

# RULES of COMPETITION (R)

*Supersedes Operating Document posted 2 May 2014. Effective beginning with the 2014 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	20	30
Under 7	20-25	30-35
Under 8	20-25	35-40
Under 9	25-30	35-45
Under 10 6v6	30-45	35-65
Under 10 9v9	30-55	50-85
Under 11	35-55	50-85

#### **MR-1.3 Center Circle**

<u>Age Group</u>	<u>Radius (yard)</u>
Under 6	3
Under 7	3
Under 8	5
Under 9	8
Under 10 6v6	8
Under 10 9v9	10
Under 11	10

#### **MR-1.4 Penalty Mark**

<u>Age Group</u>	<u>Penalty Kicks</u>	<u>Location</u>
Under 6	No	Not applicable
Under 7	No	Not applicable
Under 8	No	Not applicable
Under 9	No	Not applicable
Under 10	Competition Dependent	10 Yards
Under 11	Yes	10 Yards



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Under 12-19

Yes

Laws of the Game

## **MR-1.5 Goal Posts**

<u>Age Group</u>	<u>Minimum</u>	<u>Maximum</u>
Under 6	Cones	6 x 6
Under 7	Cones	6 x 6
Under 8	6 x 6	6 x 12
Under 9	6 x 8	6 x 18
Under 10	6 x 12	6 x 18
Under 11	6 x 18	8 x 24

Under 12 -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.



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## ***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	Two 16 min halves	#3
Under 7	Two 20 min. halves	#3
Under 8	Two 25 min. halves	#3
Under 9	Two 25 min. halves	#4
Under 10	Two 25 min. halves	#4
Under 11	Two 30 min. halves	#4
Under 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.

### ***MR-2.2 Overtime periods***

Under 5-9: None

Under 10 6v6 and 9v9 No overtime for league, club or association tournaments.  
State Cup tournaments may have overtime rules.

Under 11 through U19 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 on Game sheet</u>	<u>Suggested</u>
Under 6	3 (no goalkeepers)	3	6	6	6
Under 7	3 (no goalkeepers)	3	6	6	6
Under 8	4	4	8	8	8
Under 9	5	5	9	9	9
Under 10	6	6	10	10	10
<del>*Under 10</del>	<del>9</del>	<del>9</del>	<del>14</del>	<del>14</del>	<del>12</del>
Under 11	9	9	14	14	14
Under 12	11	11	18	18	16
Under 13	11	11	18	18	16
Under 14	11	11	18	18	16
Under 15	11	11	18	18	18
Under 16	11	11	22	22	18
Under 17	11	11	22	22	18
Under 18	11	11	22	22	18
Under 19	11	11	22	22	18

\* Recognized Regional Clubs may form 9v9 teams in accordance with Regional Club Subcommittee guidelines.

**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 U16 through U19 is (22) registered players.

**MR-3.2.1** Maximum game roster size may match the number of maximum players in paragraph 3.1 and is defined by the league..

**MR-3.2.1** Maximum team roster size may be higher for specific age groups competing in Washington Youth Soccer State Cup Tournaments.

**MR-3.2.2** 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; and
- Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat; and
- 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-7

**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*** Through Under-9

***MR-7.1.1*** The offside rule does not apply. However, players cherry picking or standing in front of the opponents goal will be called offside.

## ***MODIFICATION #8 - FOULS AND MISCONDUCT***

### ***MR-8.1*** Direct Kicks

#### ***MR-8.1.1*** Through Under-9

***MR-8.1.1.1*** No direct kicks shall be awarded

### ***MR-8.2*** Free Kicks

***MR-8.2.1*** For all free kicks, the required distance for a defending player will equal that of the age-appropriate center circle (diameter).

### ***MR-8.3*** Penalty Kicks

#### ***MR-8.3.1*** Through Under-9

***MR-8.3.1.1*** No penalty kicks will be awarded.

#### ***MR-8.3.2*** Under 10-Under 11

***MR-8.3.2.1*** Penalty kicks for under 10 are optional and up to individual leagues to determine use.

***MR-8.3.2.2*** Penalty kicks will be taken ten (10) yards from the goal.

### ***MR-8.4*** Slide Tackling

#### ***MR-8.4.1*** Through Under-10

***MR-8.4.1.1*** Slide tackling is not allowed and will be considered dangerous play.

### ***MR-8.5*** Throw-ins



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## **MR-8.5.1** Through Under-9

**MR-8.5.1.1** In the event of any throw-in infraction the throw-in shall be retaken. Instruction shall be given by the referee.

## **MR-8.6** Goal Kicks

### **MR-8.6.1** Through Under-8

**MR-8.6.1.1** A goal shall not be scored directly from a goal kick.

## **MR-8.7** Presentation of Yellow and Red Cards

**MR-8.7.1** 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.

## **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-9.1.1** Recognized Regional Clubs may form under 8 through under 10 teams using a development selection model supporting the academy and pool play.

## **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.



# RULES of COMPETITION (R)

## ***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

June 7, 2014

Added modification 12 the association player pass rule.

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

