



NEVADA YOUTH SOCCER ASSOCIATION

# NEVADA STATE LEAGUE

## RULES & REGULATIONS

2026/2027 SEASONAL YEAR

Official League Rules Manual

[nevadayouthsoccer.org](http://nevadayouthsoccer.org)



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## **2026/2027 EDITION**

Seasonal-year references and presentation have been updated for 2026/2027. The underlying rule language from the supplied manual has otherwise been retained.



## 1. Rules and Regulations

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1.1 The Nevada Youth Soccer Association (NYSA), Nevada State League (NSL) shall be governed by these rules.

## 2. Mission

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The Nevada State League (NSL) is dedicated to delivering organized, structured, fair, and competitive games that foster skill development, promote fair play, and encourage healthy competition. Participation in the NSL is required for entry into the State Cup. The State Cup champions qualify to advance to the US Youth Soccer National Championship Series (NCS) or the Presidents Cup. Only teams competing in the NSL are eligible for these events. (Note: The State Cup is governed by its own set of rules and policies.)

## 3. Administration

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**3.1 The Nevada State League Competitions Committee shall be under the direction of the NYSA Program Manager, who shall appoint a designee as the Nevada State League Competitions Committee Chairperson.**

**3.2 The Competitions Committee shall be appointed by the Competitions Committee Chairperson and confirmed by the NYSA Board of Directors**

**3.3 The Competition Chairperson shall appoint a maximum of five (5), but no less than three (3) representatives to the Nevada State League Competitions Committee. Committee members shall represent the diversity of the participants of the league. Members are appointed each seasonal year.**

**3.4 The NYSA Nevada State League Competitions Committee shall have the authority to rule on any matter pertaining to this competition and rules.**

## 4. Team Eligibility

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### 4.1 Team Eligibility for NYSA Nevada State League

To participate in the NYSA Nevada State League, a team must meet the following requirements:

- a. Proper Registration – All players, coaches, and administrators must be properly registered and rostered in accordance with USYS and NYSA Rule 5:03:02. No player residing outside NYSA territory may be added without prior written approval from the NYSA President and the player's home State or National Association.
- b. Coaching Requirements – Beginning with the 2026/2027 season, each team must have at least one actively engaged coach holding a USSF D License or higher present at all games and listed on the NSL roster. One individual may fulfill this requirement for no more than three (3) NSL-registered teams. (State Cup USSF D License requirements remain in effect for the 2026/2027 season.)
- c. Good Standing – The team and all affiliated members must be in good financial and disciplinary standing with NYSA and comply with all USYS and NYSA rules.
- d. Name Restrictions – The Competitions Committee may deny an application if the team or club name is too similar to that of an already accepted team or club.
- e. Roster Freeze Compliance – No player rostered to another team during the NYSA Roster Freeze Period may be added unless a written request explaining the reason is submitted and approved by the NSL Competitions Committee using the official NYSA Waiver Form in GotSport.
- f. Definition of Rostering – "Rostering" means assigning a registered player to a team.
- g. Every team shall have a maximum Team roster and Game roster (Per NYSA Rules ) as follows:



| Age Group | Team Roster Max | Game Roster Max | Game Roster Min |
|-----------|-----------------|-----------------|-----------------|
| U9 - U10  | 12              | 12              | 5               |
| U11 - U12 | 16              | 16              | 6               |
| U13 - U19 | 22              | 18              | 7               |

- h. Game Roster Submission** Teams must provide a printed game roster to the referee crew at least fifteen (15) minutes before each scheduled NSL game. Every player listed must present a current, matching NYSA player card to be eligible to participate. No exceptions.
- j. Age Group & Registration Deadlines** Teams must register in the same age group in which they were originally registered for the current seasonal year. All NSL entries must be submitted and paid in full by the published deadlines. Late acceptance is at the sole discretion of the NSL Competitions Committee.
- k. Game Location Assignments** Once the final schedule is published, teams agree to play at their assigned locations without protest or complaint.
- l. Agreement to Requirements** Submitting the NSL Team Registration Application signifies the team and its representatives agree to comply with all requirements. Electronic submissions carry the same binding effect as signed paper entries once posted to the NSL system.
- m. Roster Changes** All roster changes—including adds, transfers, or electronically posted updates in GotSport—must be completed before the official Competitive League Roster Freeze date.
- n. Right to Refuse Entry** The NSL reserves the right to deny participation to any team, club, coach, or team administrator who is suspended, lacks risk management approval, or has a documented history of disciplinary sanctions.



