



GCFYSL RULES OF PLAY

Modified Playing Rules for 9U through 12U

Part I - The Field (Recommended Sizes)

1. Dimensions:
 - A. 9U & 10U: 55 — 65 yards long x 35 — 45 yards wide
 - B. 11U & 12U: 70— 80 yards long x 45 — 55 yards wide
2. Markings: Lines not more than five (5) inches wide.
3. Halfway Line marked across field. Unless field is used for build-out line games then a midfield line is not needed.
4. Center Circle with a:
 - A. 9U & 10U: Eight (8) yard radius.
 - B. 11U & 12U: Eight (8) yard radius. Where a build-out line is used, a center circle is not necessary.
5. Corner arcs of two-foot radius.
6. Goal Area:
 - A. 9U & 10U: Eight (8) yards x four (4) yards.
 - B. 11U & 12U: Twelve (12) yards x five (5) yards.
7. Penalty Area:
 - A. 9U & 10U: Twenty four (24) yards x twelve (12) yards.
 - B. 11U & 12U: Thirty six (36) yards x fourteen (14) yards.
8. Penalty Mark:
 - A. 9U & 10U: Ten (10) yards from the Goal Line.
 - B. 11U & 12U: Ten (10) yards from the Goal Line.
9. Build Out Lines:
 - A. Applies to 9U & 10U only.
 - B. Build Out Lines should be equidistant between the Penalty Area Line and the Halfway Line.
 - C. This line will be physically painted on the field in either an alternate color or dashed lines so that it is unique from other field markings, specifically the halfway line.
 - D. **Offsides is the buildout line.** In the case where the field has a midfield line, the buildout line is still to be used for the purpose of offsides.

10. Goals:

- A. 9U & 10U: Maximum Size 6.5 feet high by 18.5 feet wide (6 1/2 ft. x 18 h ft.) B. 11U & 12U: Maximum Size 7 feet high by 21 feet wide (7 ft. x 21 ft.)

Part II- The Ball

1. 9U through 12U: Size 4

Part III - Players

1. 9U & 10U: Maximum of 7 (seven) players on the field at any one time, one of whom MUST be a goalkeeper. Maximum number on roster may not exceed 45. The maximum number of players that can play on gameday The game may not start or continue if there are less than 5 players for a team.
2. 11U & 12U: Maximum of 9 (nine) players on the field at any one time, one of whom MUST be a goalkeeper. Maximum number on roster may not exceed 45 (forty five) with 16 (sixteen) allowed to dress for each game. The game may not start or continue if there are less than 6 players for a team. **All roster limits are to follow FYSA guidelines.**
3. Playing Up is subject to FYSA Rule 211.3:
It is FYSA's policy that all players compete at a level they are capable of both physically and developmentally. In order for a player to move up more than one birth year w12 16.ill require approval from the affiliate's director of coaching or agent of record and FYSA Director of Coaching.

Failure to obtain proper permissions may result in the player being removed from the team's roster and sanctions against the team/club.
4. **Club Pass** players are allowed to play provided they are on the official FYSA roster that was given to the referee at the beginning of the match.

Part IV — Game Play

1. Substitution:
There will be unlimited substitutions at any stoppage of play. All substitutions are at the Referee's discretion. All substitutes must be at the halfway line before the stoppage of play. Substitutions from the bench are prohibited except when substituting for an injured player.
2. Playing time:

GCF mandates that each player shall play a minimum of 50% of total playing time, as long as the player attends 75% of practices during the season. It is the responsibility of the coach to be aware of and manage this balance.

3. Scores And Game Score Procedure:

Following USSF recommendations, GCF will no longer publicly post match results online for any 7v7 divisions. Please keep in mind that player development is the main focus at this age. While score is kept at the field, wins and losses are ultimately irrelevant to this development. All 7v7 results are required be reported to verify that matches have been played as scheduled and to aid the GCF Competition Committee in managing competitive balance.

