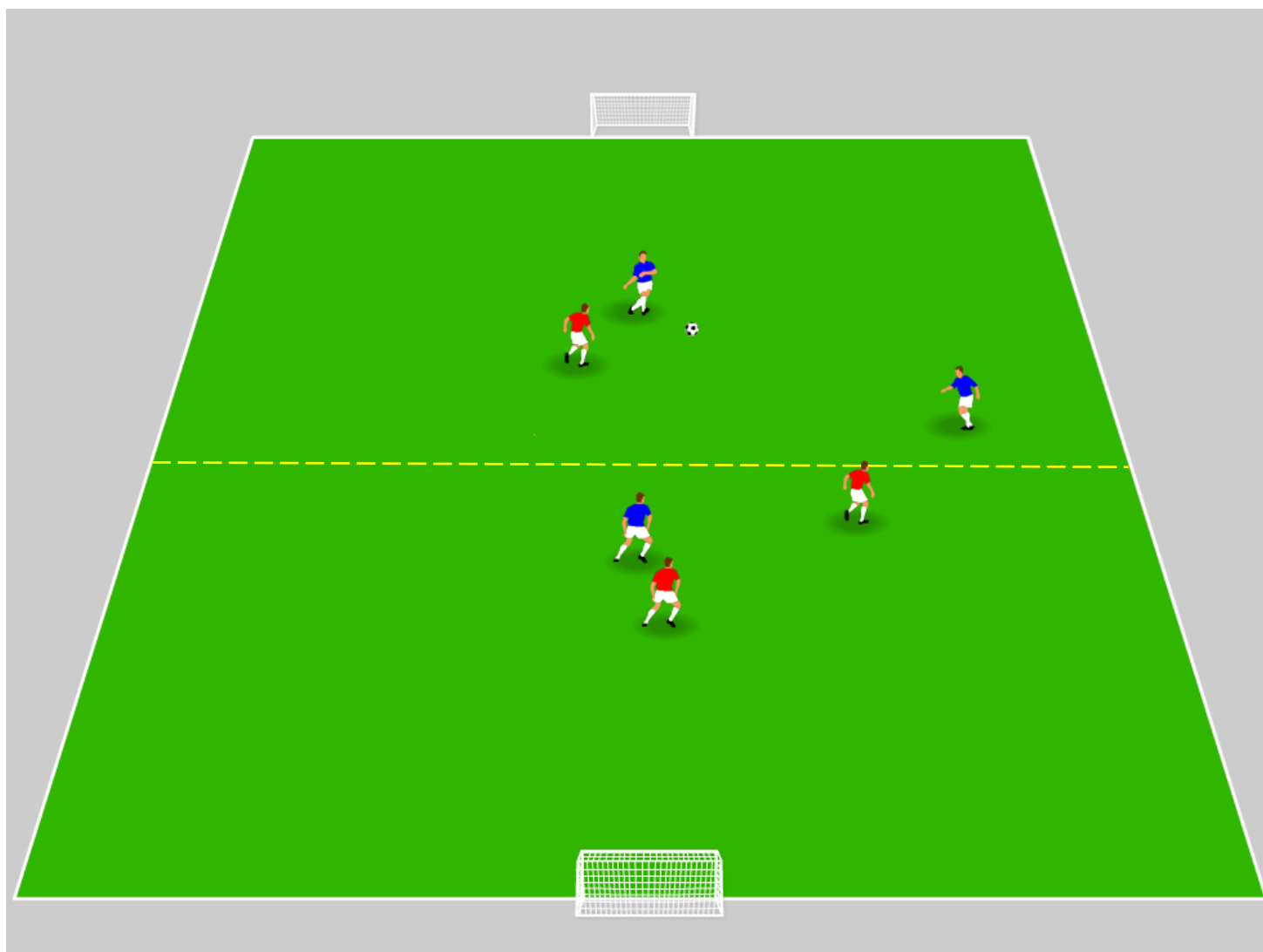
- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- No league standings or scores shall be published.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

**V. Sponsor:**

**NO SPONSORSHIP OF A TEAM SHALL BE ALLOWED**

## U6 3v3 SOCCER FIELD

30x20 yard field with a build out line across the middle of the field.