## 5. Player Eligibility

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**5.1 Proper Registration** All players must be properly registered to their team to participate in the NSL. Guest or loan players are not permitted and will be considered ineligible.

**5.2 One Team Rule** A player may compete for only one team in the NSL during a seasonal year, except when utilizing a Club Pass

**5.3 Age Group Limits** A player may “play up” a maximum of two (2) age groups. Any greater age gap requires prior approval from the Competitions Committee. Players are not permitted to “play down” to a younger age group than the one for which they are eligible.

**5.4 Suspended Players** A player suspended from any affiliated or sanctioned league, tournament, or match may only return to play after fully serving their suspension.

**5.5 Served Games Forfeited** or canceled games do not count toward serving a suspension. Only officially played games will be counted.

**5.6 Official Rosters Only** Handwritten player names on a game roster are not permitted and are not considered eligible to play. Player cards alone will not be accepted in place of the official roster.

**5.7 Invalid Rosters** Any game played with handwritten player names will not be considered an official match, will be recorded as a forfeit, and may be subject to disciplinary review.

**5.8 Player Pass Responsibility** Rostered team officials are responsible for safeguarding player passes and maintaining the official game roster. Lost or missing passes will not be accepted as an excuse on game day. Replacement passes may be obtained from the NYSA office during business hours for a fee of \$10 per pass.

## 6. Form of Competition

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**6.1 Age Groups Offered** NSL competition will offer the following boys’ and girls’ age groups: U9, U10, U11, U12, U13, U14, U15, U16, U17, U18, and U19.

**6.2 High School Season Consideration** U15–U19 divisions will begin after the conclusion of the high school season.

### 6.3 Competition Tiers

- Tier 1 – Advanced level; typically equivalent to “Gold” division and above in outside competitions or tournaments.
- Tier 2 – Moderate level; typically equivalent to “Silver” division and above in outside competitions or tournaments.



**6.4 Adjustments to Age Groups or Tiers** The Competitions Committee may consolidate or eliminate age groups and/or tiers if registration numbers are insufficient. They may also adjust bracket sizes, league formats, or create additional tiers based on demand. Teams may be moved up or down in tier placement based on historical results to ensure fair and balanced competition.

**6.5 Minimum Age Requirement** Teams in the 8U age group or younger will not be accepted into the NSL.

**6.6 League Format** The NSL competition will be played in a complete round-robin league format. Playoff teams will be seeded based on final bracket standings. The playoff structure (top three or top four) will be determined by the NSL Competitions Committee.

**6.7 Regular Season Games** Regular-season round-robin matches may end in a tie.

**6.8 Playoff Semifinals** All semifinal games ending in a tie at the end of regulation time will proceed directly to penalty kicks.

### **6.9 Championship Games**

1. U9–U10 – If tied at the end of regulation, the match will go directly to kicks from the mark (penalty kicks).
2. U11–U14 – If tied at the end of regulation, two (2) 10-minute overtime halves will be played. If still tied, the match will go to kicks from the mark.
3. U15–U19 – If tied at the end of regulation, two (2) 15-minute overtime halves will be played. If still tied, the match will go to kicks from the mark.
4. Unplayed or Incomplete Finals – If a championship game cannot be played or completed due to unforeseen circumstances (e.g., unsafe weather conditions, acts of God), it will be rescheduled for a later date.

### **6.10 Points System In regular league play:**

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

**6.11 Tiebreakers** If more than two (2) teams are tied in standings at the end of round-robin play (regular season or playoffs), the following tiebreakers will be applied in order:

1. Head-to-head results
2. Goal differential (maximum of four (4) goals per game)
3. Most wins
4. Fewest goals against
5. Most goals for
6. Most shutouts
7. FIFA Penalty Kicks



**6.12 Teams shall be notified of the final league schedule at least one week before their first game.**

## 7. Precedence of Games

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**7.1 NSL scheduled games shall take precedence over all other NYSA-sanctioned tournaments or competitions.**

## 8. Playing Rules

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**8.1 NYSA/USYS/USSF Rules apply except as modified below:**

