

# FULSHEAR YOUTH SOCCER GENERAL RULES OF PLAY

## ALL LEVELS AND AGES

### EXCEPTIONS AND ADDITIONS TO FIFA LAWS

Except as otherwise noted in these rules, FIFA Laws will govern the play of all games in Fulshear Youth Soccer competitions for youth play.

#### 1.0 AGE GROUPS

Age groups are determined by the age of the oldest rostered player's Calendar Birth Year as shown in Table 6.0 below.

Table 1

19 years of age and younger	11 years of age and younger
18 years of age and younger	10 years of age and younger
17 years of age and younger	9 years of age and younger
16 years of age and younger	8 years of age and younger
15 years of age and younger	7 years of age and younger
14 years of age and younger	6 years of age and younger
13 years of age and younger	5 years of age and younger
12 years of age and younger	4 years of age and younger

Note: In the rules, the format age followed by a "U" means that age and younger. Any coach or assistant coach who is responsible for knowingly playing an ineligible player will be subject to suspension from participation in any FYS program.

Age groups can be combined at the discretion of the association/club as needed (e.g., 11-12U) or include brackets to combine age groups.

#### 1.1 SPECIAL RULES OF PLAY – 4U through 19U Age Groups EXCEPTIONS AND ADDITIONS TO FIFA LAWS

##### 1.1.0 Age Group

(a) A player with their parent’s and coach’s permission, and in compliance with the local association playing rules, may play in an older age group.

(b) Except as provided herein, no player may play in a younger age group than the age group for which he/she is eligible. If a medical condition exists (substantiated in writing by a licensed physician with no family relationship to player) that will prohibit or severely hinder a player from playing in his/her own age group, the player may seek special approval to allow the player to play down in a younger age group. All requests must be submitted to and approved by FYS prior to the player’s first game.

(c) Age groups 12U and younger shall be required to play with a number of players fewer than that specified in the FIFA Laws of the Game.

**1.1.1 Number of Players**

*Table 1.1*

Age	Maximum # of Players on the field per team	Minimum # of players on the field per team to avoid forfeit
13U-19U	11	7
11U/12U	9	6
9U/10U	7	5
6U-8U	4	3
4U/5U	3	3

If not prohibited by the rules of by the competition, coaches can agree, prior to the game, to adjust the environment as needed so that a forfeit can be avoided, or a game can be played even if a forfeit does occur. Playing a game pursuant to such an agreement does not alter a forfeiture that otherwise would occur. This can be accomplished by borrowing eligible players from the other team and adjusting both teams to make the teams even.

**1.1.2 Playing Time & Substitution Requirements**

*Table 1.1.2(A)*

Division	Playing time requirement	Exceptions
4U to 8U	50%	Illness or Disciplinary reasons*
9U to 19U	N/A	N/A

\*In the event a player is present but will not be playing, the coach must inform the opposing coach and game officials as well as noting on the game card (if one is required) that the player will not be playing.

Substitution Rules:

Substitution rules shall follow IFAB Laws of the Game Law 3, Section 3.

**1.1.3 Field of Play and Exceptions and Additions to FIFA Laws 4U-19U**

FYS shall determine the location of the teams, players, coaches, fans and supporters in relation to the field and each other. Field dimensions, goal sizes, and all necessary field markings will follow USSF, USYS, and STYSA rules and recommended guidelines. Field of Play and Technical Areas are also subject to national, state, and local competition rules.

**Technical Areas.** If there is a Technical Area marked for each team, it will include, but not be limited to, that team’s “bench area.” Coaches, players, and eligible adults permitted to be present with the team must remain within the markings and within their half, except for substitution and warm-up. If both teams are assigned to one side of the field, only coaches, players, and eligible adults permitted to be present with the team may be within the Technical Area.

**Annual Field Inspection.** Prior to a season, the goals and field are to have been inspected prior to the beginning of the fall season and found to be in safe condition.

**13U-19U**

Table 1.1.3(A)

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 50 x (L) 100 yards	100 x 130 yards (W) 75 x (L) 112 yards (USSF suggested)
Goals	24 x 8 feet	
Center Circle	10 yards in radius	
Penalty Area	18 x 44 yards	
Goal Area	6 x 20 yards	
Penalty Spot	12 yards and perpendicular from the midpoint of the goal line	
Penalty Arc	10 yards radius from the penalty spot	
Duration of Match (Law 7 )	See Rule 6.1.5 Length of Games	
Ball Size (Law 2)	Size 5	
Number of Players (Law 3)	11 players (10 field players and 1 goalkeeper) Game may not start or continue if there are less than 7 players on the field for a team	
Heading	Permitted	
Offside	FIFA offside rule applies	

**11U-12U**

Table 1.1.3(B)