**NYSA OPERATING PROCEDURES B-2**  
**Developmental Playing Rules**

**MODIFIED DEVELOPMENTAL PLAYING RULES FOR U7 AND U8 (4 A SIDE)**

**A. Field Size:** 36 by 25 yards

**B. Markings:**

- Wos Markers are to be used to mark out the playing field if painted lines are not provided.
- A build out line shall be marked across the field 12 yards out from each goal line.

**C. Goals:** 6' Pugg Goals

**D. The Ball:** Size 3

**E. Number of Players:**

U7 and U8: maximum number of players on the field at any time 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 quarter (two rotations are recommended per quarter). Substitutions are unlimited and can occur at any stoppage.
- **Playing time:** Every player should play a minimum of 50% of the time in each game.
- **Sex:** Teams should be divided by gender.

**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 kickoff is taken.
- The ball is in play when it is kicked and clearly moves. 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. Heading**

- Players at U7 and U8 shall not engage in heading, either in practices or in games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the offense.

**NYSA OPERATING PROCEDURES B-2**  
**Developmental Playing Rules**

**L. 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 U7 or U8.
- 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.

**M. Method of Scoring:**

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

**N. Offside:**

The offside rule does not apply at U7 or U8.

**O. Penalty Kick:**

There are no penalty kicks awarded at U7 or U8.

**P. Throw In:**

- One re-throw must be allowed if a 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.

**Q. 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 3 yards in front of their Pugg goal.

**R. Build Out Lines**

- When a goal kick is taken, the opposing team must move behind the build out line. Once the ball is played, the opposing team can cross the build out line and play resumes as normal.

**R. 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.

**S. Goalkeeper:**

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

**T. Sportsmanship:**

- Coaches and players shall reside on the same side of the field. Spectators from both teams will observe the game from the opposite side of the two teams.
- 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.