### 8.2 Game Length

| Age Group | Game Length    | Format | Heading | Referees | Slide Tackle |
|-----------|----------------|--------|---------|----------|--------------|
| U9 - U10  | 2x25min Halves | 7v7    | No      | 2        | No           |
| U11 - U12 | 2x30min Halves | 9v9    | Yes     | 3        | Yes          |
| U13 - U14 | 2x35min Halves | 11v11  | Yes     | 3        | Yes          |
| U15 - U16 | 2x40min Halves | 11v11  | Yes     | 3        | Yes          |
| U17 - U19 | 2x45min Halves | 11v11  | Yes     | 3        | Yes          |

### 8.2 Combined Age Groups

1. In regular-season play, teams competing in a combined age bracket will follow the game length of the older age group.
2. Teams in a combined age group may register or club pass players who are age-eligible for the team, not necessarily for the bracket.

### 8.3 Referee Fees & Assignments

- U11–U19 – Three-referee system will be used.
  - U9–U10 – Two-referee system will be used.
1. Referee fees are included in team registration and are based on the total number of scheduled games.
  2. Per-game referee rates will be published at least two (2) weeks before the start of the season.
  3. If a full three-referee crew is unavailable, the match may be played with a two-referee crew.
  4. If a team plays up in age or in an older combined bracket, the referee fee rate of the older age group will apply.
  5. Any situations not addressed in these rules will be reviewed by the NSL Competitions Committee.

### 8.4 Substitutions

1. Unlimited substitutions are permitted at the discretion of the referee.

### 8.5 Ball Size

1. U9–U12 age groups will use a size 4 soccer ball.
2. U13 and older age groups will use a size 5 soccer ball.
3. Home teams need to provide 3 balls.



## 8.6 Uniforms

1. Team and administrator uniforms may display sponsor logos; however, any logos or trademarks promoting tobacco, hard liquor, adult content, or any material deemed offensive are prohibited. Teams unsure of compliance may submit uniforms to the Competitions Committee Chair for review before the season begins. Failure to comply may result in fines and/or forfeiture of games.
2. Authentic or replica professional (domestic or international) soccer team uniforms displaying team sponsors' logos are permitted.

## 8.7 Equipment

1. Unsafe knee braces, hard casts, and metal cleats are prohibited. Shin guards must be made of a suitable material and be of an appropriate size to provide reasonable protection and must be covered by the socks. Players are responsible for the size and suitability of their shin guards. The referee is responsible for enforcing equipment rules and has final authority on all on-field decisions.

## 8.8 Team Responsibilities

1. Both home and visiting teams are responsible for cleaning their half of the field after each game. Failure to do so will result in a minimum fine of \$150 per offense. Repeat violations will be referred to the NSL Competitions Committee for additional sanctions.
2. If a team arrives to find its sideline area uncleaned, they must document and report it to the Committee. Failure to report may result in a fine being applied to the reporting team.
3. In the event of a jersey color conflict, the home team must change to an alternate color as directed by the referee.
4. Sideline assignments: South and West = Visiting team; North and East = Home team. 8.8.5 Sideline Positioning NSL teams will occupy the sideline to the left of their team bench.

## 8.9 Coaching from the Sidelines

1. All divisions must coach from within their designated technical area only. Spectators are prohibited from giving coaching instructions during the game—coaching is limited to rostered team officials.
2. Team administrators, players, and spectators must remain at least five (5) feet from the sideline to prevent interference with the assistant referee.

## 8.10 NYSA Player/Coach/Administrator Cards

1. All Player and Administrator Cards must be official NYSA Member Cards with a photo and signed by the NYSA State Registrar.
2. Players must have a current medical release form signed by a parent/guardian at every game. These forms must be presented to the referee or competition representative upon request and are required for all age groups and divisions.
3. The licensed coach must hold a current NYSA ID Card. If a coach is dismissed during a match, another carded, rostered, and present team official may assume coaching responsibilities.

## 8.11 Game Roster, Match Reports & Results

1. Each team must provide at least one printed copy of the official match report to the referee before the game. Match reports must be downloaded and printed in advance to ensure the most current roster is presented.
2. Teams failing to provide the referee with a printed game roster will be fined \$50.00 per occurrence.
3. Teams must list jersey numbers for all rostered players in GotSport. The first violation will result in a warning; the second offense will incur a \$50.00 fine; additional violations may result in a game forfeit.
4. Jersey numbers on the roster may be updated at check-in by the referee to match the actual jersey worn.
5. All players must have a unique number on their uniform. In exceptional cases, tape may be used to modify a number before check-in, subject to referee approval.