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 45 x (L) 70 yards	(W) 55 x (L) 80 yards
Goals	Maximum: 21 x 7 feet Recommended size 18.5 x 6.5 feet	
Center Circle	8 yards in radius	
Penalty Area	14 x 36 yards	
Goal Area	5 x 16 yards	
Penalty Spot	10 yards and perpendicular from the midpoint of the goal line	
Restarts	Conform to FIFA except for the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play. Substitutions are unlimited and can occur at any stoppage	
Penalty Arc	8 yards radius from the penalty spot	
Duration of Match (Law 7)	2 halves 30-minute halves 5 min halftime No added time	
Ball Size (Law 2)	Size 4	
Number of Players (Law 3)	9v9 (8 field players and 1 goalkeeper) Game may not start or continue if there are less than 6 players on a team	
Heading	Deliberate heading is not allowed. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If a 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.	
Offside	FIFA offside rule applies.	

### 9U-10U

Table 1.1.3(C)

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 35 x (L) 55 yards	(W) 45 x (L) 65 yards
Goals	Maximum: 18.5 x 6.5 feet 12 x 6.5 feet recommended	
Center Circle	8 yards in radius	
Penalty Area	12 x 24 yards	
Goal Area	4 x 8 yards	
Penalty Spot	10 yards and perpendicular from the midpoint of the goal line	
Restarts	If the goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.	

	<p>Substitutions are unlimited and can occur at any stoppage.</p> <p style="text-align: center;">Restarts with Build Out Line:</p> <p>When the goalkeeper has the ball in his/her hands during play or a goal kick is being taken, then:</p> <ol style="list-style-type: none"> <li>1. before the ball is passed, thrown, or rolled into play by the goalkeeper or a goal kick is being taken, players on the team in possession may stand anywhere on the field, including inside the penalty area;</li> <li>2. players on the defending team must move behind the Build Out Line and may not cross the Build Out Line until the ball is in play;</li> <li>3. the ball is in play as soon as the goalkeeper passes, throws or rolls the ball or any player takes a goal kick; and</li> <li>4. as soon as the ball is in play, other members of the team in possession may play it, even if it is inside the penalty area, and players on the defending team may then cross the Build Out Line.</li> </ol> <p>If the goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</p> <p>Ideally, the goalkeeper will wait to put the ball into play once all opponents are behind the Build Out Line. However, the goalkeeper can put the ball into play sooner but he/she must accept the positioning of the opponents and the consequences of how play resumes.</p>
Offside	<p>The FIFA Offside Rule applies.</p> <p>Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and the goal line.</p>
Duration of Match (Law 7)	<p>2 halves  25 minute halves  5 min halftime  No added time</p>
Ball Size (Law 2)	<p>Size 4</p>
Number of Players (Law 3)	<p>7v7 (6 field players and 1 goalkeeper)  Game may not start or continue if there are less than 5 players on a team</p>
Heading	<p>Heading is not allowed.</p>

	<p>If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</p> <p>If a 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.</p>

### 7U-8U

Table 1.1.3(D)

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 15 x (L) 25 yards	(W) 25 x (L) 35 yards
Goals	Maximum: 6 x 4 feet No corner flags needed on field	
Center Circle	none	
Penalty Area	none	
Goal Area	none	
Penalty Spot	none	
Penalty Arc	none	
Restarts	<p>Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play. Kick-ins and/or dribble-ins are also accepted if coaches agree prior to match.</p> <p>Substitutions are unlimited and can occur at any stoppage.</p> <p>Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on all restarts. No penalty kicks.</p> <p>If there is an infraction of the FIFA throw-in rules, the player throwing the ball in shall receive one additional throw-in after a correcting instruction from referee. If the player violates the FIFA rule on his/her second attempt, then the opposing team shall be awarded a throw-in.</p>	
Offside	No offsides	
Duration of Match (Law 7)	4 quarters 10 minute quarters 2 minute break between quarters No added time	
Ball Size (Law 2)	Size 3	
Number of Players (Law 3)	5v5 (5 field players, no goalkeepers)	

	Game may not start or continue if there are less than 4 players on a team
Heading	Heading is not allowed. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

#### 4U-6U

Table 1.1.3(E)

Markings on the field	Minimum Dimensions	Maximum Dimensions
Field Size	(W) 15 x (L) 25 yards	(W) 25 x (L) 35 yards
Goals	Maximum: 6 x 4 feet No corner flags needed on field	
Center Circle	none	
Penalty Area	none	
Goal Area	none	
Penalty Spot	none	
Penalty Arc	none	
Fouls	All fouls shall be penalized with indirect kicks	
Restarts	Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play. Kick-ins and/or dribble-ins are also acceptable if coaches agree prior to match. Substitutions are unlimited and can occur at any stoppage. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on all restarts. No penalty kicks. If there is an infraction of the FIFA throw-in rules, the player throwing the ball in shall receive one additional throw-in after a correcting instruction from referee. If the player violates the FIFA rule on his/her second attempt, then the opposing team shall be awarded a throw-in.	
Offside	No offsides	
Duration of Match (Law 7)	4 quarters 10 minute quarters 2 minute break between quarters No added time *Games can be less than 10 minutes when managed by coaches.	
Ball Size (Law 2)	Size 3	
Number of Players (Law 3)	4v4 (3 field players, no goalkeepers) Game may not start or continue if there are less than 4 players on a team	
Heading	Heading is not allowed.	