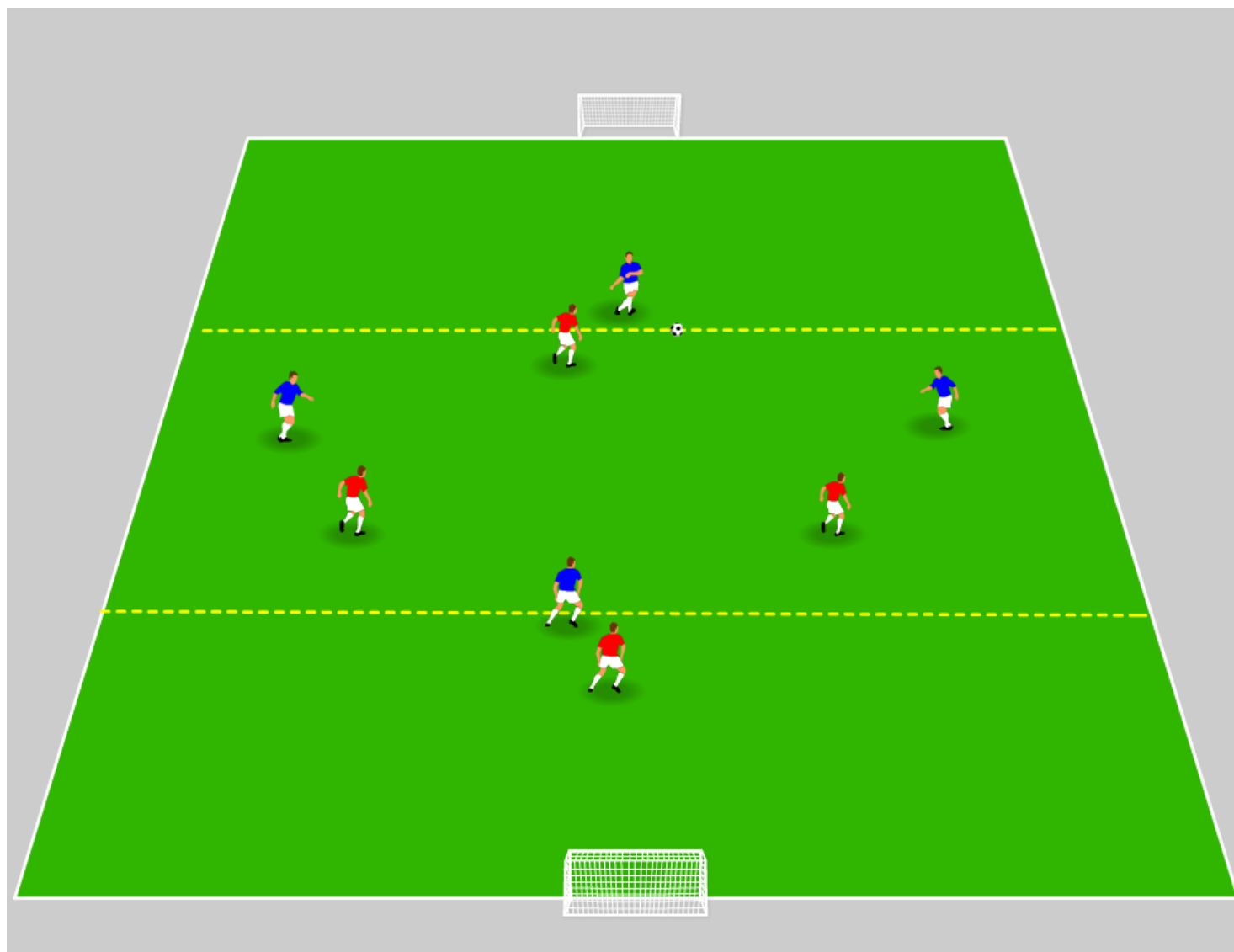
**U. Sponsor:**

**NO SPONSORSHIP OF A TEAM SHALL BE ALLOWED**



## U7 & U8 4v4 SOCCER FIELD

36x25 yard field with build out lines 12 yards out from each goal line.



### MODIFIED DEVELOPMENTAL PLAYING RULES FOR U9 AND U10 (7 A SIDE)

**A. Field Size:** 55 by 35 yards minimum / 65 by 45 yards maximum

**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 8-yard radius
- A build out line shall be marked in between the halfway line and the top of each penalty box.
- Four corner arcs with 1-yard radius
- Goal area – 4 by 8 yards.
- Penalty area – 12 by 24 yards.
- The Technical Area for coaches and players starts at the top of the Penalty area and ends at the halfway line. All participants must be at least two yards off the touch line. Coach and or spectators may not enter the field of play during the match without the referee's permission.

**C. Goals:** Desired goal size - 6' x 12'

**D. The Ball:** Size 4

**E. Number of Players:**

U9 and U10: maximum number of players on the field at any time, including the goalkeeper is seven (7). Team roster size shall be ten (10) to twelve (12) players (if possible).

- **Substitutions:** Are unlimited and can occur at any stoppage.
- **Playing time:** Every player should play a minimum of 50% of the time in each game.
- **Sex:** Teams should be divided by gender.

**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 is 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 clearly moves. The kicker shall not play the ball a second time until it has been touched or played by another player.

**NYSA OPERATING PROCEDURES B-3**  
**Developmental Playing Rules**

**J. Ball in and out of Play:**

- Conform to FIFA Laws of the Game.
- 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. Offside:**

- The midfield line will be used as the offside line.
- 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. Heading:**

- Players at U9 and U10 shall not engage in heading, either in practices or in games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the offense. If the deliberate header 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.

**N. 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.

**O. Penalty Kick:**

- There are penalty kicks awarded at U9 and U10.

**P. 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.

**NYSA OPERATING PROCEDURES B-3**  
**Developmental Playing Rules**

**Q. Goal Kick:**

- Conform to FIFA Laws of the Game.
- Goal kicks may be taken from any point inside the goal area: six-yard area.
- The ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area. The team taking the goal kick can receive the ball inside the penalty area.

**R. Build Out Lines**

- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass or roll the ball to a teammate (**no punting**). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- On goal kicks the opposition can enter the build out area as soon as the ball is kicked.

**S. Corner Kick:**

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

**T. Goalkeeper:**

- The ball is to be considered in the goalkeeper's possession whenever the goalkeeper is touching the ball in the goal box.
- Once the opposing team is behind the build out line, the goalkeeper has six seconds to release the ball back into play.
- There is no punting or dropkicking the ball up the field.
- 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.