6. The head coach or team manager is responsible for verifying team goal scorers, cards, and signing the official match report before leaving the field. Teams may post their final results in NSL GotSport within 24 hours of match completion. Any discrepancies will be resolved using the official referee match report. Once signed, goals and cards listed on the match report will not be altered.
7. If match reports are not collected in person by NYSA staff, the referee or competition official must email and mail the reports to the League Coordinator within 24 hours. Reports must include all goals, cautions, ejections, injuries, team administrator signatures, and other relevant details. Additional USSF supplemental referee reports may be attached.
8. The match report submitted by the referee, referee association, or competition official will be considered the final official record for NSL and NYSA.

### 8.12 Club Pass

- Teams may roster up to three (3) players per week using the Club Pass option during the season and playoffs. All players must be properly registered and added to the official team roster via the competition's online system.
1. Competitive players may only roster up one (1) age group (e.g., a U11 player may play no higher than U12) in accordance with the NYSA Play Up Policy (3:08:02J).
  2. Both teams and players must be officially registered in the NSL to qualify for Club Pass.
  3. Players may participate with another team from within their same club/organization in the same age group.

### 8.13 Season

- League play for U9–U14 begins in September.
- U15–U19 divisions begin after the completion of the high school soccer regular season and may conclude by mid-February.
- Primary game day is Saturday; weekday or Sunday games may be scheduled with the Competitions Committee's approval.

### 8.14 Roster Freeze for State Cup

- The roster freeze will occur seven (7) days before the State Cup competition begins at 11:59 PM.
- The Competitions Committee will publish the specific dates each season.
- Players added to a roster after the freeze date are ineligible for the remainder of the NSL regular season and postseason.

### 8.15 ID Cards

- Referees must return all ID cards to coaches after the match unless kept for a Referee Assault or Violent Conduct violation.
- Team managers and/or head coaches share equal responsibility for collecting cards.
- NYSA is not responsible for lost or stolen ID cards.

### 8.16 Conduct, Suspensions & Disciplinary Action

#### 1. Responsibility

- Coaches and team administrators are accountable for the conduct of all players, parents, and spectators on their sideline.

#### 2. Rules & Codes

- All NYSA, USYS, and USSF policies apply. Participants are expected to be familiar with the relevant rules and codes of conduct.



### 3. Safety & Sportsmanship

- All members (players, team officials, administrators), referees, and spectators share responsibility for maintaining a safe and respectful environment.
- No one from the bench, including spectators, may enter the field during a game unless permitted by the referee.

### 4. Violations

- Any individual promoting violence, inciting dissent, or engaging in misconduct will be referred to the NSL Competitions Committee for disciplinary action in line with NYSA and USYS guidelines.
- NSL disciplinary sanctions cannot be appealed. If the conduct violates NYSA or USYS policies, the case will be sent to the NYSA Disciplinary Committee for further review.

### 5. Violence

- Any act of violence causing harm to an opponent, spectator, official, referee, or teammate may result in criminal prosecution and will be pursued by NYSA and the NSL

Competitions Committee.

### Yellow Card Policy

- a. Yellow cards (cautions) will be recorded in the official match report.
- b. A second yellow card in the same game results in ejection and suspension for the remainder of that game plus the team's next scheduled game.
- c. Accumulating four (4) yellow cards in a season results in a one-game suspension; after serving, the card count resets to zero. A second offense in the same season carries a minimum two-game suspension.
- d. Outstanding suspensions carry into the postseason or the next season.
- e. All yellow cards are cleared for postseason and the following season.

