

RULES of COMPETITION (R)

Supersedes Operating Document is effective beginning with 2016-2017 seasonal year.
MODIFICATIONS TO FIFA LAWS OF THE GAME

MODIFICATION #1 - FIELD OF PLAY

MR-1.1 The following field modifications are applicable to all competitions approved by the Washington Youth Soccer, for the age groups shown. All other age groups follow the Laws of the Game.

MR-1.2 Field dimensions

<u>Age Group</u>	<u>Width (yards)</u>	<u>Length</u>
Under 6-8	20-30	30-40
Under 9-10	40-50	60-70
Under 11-12	40-55	70-80
Under 13-19	50-75	100-115

MR-1.3 Center Circle

<u>Age Group</u>	<u>Radius (yard)</u>
Under 6-8	3
Under 9-10	5
Under 11-12	7
Under 13-19	10

MR-1.4 Penalty Mark

<u>Age Group</u>	<u>Penalty Kicks</u>	<u>Location</u>
Under 6-8	No	Not applicable
Under 9-10	Yes	7 Yards
Under 11-12	Yes	8 Yards
Under 13-19	Yes	Laws of the Game

MR-1.5 Build Out lines

The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goal keeper has the ball, either during play or from a goal kick, the opposing team should move behind the build out line. Once the opposing team is behind the build out line, the goal keeper, can pass or throw/roll the ball to a team mate. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

NO PUNTING AGE U6 THROUGH U10.



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Age 6 through 8 will use the half line as the build out line.

Age 9 and 10 will have a build out line 14 yards from the goal line and visible from touch line to touch line.

MR-1.6 Goal Posts

<u>Age Group</u>	<u>Minimum</u>	<u>Maximum</u>
Under 6 - 8	Cones/corner flag	4 x 6
Under 9 - 10	6 x 12 recommended	6 x 18
Under 11 - 12	6 x 18	6 x 18
Under 13 - 19	8 x 24	8 x 24

Under 13 -19: Washington Youth Soccer allows a variance of plus/minus six (6) inches in width; plus/minus three (3) inches in height from inside measurements beyond what is allowed in the Laws of the Game.

MODIFICATION #2 - GAME DURATION, BALL SIZE AND OVERTIME PERIODS

MR-2.1 Game Duration

<u>Age Group</u>	<u>Game Duration</u>	<u>Ball Size</u>
Under 6 - 7	Four 8 min quarters	#3
Under 8	Three 15 min periods	#3
Under 9-10	Two 25 min. halves	#4
Under 11-12	Two 30 min. halves	#4
Under 13	Two 35 min. halves	#5
Under 14	Two 35 min. halves	#5
Under 15	Two 40 min. halves	#5
Under 16	Two 40 min. halves	#5
Under 17	Two 45 min. halves	#5
Under 18	Two 45 min. halves	#5
Under 19	Two 45 min. halves	#5

Note: There shall be a five (5) minute break between halves or periods.

MR-2.2 Overtime periods

Under 6 through 10: None.

State Cup tournaments may have overtime rules periods.

Under 11 through 14 will play two 10 minute overtime periods as determined by league, tournament or State Cup rules.

Under-15 through under-19 will play two 15 minute overtime periods as determined by league, tournament or State Cup rules.



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MODIFICATION #3 - NUMBER OF PLAYERS

MR-3.1 Roster Size

<u>Age Group</u>	<u>Players on the Field</u>	<u>Minimum</u>	<u>Maximum</u>	<u>Max Suited up to play in game</u>	<u>Suggested</u>
Under 6	4 (no goalkeepers)	4	8	8	8
Under 7	4(no goalkeepers)	4	8	8	8
Under 8	4(no goalkeepers)	4	8	8	8
Under 9	7	7	12	12	12
Under 10	7	7	12	12	12
Under 11	9	9	14	14	14
Under 12	9	9	14	14	14
Under 13	11	11	18	18	16
Under 14	11	11	18	18	16
Under 15	11	11	22	18	18
Under 16	11	11	22	18	18
Under 17	11	11	22	18	18
Under 18	11	11	22	18	18
Under 19	11	11	22	18	18

MR-3.2 Each team shall have no more than the Maximum column specified for their age group, unless a variance for good cause has been granted by the Association Registrar, the Association President, the District Commissioner, and the Chief Executive Officer.

MR-3.2.1 Maximum team roster size for age U15 through U19 is (22) registered players.

MR-3.2.1.1 Maximum number of players suited up to play and noted on the game sheet presented to the referee in a match is 22, only 18 may be selected prior to the match.

MR-3.2.2 Maximum game roster size may match the number of maximum players in paragraph 3.1 and is defined by the league.

MR-3.2.3 Maximum team roster size may be higher for specific age groups competing in Washington Youth Soccer State Cup Tournaments.

MR-3.2.4 Maximum team roster size may be lower for specific age groups competing in Washington Youth Soccer Recreation Cup Tournament.



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MODIFICATION #4 - SUBSTITUTIONS

MR-4.1 The number of substitutions shall be unlimited with substituted players allowed to re-enter the game.

MR-4.1.1 Guidance for under-12

MR-4.1.1.1 *It is a recommended goal that each player will have the opportunity to play a minimum of 50% of the total playing time over the course of the seasonal year.*

MR-4.2 Players not on the field of play must remain two (2) yards behind the touch line and not within eighteen (18) yards from the corner of the field.

MODIFICATION #5 - PLAYER'S EQUIPMENT

MR-5.1 All players must be attired in uniforms that distinguish themselves to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards, and footwear. In case of a color clash, the designated home team will change jerseys. Goalkeepers must wear colors which distinguish them from field players.