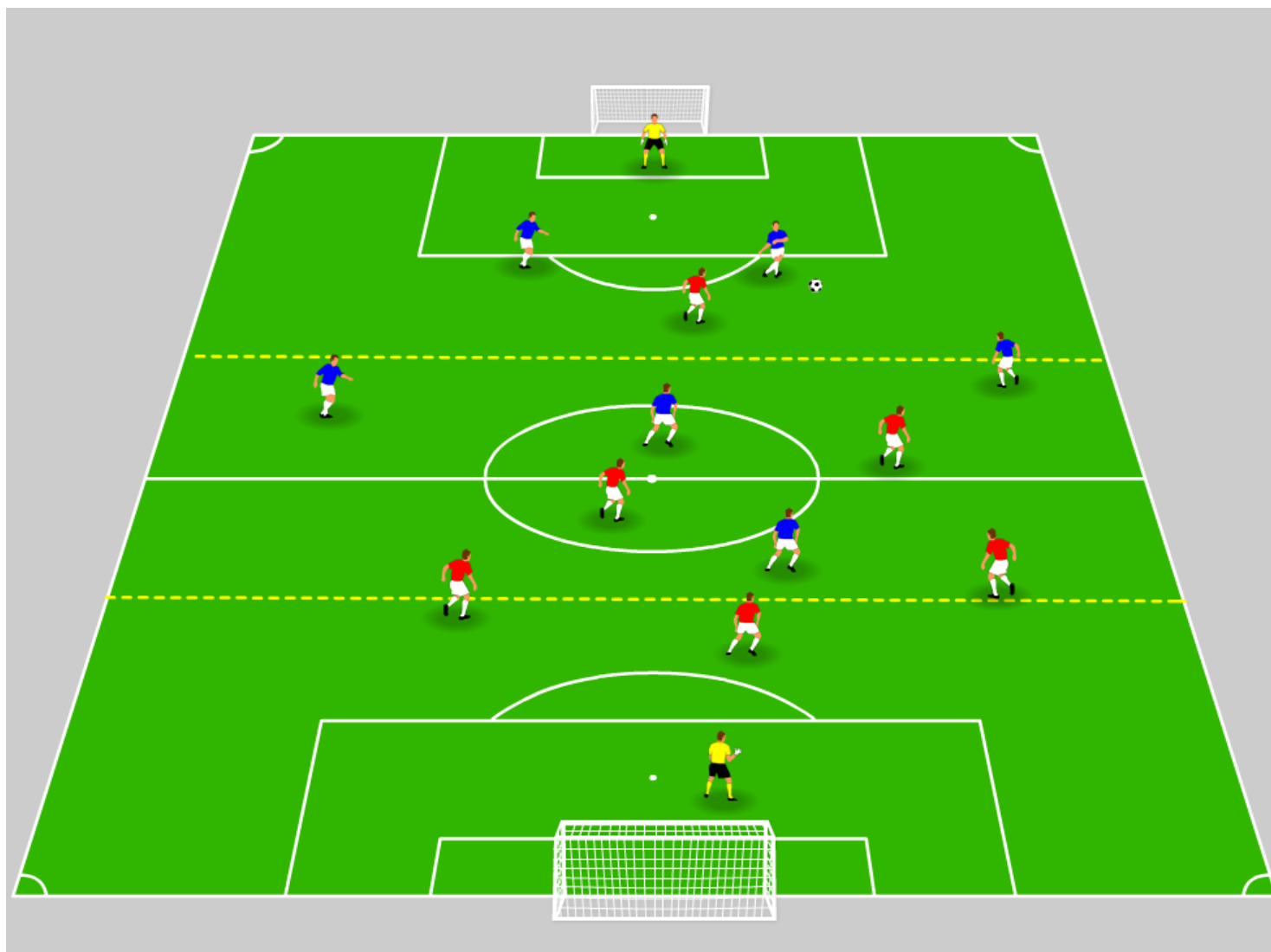
**U. Sportsmanship:**

- Coaches and players shall reside on the same side of the field. Spectators from both teams will observe the game from the opposite side of the two teams.
- 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.

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

## U9 & U10 7v7 SOCCER FIELD

55x35 to 65x45 yard field with build out lines in between the halfway line and the top of the penalty box.