- A. All 7v7 matches will be play a full 50 minutes (2 x 25 minute halves) —there is no Mercy Rule for 7v7 matches regardless of goal differential.
- B. At any time a 6 (six) goal differential is reached, the leading team must reduce the players on the field to 6 (six). The leading team must continue to play short until the goal differential reduces to a 4 (four) goal differential at which time the match returns to 7v7.
- C. If the final match goal differential is 8 (eight) or greater, a Supplemental Game Report must be filed with GCF and both clubs. This is to assure that the “play down” procedure was executed properly.
- D. If the same team is reported with an 8 (eight) or greater goal differential more than once, the coaching staff is subject to GCF disciplinary action.

4. 11U — 12U Mercy Rule: The Mercy Rule becomes effective when there is an 8 goal differential and the Referee will end the match, at: A. The end of the first half, or B. Any time during the second half.

5. Build Out Line Rule (9U & IOU): As established in the USSF Player Development Initiatives, Build Out Lines are mandatory for 7v7 play. The build out line is used to promote playing out of the back in an unpressured setting.

- A. The Build Out Line Rule becomes effective when the goalkeeper gains possession of the ball.
- B. This Rule is governed by the principal of "fair play."
- C. Like a Free Kick, the goalkeeper has the option of waiting for the opponents to be outside the Build Out Line, or take a quick re-start. There is no consequence to any player if the ball is lost after a quick re-start is played.
- D. Punts and drop kicks by the goalkeeper are prohibited. If the keeper punts or drop kicks the ball, the Referee will stop play, place the ball at the spot from where the keeper kicked the ball, and play is restarted by the keeper kicking the ball to a teammate. The opponents must be outside the Build Out Line and the teammate must be inside the Build Out Line.
- E. Goalkeepers may throw the ball, place the ball on the ground and kick the ball, or place the ball on the ground and dribble the ball. When placed on the ground for a kick, the ball cannot be moving.
- F. The first kicked pass must be to a teammate inside the Build Out Line. The keeper may release the ball by throwing beyond the Build Out Line.

G. Opponents must stay outside the build out line until the second touch on the ball. A keeper dribbling the ball will be considered a second touch. H. Goal Kicks are subject to the Build Out Line rule.

I. Free Kicks inside the Build Out Line but outside the Penalty Area are NOT subject to the Build Out Line rule.

6. No Headers (9U to 12U):

A. USSF mandates that players 10 years old and younger may not head the ball, therefore there shall be NO headers allowed in any game for teams 12U and younger. Unless the age group has been designated as a heading division at the start of the season.

B. USSF mandates that players 10 year of age and younger may not head the ball during training sessions. Players that are 11 and 12 are allowed to have limited headers during training.

C. Determination on whether a header was deliberate will be at the Referee's sole discretion.

D. When a player deliberately heads the ball, an indirect free kick will be awarded to the opposing team at the spot of the offense.

E. If a deliberate header occurs inside the Penalty Area, an indirect free kick will be taken on the Penalty Area Line parallel to the goal line at the point nearest to where the offence occurred. F. If a player does NOT deliberately head the ball, then play should continue.

7. Goalkeeper Punts (11U & 12U): The goalkeeper may punt the ball from his/her own area into the opposition's side of the field, but NOT directly into the opposition's penalty area. If this happens then it will be restarted as an indirect free kick, with the ball placed on the halfway line at the point which the ball crossed the line. If the punt touches the ground or a player before entering the opposition's penalty area, play shall continue.

8. 11U & 12U – A goal can be scored directly from a kick-off. As per the FIFA Laws of the Game.

Part V - Players Equipment

1. Footwear to be soft-cleated soccer shoes. No metal cleats.
2. Shin guards are mandatory and must be age appropriate.
3. Hard casts must be padded to the referees' discretion. A letter from a doctor giving permission to play must also be given to the referee prior to the game.

