

Kent Covington Youth Soccer
RULES of COMPETITION – U5 through U10

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

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 (yards)</u>
U5 – U7	20	30
U8	25	40
U9 – U10	40	60

MR-1.3 Center Circle

<u>Age Group</u>	<u>Radius (yard)</u>
U5 - U8	3*
U9 - U10	5

*no actual circle, ref/coach enforces space

MR-1.4 Penalty Shot

<u>Age Group</u>	<u>Penalty Kicks?</u>	<u>Location</u>
U5 – U8	No	Not applicable
U9 – U10	Yes	7 yards

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

KCYS will be using the mid line as the build out line for simplicity. Other associations may have additional lines on either side of the mid-line for the build out line.

MR-1.5 Build Out lines

No punting the soccer ball by goalies from U5 to U10

For any infraction the referee should let the goalie have the ball back and put the ball in properly.



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MR-1.6 Goal Posts

<u>Age Group</u>	<u>Goal Size</u>
U5 – U7	6 foot Pugg Goal
U8	6 x 8
U9 – U10	6 x 12

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>
U5	Two 10 min. halves	#3
U6 – U7	Two 15 min. halves	#3
U8	Two 25 min. halves	#3
U9 – U10	Two 25 min. halves	#4

Note: There shall be a 5 minute break between halves for U5 – U8. 5- 10 break between halves for U9 – U10.

MR-2.2 Overtime periods

None

MODIFICATION #3 - NUMBER OF PLAYERS

MR-3.1 Roster Size

<u>Age Group</u>	<u>Players on the Field</u>	<u>Target Roster Size</u>
5 – U7	3	6
U8	4	8
U9 - U10	7	12

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



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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: *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 #7 - OFFSIDE RULE

MR-7.1 U5 - U8: The offside rule does not apply. However, players cherry picking or standing in front of the opponent's goal will be called offside starting at U8.

U9 and Above: The offside rule will be enforced.



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MODIFICATION #8 - FOULS AND MISCONDUCT

MR-8.1 Direct Kicks

MR-8.1.1 U5 - U8: No direct kicks shall be awarded

MR-8.1.2 U9 – U10: 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 U5 - U8: No penalty kicks will be awarded.

MR-8.3.2 U10: Penalty kicks will be awarded.

MR-8.4 Slide Tackling:

MR-8.4.1 U5 – U10: Slide tackling is not allowed and will be considered dangerous play.

MR-8.5 Throw-ins

MR-8.5.1 U5 - U8: In the event of any throw-in infraction the throw-in shall be retaken. Instruction shall be given by the referee.

MR-8.5.2 U9 – U10: In the event of any throw-in infraction the throw-in shall be given to the other team. Instruction shall be given by the referee.

MR-8.6 Presentation of Yellow and Red Cards

MR-8.6.2 U5 – U10 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 U5 - U10: A selection process will not be used for teams rostered for league play.

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 U5 - U10: There will be no published team standings and game scores will not be recorded.