### Red Card Policy

- a. Any red card (send-off) results in ejection from the current game plus suspension from the next game/week, as determined by the Competitions Committee. Red cards and suspensions will be posted publicly on the NSL website.
- b. Red cards for Violent Conduct carry a minimum two-game suspension or more, subject to review. Additional action may be taken by the NYSA DPA Committee.
- c. Players serving a red card suspension may not play as a Club Pass player and may not use Club Pass to serve a suspension.
- d. A second red card in the same season requires a Competitions Committee hearing.
- e. Unserved suspensions carry over to the postseason or the next active NSL season.
- f. A minimum one-game/week suspension applies to all red card offenses; the Committee will review each case.
- g. Head coaches and team managers are responsible for ensuring suspended individuals do not participate. Playing an ineligible player will result in a minimum two-game suspension for the head coach.
- h. Multiple serious violations may result in league expulsion for the coach and/or team

### 8.17 Forfeits

1. A team will forfeit if, after a 15-minute grace period from the scheduled start time, it cannot field the minimum number of rostered players for its bracket age group (per the official game roster) and a properly NYSA-licensed, credentialed coach. The result will be recorded as a 0–1 loss (0 points).
2. Once a forfeit is declared, the referee may not officiate a friendly match in its place. If both teams fail to field a team, both will receive a 0–1 forfeit loss.
3. Any team that fails to appear for a scheduled game will be recorded as a 0–1 forfeit loss.



4. Any team with two (2) forfeits will be immediately disqualified and removed from the competition. The team will forfeit all registration fees, be placed in bad standing with the league, and may face further disciplinary action against team administrators and/or the club as determined by the Competitions Committee and referred to the NYSA Discipline Committee.
5. If a player or team is found responsible for promoting violence, instigating, or causing a disturbance that leads the referee to end the game before full time, the team will forfeit 0–1, even if it was winning. If both teams are equally at fault, both will receive a 0–1 forfeit loss. All such incidents will be reviewed by the NSL Competitions Committee for further disciplinary action.
6. Any team that is suspended or disqualified will forfeit all scheduled games during the suspension with a score of 0–1.
7. Any team forfeiting a game will be fined \$250. Additional fines or penalties may be applied.

### 8.18 Teams Dropped or Withdrawn from Competition

1. If a team withdraws after the season has begun, it will be suspended from future NSL competitions. All previously played games will be scored as 1–0 forfeits or removed from the standings (no game), depending on the revised schedule. The Competitions Committee will make the final determination.

### 8.19 Play Formats

1. 9U & 10U – Play in 7v7 format.
2. 11U & 12U – Play in 9v9 format.
3. 13U & older – Play in 11v11 format.
4. Referees – 9U–10U age groups may have a two-referee system during the regular season and a three-referee crew during playoffs.

### 8.19 Play Formats

1. 9U–10U Divisions: 7v7 format.
2. 11U–12U Divisions: 9v9 format.
3. 13U and older Divisions: 11v11 format.
4. Referees: 9U–11U may be officiated by a one-referee crew during the regular season and a three-referee crew during playoffs.

## 9. Protests

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1. If a coach believes a game rule (misapplication of a FIFA Law, not a judgment call) was applied incorrectly, they must notify the center referee within 15 minutes of the game start, note a brief statement on the match report, and submit a separate written protest to the NSL Competitions Committee.
2. Written protests must be submitted within 24 hours of the match conclusion.
3. A \$100 certified bank check protest fee is required at the time of submission.
4. The protest must include a one-page explanation citing the specific FIFA, NYSA, or NSL rule believed to be misapplied.
5. The Competitions Committee will review the protest and may make a final determination or hold a hearing.
6. Protests regarding judgment calls will not be accepted.

## 10. Appeals

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1. Disciplinary actions under NSL rules may not be appealed.



2. NSL violations of NYSA policy will be referred to the NYSA Discipline, Protest, and Appeals (DPA) Committee for review. Additional actions will follow Section 7 of NYSA policies.
3. The NSL will refer all assaults, player, coach, referee, spectator violations, and document falsification cases directly to the NYSA DPA Committee.

## 11. Match Fixing

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- Any team failing to compete in good faith or involved in match-fixing may face immediate forfeiture and disqualification. Incidents will be referred to the NYSA DPA Committee, and head coaches or team administrators may face additional disciplinary action.

## 12. Plea of Ignorance

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- Claims of ignorance to NSL rules and regulations will not be accepted as grounds for protest or appeal.

## 13. Cancellation Policy

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1. Teams withdrawing at least three weeks before the advertised start date, in writing, will receive a refund minus a \$300 processing fee.
2. Teams withdrawing less than three weeks before the start date will forfeit their registration fees.
3. Teams withdrawn or removed after the published schedule will forfeit the full registration fee.