Part VI - Referee

1. Referee and Assistant Referees shall be registered through FYSA. Club Linesmen may be permitted at the discretion of the Referee.
2. All rule infractions shall be briefly explained to the offending player.
3. Each team shall give the Referee two FYSA rosters and the player/coach's passes. The Referee will provide the second FYSA roster to the opposite coach.
4. Any player or coach that does not have a current laminated pass and/or is not printed on the official FYSA roster presented at check-in, may not play or participate in any FYSA sanctioned game. Player's

or coach's names may NOT be written onto the roster. Any Referee that allows an unregistered player to participate is subject to suspension and potential liability. NO PASS — NO PLAY.

5. The Referees are to perform a proper check-in to see that all players are properly equipped and that all players are on the FYSA roster, and have a legal player pass. All passes will be held by the Referee and given back at the end of the game, except in the instances of Referee Abuse and Referee Assault. Those passes must be sent to the GCF 2nd VP.
6. All passes must be laminated with a current picture and signed by the Club's Registrar.
7. The Referee shall submit to the home club a completed FYSA Game Report and both teams' FYSA Rosters.
8. The home club is responsible for retain all game reports for two calendar years. These reports must be immediately furnished at the request of GCF or FYSA.
9. Referee pay will be as followed:

AGE	REFEREE	ASST REF	TOTAL
91J/10U	\$40	If no ARS	\$40
91J/10U	\$30	\$15	\$60
111J/12U	\$40	\$20	\$80

Part VII - Duration Of Game

1. 9U & 10U: 2— 25 minute halves, plus a 10 minute halftime.
2. 11U & 12U: 2— 30 minute halves, plus a 10 minute halftime.
3. There will be a 1 minute re-hydration break halfway through each half of all age bracketed games. The clock will not stop during this break.

Part VIII — Free Kicks

1. All defenders must be eight (8) yards away from kick.
2. For 9U & 10U, when a free kick is taken by the goalkeeper because of a Build Out Line infraction, all opponents must be outside the Build Out Line.
3. For 9U & 10U, when a free kick is taken by any player in his own Penalty Area, the opponents must stay outside the Build Out Line.

Part — Penalty Kick

1. 9U & 10U — Kick from the spot is taken ten (10) yards from goal.
2. 11U through 12U— Kick from the spot is taken ten (10) yards from goal.

Part XVI - Goal Kick

For 9U & 10U, Goal Kicks may be taken from anywhere inside the Penalty Area. The second person playing the ball must be outside the Penalty Area and inside the Build Out Line. The opponents must be outside the Build Out Line.

Part XVII — Unruly Spectators

FYSA requires that Coaches are responsible for the behavior of their team's spectators.

1. Referees MUST NOT engage unruly parents. The Referee MUST go to coach, NOT the spectator.
2. When a game is stopped by the Referee because of a unruly spectator:
 - A. The Referee may ask the coach to issue a warning to the unruly spectator.
 - B. If the Referee asks the coach to remove the unruly spectator:
 - a. Coach asks the unruly spectator to leave and the unruly spectator complies, then game continues and no discipline to coach.
 - b. Coach asks the unruly spectator to leave and the unruly spectator refuses, the game is a forfeit and no discipline to coach.
 - c. Coach refuses to ask unruly spectator to leave, in violation of FYSA Policy, the game is forfeited and GCF will suspended the coach for 2 games and fine the coach \$200, for the first violation. For each violation thereafter, the suspension and fine are doubled.
3. Referee MUST go to coach first, not the unruly spectator. If the Referee goes to unruly spectator then there will be no discipline to coach, and the Referee may be subject to an FSR discipline.
4. Following the match, the Referee MUST file a Supplement Game Report with the details of the unruly spectator's and coach's actions. The report will be provided the home club's Referee Assignor, both Clubs involved in the match, and the GCF Vice President for Discipline, and the FYSA Regional Vice President. Upon review, further action may be taken by the Club, GCF and/or FYSA.
5. **Parents are not allowed to go to the players side of the field before, during, or after the game for any reason.** The players side of the field is for coaches, referee's and players who have passes. If a parent wishes to give water, or other items, to anyone on that side of the field it has to be done through someone who has a FYSA player/coach pass. If a tent is to used, parents can take it to the side of the field and coaches or players can take it from there to the bench area. Any parents in violation of this will be asked to leave the complex.

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