MR-5.2 All or any member(s) of a team are permitted to wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:

- The proper team uniform is worn outermost;
- Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat;
- Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.

MR-5.3 Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a regularly scheduled game provided that the referee determines that the device can be used safely.

MODIFICATION #6 - METHOD OF SCORING

MR-6.1 Through Under-8

MR-6.1.1 If cones are being used for goals and a cone is knocked over or moved as a result of a direct hit by the ball as it crosses the goal line, the goal will not be allowed. In this case the ball shall be put into play by either a goal kick or a corner kick, depending on who touched the ball last.



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MODIFICATION #7 - OFFSIDE RULE

MR-7.1 The offside rule does not apply through Under-8. However, players cherry picking or standing in front of the opponent's goal will be called offside.

MODIFICATION #8 - FOULS AND MISCONDUCT

MR-8.1 Direct Kicks

MR-8.1.1 No direct kicks Through Under-8

MR-8.2 All Free Kicks, the required distance for a defending player will equal that of the age-appropriate center circle (radius).

MR-8.3 NO Penalty Kicks through Under-8

MR-8.4 NO Slide Tackling through Under-10

MR-8.5 Throw-ins

MR-8.5.1 In the event of any throw-in infraction the throw-in shall be retaken through Under-8. Instruction shall be given by the referee.

MR-8.6 Presentation of Yellow and Red Cards

MR-8.6.1 All participants as defined by Washington Youth Soccer receive either warnings (caution/yellow card equivalent), or dismissals/ejections (sendoff/red card equivalent) and will be shown the appropriate card by the referee.

MR-8.6.2 Under-6 through Under-10 will not issue or present yellow and red cards to players. Referees may suggest a player be substituted and provide a cooling off period. The referee or their parent will contact the referee assignor for coach or parent problems.

MODIFICATION #9 - TEAM SELECTION

MR-9.1 Through Under 10

MR-9.1.1 A selection process will not be used for teams rostered for league play.

MR-9.1.2 Recognized Regional Clubs may form under 8 through under 10 teams using a development selection model supporting the academy and pool play.



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MODIFICATION #10 - : TEAM STANDINGS AND GAMES SCORES

MR-10.1 Through Under-10

MR-10.1.1 There will be no published team standings through under -10, and game scores will not be recorded through under-9.

MR-10.1.2 Recognized Regional Clubs may use game scores internally for the purpose of determining who plays who. No published or posted standings or scores.

MODIFICATION #11 - : TEAM AND PLAYER PLACEMENT

MR-11.1 Teams are encouraged to play at age for league, academy, and State Cup play.

MR-11.2 Organizations are encouraged to place individual players on older age teams based on the players' skill and abilities and the opportunity for development.

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MODIFICATION #12 - : ASSOCIATION PLAYER PASS

MR-12.1 The Association Player Pass is a tool that allows player movement from Rec to Select Club and Select Club to Regional Club and players to Player Pass to RCL. The Association player pass will:

- Provide developmental opportunities for players
- Allow for more participation of players that may otherwise choose another sport
- Educate families on the different levels of play in the Player Pathway
- Enhance the level of play at all levels - enhancing RCL with more talent; players developing via Player Pass at RCL and returning to Rec or Select will enhance that level as well.

MR-12.2 Administration:

- Players Passes may be used to go UP in level of play (i.e. from Rec, Select or lower RCL - up).
- Players Passes may be used to go UP in age of play (i.e. from U14 to U16, etc.).
- Tracking of players utilizing a Player Pass would be identified by their home Rec or Select team and must be tracked and reported on at the Club level

MR-12.3 Approval process:

- First approval should be by email coach of player playing up
- Second approval should be from club president of player playing up
- 3 Copied on all e-mails should be, at a minimum, the coach of player playing up, coach using passed player, originating club president, and others as defined by league or Association rules.
- The organization that administers the league or tournament will determine whether use of the player pass is permitted and, if so, any special conditions attaching to it e.g. rules of application, including any special permissions and communication requirements.

MR-12.4 Violation of the spirit of the rule will result in a suspension of the use of the Pass for that team and a fine levied by the appropriate governing body of the league.

- Players using the Club/Player Pass should have a participatory target (maximum) of 35 Washington Youth Soccer sanctioned matches in league and State Cup play during that year period.
- The Game Rosters must be noted for player pass use. CPP (Club Player Pass) is a column that the approved roster has for noting the player using the Pass. If you're using Korrio or Bonzi rosters, please write CPP next to the name of the player using the pass.
- Players using a Player Pass may play a maximum of 2 games per weekend and 1.5 games per day

****NOTE:** The intent of this proposal is to enable and simplify the use of the Player Pass from Rec to Select, Select to RCL, or younger to older, within the Club and/or Association irrespective of dissimilar Club IDs.

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Revision Record

January 5, 2016

Revised extensively to bring in the USSF mandated playing rules.

Add build out line definition for U6 to U8 in MR-1.7.

November 2, 2013

For the 2014-2015 season U16 and above may have game rosters that match team rosters up to 22 players.

Revised the U10 Penalty kick to be competition dependent.

24 August 2013

Added section 8.7.1 presenting yellow and red cards to team staff. Referees will show the appropriate card to a team's adult staff.

May 4, 2013

Many changes to support what the leagues and members are doing to support today's players. U10 6v6 and U10 9v9 are accounted for. Changes field size recommendations and penalty kicks for U10 and U12. Roster and registration clarification for U16 and above to clarify a limit of 18 players on a game roster. Revised 50 percent playing rule to guidance in MR-4.1