## MODIFIED DEVELOPMENTAL PLAYING RULES FOR U11 AND U12 (9 A SIDE)

**A. Field Size:** 70 x 45 yards minimum / 80 x 55 yards maximum

**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 buildout line shall be marked in between the halfway line and the top of each penalty box.
- A center circle with 8-yard radius
- Four corner arcs with one-yard radius
- Goal area size is 5 by 16 yards.
- Penalty mark is 10 yards from the goal line.
- Penalty area size is 14 by 36 yards.
- The Technical Area for coaches and players starts at the top of the Penalty area and ends at the halfway line. All participants must be at least two yards off the touch line. Coaches and or spectators may not enter the field of play during the match without the referee's permission.

**C. Goals:** Desired goal size - 6'x18'

**D. The Ball:** Size 4

**E. Number of Players:**

U11 and U12: Maximum number of players on the field at any time, including the goalkeeper is nine (9). Team roster size shall be twelve (12) to fifteen (15) players (if possible).

- **Substitutions:** Are unlimited and can occur at any stoppage.
- **Playing time:** Every player should play a minimum of 50% of the time in each game.
- **Sex:** Teams should be divided by gender.

**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 is 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 clearly moves. The kicker shall not play the ball a second time until it has been touched or played by another player.

**NYSA OPERATING PROCEDURES B-4**  
**Developmental Playing Rules**

**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.

**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. Offside:**

- The midfield line will be used as the offside line.
- The referee will impose the FIFA offside laws and award an indirect free kick to the opposing team.
- Referee shall explain infraction to offending player.

**M. Heading:**

- Players shall not engage in heading, either in practices or in games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the offense. If the deliberate header 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.

**N. 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

**O. Penalty Kick:**

- Penalty kicks will be granted at U11 and U12. They will be taken at ten (10) yards from the goal.

**P. 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.

**NYSA OPERATING PROCEDURES B-4**  
**Developmental Playing Rules**

**Q. Goal Kicks:**

- Conform to FIFA Laws of the Game.
- A goal kick may be taken from any point inside the goal area.
- The ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area. The team taking the goal kick can receive the ball inside the penalty area.

**R. Build Out Lines**

- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass or roll the ball to a teammate (**no punting**). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- On goal kicks the opposition can enter the build out area as soon as the ball is kicked.

**S. Corner Kick:**

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

**T. Goalkeeper:**

- Once the opposing team is behind the build out line, the goalkeeper has six seconds to release the ball back into play.
- There is no punting or dropkicking the ball up the field.
- 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.

