

, FIFA Laws will govern the play of all games in STYSA

Except as otherwise noted in these rules

## Rules for BYSC u7/u8 General Rules Of Play

### Playing Time Rules for Recreational & Elite teams

Every player on the team, that is present at the game, **MUST** play at least **50% of the game**. If a player is present at the game but will not play due to injury or disciplinary reasons it is the coaches responsibility to notify the referee, opposing team coach and players parent (as applicable) prior to the start of the game that the player will not play and the reason why.

### Technical Areas

Both team's technical area are assigned to one side of the field, with each team being given one half of that side of the field. The team's spectators are assigned to the opposite side of the field directly across from their child's team's technical area. A team's technical area 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 team's technical area, except for substitution and warm-up.

### 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

Marked on field

### Penalty Area

None

### Foal Area

None

### Penalty Spot

None

### **Penalty Arc**

None

### **Restarts/Fouls**

All free kicks will be indirect restarts. 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.

#### *Restarts with Build Out Line(the mid-line):*

When the goalkeeper has the ball in his/her hands during play or a goal kick is being taken, then:

1. Before the ball is put 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 beyond the half-way line and may not cross the half-way 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 or the goalkeeper intentionally drops the ball, the ball is in play;
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 half-way line, then the game is live.

If the ball is put into play by the goalkeeper before the defending team has fully retreated behind the half-way line, the game is live.

### **Substitutions**

Substitutions are unlimited and can occur at any stoppage with referee's permission.

### **Offsides**

No offsides

### **Duration of Match (Law 7 )**

4 quarters 10 minute quarters 5 minute break between quarters no added time

### **Ball Size**

Size 3

### **Number of Players**

5v5 (4 field players and a goalie)

### **Heading**

Heading is **not allowed** in 4v4/5v5 games. 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.

### **Goalies**

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, in STYSA sanctioned competition. Any such act will be considered as **“dangerous play”** at the least and punished accordingly.