	If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
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Table 1.1.4

Length of Games	
Age	Time
19U	Two Forty Five (45) minute halves/15 min half
17U-18U	Two Forty Five (45) minute halves/15 min half
15U-16U	Two Forty (40) minute halves/15 min half
13U-14U	Two Thirty Five (35) minute halves/15 min half

For length of games for 4U-12U playing formats refer to the respective age group tables in section 1.1.3

If deemed necessary, competition officials, coaches and/or referees may adjust the length of games due to weather conditions (i.e. water breaks) or may adjust based on the nature of the competition.

### 1.1.5 Player Equipment

- (a) All players will wear shin guards which are commercially produced and specifically designed to provide protection to the shins.
- (b) No player will be allowed to play with a hard cast (padded or otherwise)
- (c) No player will be allowed to play with any brace (knee or otherwise) that contains exposed metal or hard plastics, unless it is wrapped with a minimum of ½ inch high-density foam wrapping or the manufacturer’s recommended protective coating.
- (d) Bandannas of any style may not be worn during any game. Players may not wear a bandanna either on their heads, legs, or arms. Exceptions may be made at the local level for medical reasons. FIFA and FYS allow religious head coverings for girls but cloth must be tight fitting and tucked under uniform for safety.
- (e) The Players’ Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

### 1.1.6 Referees

The referee’s judgment decisions shall be final in all matters concerning the rules governing the playing of the game, the playability of the field and the appropriateness of the uniforms. At the completion of the match, the referee shall have each coach sign the game report and submit the game report to the divisional or league commissioner.



A game card will be completed by the referee for all play within FYS. This card will, at a minimum, contain the following:

- (a) age group, division, game location, date, game time
- (b) Team names and final score
- (c) Cautions (yellow cards) or ejections (red cards) issued, by team with player / name
- (d) Any protest noted and brief basis for those protests

Game cards are retained by the league until the season ending tournament concludes.

Disputes must be noted in the referee's game report and a complete description of the incident shall be submitted to the appropriate divisional commissioner.

### **1.1.7 Fouls and Misconduct**

The FIFA Law with respect to the charging of the goalkeeper shall not apply in youth play. There shall be no charging of the goalkeeper, fairly or unfairly. Any such act will be considered as "dangerous play" at the least and punished accordingly.

Coaches, volunteers, and/or spectators who receive a red card from an official or league representative are automatically suspended from Fulshear Youth Soccer activities until reinstatement. Reinstatement *may* occur at the discretion of the Divisional Commissioner AND the League Commissioner.

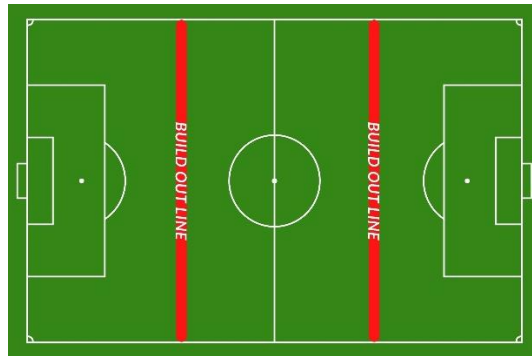
### **1.1.7 Score Differential (Mercy Rule)**

If the score differential reaches 5 goals, the winning team must remove one player from the field of play until the differential decreases to 4 goals. Every additional differential increase will result in another player being removed. (e.g. 5v5 becomes 4v5 at the score of 5-0, and becomes 3v5 at the score of 6-0, 2v5 at the score of 7-0). The minimum number of field players cannot be less than two, regarding the mercy Rule.

## **2.0 Build Out Line**

Divisions 9U or 10U which play 7v7, require a Build Out Line marked on the field.

Diagram 1



When the goalkeeper has the ball in their hands during play or when a goal kick is being taken, then:

1. Before the ball is passed, thrown, or rolled into play by the goalkeeper or a goal kick is being taken, players on the team in possession may stand anywhere on the field, including inside the penalty area.
2. Players on the defending team must move behind the Build Out Line and may not cross the Build Out Line until the ball is in play.
3. The ball is in play as soon as the goalkeeper passes, throws, or rolls the ball or any player takes a goal kick.
4. As soon as the ball is in play, other members of the team in possession may play it, even if it is inside the penalty area, and players on the defending team may then cross the Build Out Line.
5. Ideally, the goalkeeper will wait to put the ball into play once all opponents are behind the Build Out Line. However, the goalkeeper can put the ball into play sooner but must accept the positioning of the opponents and the consequences of how play resumes.

If the goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.