**U. Sportsmanship:**

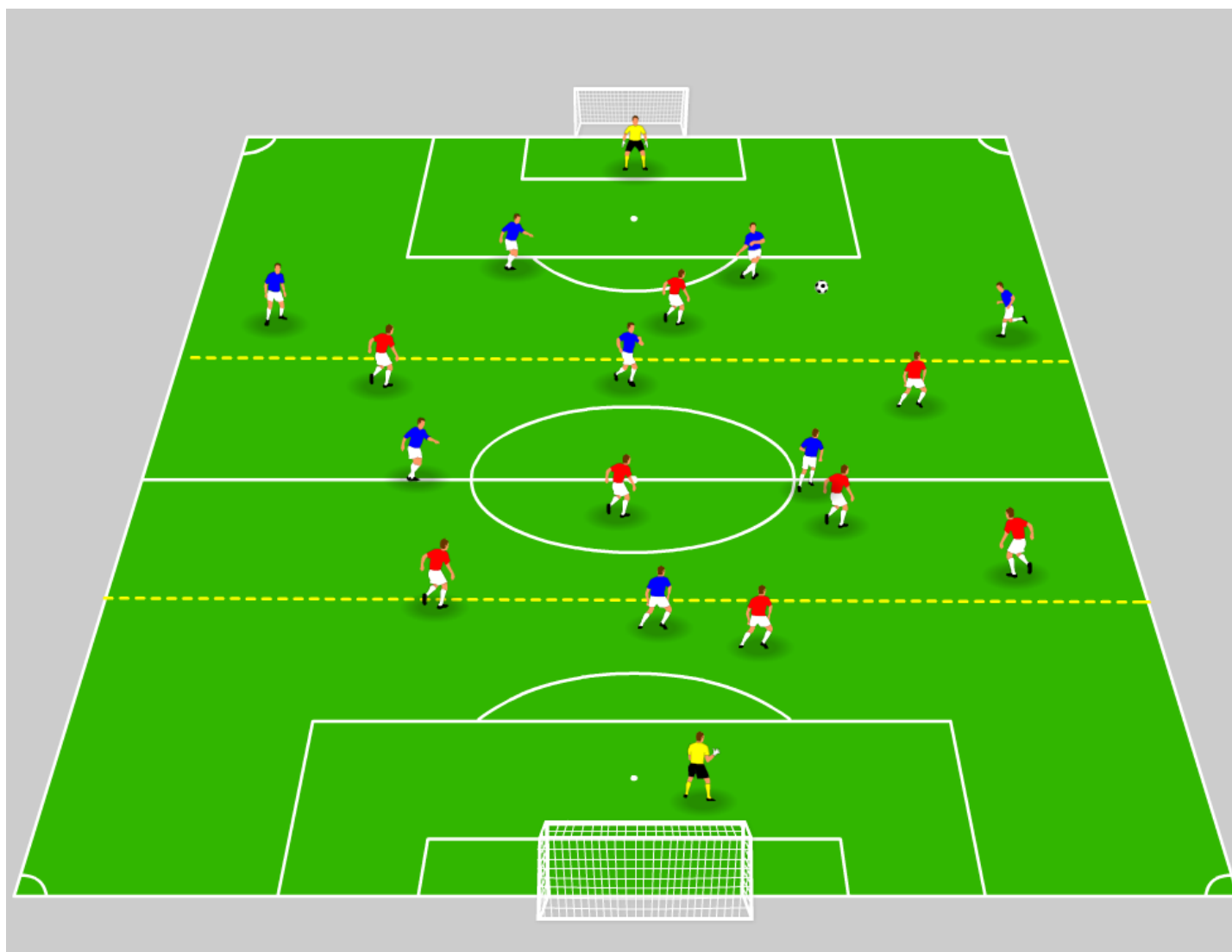
- Coaches and players shall reside on the same side of the field. Spectators from both teams will observe the game from the opposite side of the two teams.
- Team coaches and players shall shake hands with opponent and referee after each game.
- Coaches, managers, team officials and parents shall not 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.

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LET THEM HAVE FUN!!!**



## U11 & U12 9v9 SOCCER FIELD

A 70x45 to 80x55 yard field with build out lines in between the halfway line and the top of the penalty box.



**NYSA OPERATING PROCEDURES B-5**  
**Developmental Playing Rules**

**DEVELOPMENTAL PROGRAM**

Age	Program	Minimum Players	Maximum Players	Ball Size	Field Size	Goal Size	Duration (1/2)	Season # Games	Goalkeepers	Offside	Referee
U6*	3-a side	5	6	#3	30x20	4x2.5 Alfa	10 min halves	8	No	No	Parent
U7*	4-a-side	6	8	#3	36x25	6' Pugg	10 min quarters	8**	No	No	Parent
U8*	4-a-side	6	8	#3	36x25	6' Pugg	10 min quarters	8**	No	No	Parent
U9*	7-a-side	10	12	#4	55x35 65x45	6'x12'	25 mins	10**	Yes	Yes	Yes
U10*	7-a-side	10	12	#4	55x35 65x45	6'x12'	25 mins	10**	Yes	Yes	Yes
U11*	9-a-side	12	15	#4	70x45 80x55	6'x18'	30 mins	10**	Yes	Yes	Yes
U12*	9-a-side	12	15	#4	70x45 80x55	6'x18'	30 mins	10**	Yes	Yes	Yes
U13	11-a-side	15	18	#5	110x65 120x75	8'x24'	35 mins	10**	Yes	Yes	Yes
U14	11-a-side	15	18	#5	110x65 120x75	8'x24'	35 mins	10**	Yes	Yes	Yes
U15	11-a-side	15	18	#5	110x65 120x75	8'x24'	40 mins	10**	Yes	Yes	Yes
U16	11-a-side	15	22	#5	110x65 120x75	8'x24'	40 mins	10**	Yes	Yes	Yes
U17-U19	11-a-side	15	22	#5	110x65 120x75	8'x24'	45 mins	10**	Yes	Yes	Yes

\*No scores or team standing will be published.

\*\*Number of regular season games is listed. Teams may play more games if they participate in the NYSA Jamboree or WYS Recreational Cup.