## 15. Rule Changes

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- The NSL Competitions Committee may revise rules and regulations at any time during the regular or postseason. Teams will be notified via email and/or by posting changes on the NSL website.

## 16. Appendix – Definitions

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- Administrator or Coach: A registered, licensed, and risk-managed NYSA official listed on the official roster with an NYSA Coach card.
- Club: Two or more teams forming an organization under a singular name and registered under the same NYSA Affiliate Member.
- Club Pass: A temporary roster option allowing an age-appropriate player from another team within the same club to participate in NSL games. Players may only move up tiers, not down.
- Disqualification: A team ruled ineligible and officially withdrawn from competition.
- Ineligible Player: A player not properly registered, not on the game roster, or serving a disciplinary suspension.
- Match Report: Official list of rostered players and administrators eligible for a scheduled game.
- No Show: A team failing to appear for a scheduled game without notifying the Competitions Committee or opponent.
- Roster Freeze Date: The last date teams may add new players to the official NSL roster.
- Team Roster: Complete list of registered players and administrators, active or inactive.
- Violent Conduct: Physical aggression (e.g., striking, spitting, or unlawful entry onto the field) toward opponents, teammates, officials, or spectators, whether the ball is in play or not, occurring before, during, or after a game.
- Suspension (Coach or Administrator): Prohibition from all game-related activities, including being within sight and sound of the field during the suspension.
- Suspension (Player): A player receiving a red card may sit on the bench in street clothes but cannot participate in the game while serving the suspension.



## 17. Annex U9 - U10 Playing rules (7v7)

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### A. Field Size: 55 by 35 yards minimum / 65 by 45 yards maximum

### B: Markings: (Guidelines to be followed as closely as practical)

- Distinctive lines at least 2 inches wide
- A halfway line shall be marked out across the field.
- A center circle with an 8-yard radius
- A build-out line shall be marked between the halfway line and the top of each penalty box.
- Four corner arcs with a 1-yard radius
- Goal area – 4 by 8 yards.
- Penalty area – 12 by 24 yards.
- The Technical Area for coaches and players starts at the top of the Penalty area and ends at the halfway line. All participants must be at least two yards off the touchline. Coaches and or spectators may not enter the field of play during the match without the referee's permission.

### C. Goals: Desired goal size - 6' x 12'

### D. The Ball: Size 4

### E. Number of Players: U9 and U10: The maximum number of players on the field at any time, including the goalkeeper, is seven (7). Team roster size shall be ten (10) to twelve (12) players (if possible).

- Substitutions: These are unlimited and can occur at any stoppage.
- Playing time: Every player should play a minimum of 50% of the time in each game.
- Sex: Teams should be divided by gender.

### F. Players Equipment:

- Jersey or shirt (with number)
- Socks
- Footwear
- Shorts
- Shin guards must be made of a suitable material and be of an appropriate size to provide reasonable protection and must be covered by the socks. Players are responsible for the size and suitability of their shin guards. A player shall not wear anything dangerous to another player or themselves (including any kind of jewelry, splint, or cast).

### G. Referees:

- Official referees should be used. An older age group player is highly recommended.
- Their decisions on points of fact connected with the game shall be final.
- Referees shall verbally explain the infraction called on the offending player.
- Each team shall provide a linesman upon referee request.

### H. Duration of Game:

- The game shall be divided into equal halves of 25 minutes each.
- Half-time break shall be five minutes.

### I. The Start of Play:

- Opponent must be ten yards from the center mark when a place kick (kick-off) is in process.



- The ball is in play when it is kicked and moves. The kicker shall not play the ball a second time until it has been touched or played by another player.

**J. Ball in and out of Play:**

- Conform to FIFA Laws of the Game.
- The ball is out of play only when it has entirely crossed the goal or touch lines.

**K. Method of Scoring:**

- The goal is scored when the whole ball has crossed the entire goal line on the ground or in the air.

**L. Offside:**

- The midfield line will be used as the offside line.
- The referee will impose the FIFA offside law and award an indirect free kick to the opposing team.
- The referee must explain the infraction to the offending player.

**M. Heading:**

- Players at U9 and U10 shall not engage in heading, either in practices or in games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the offense. If the 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.

**N. Fouls and Misconduct:**

- A Direct Kick shall be awarded for the following nine (9) intentionally committed offenses:
  - Kicking an opponent
  - Tripping an opponent
  - Jumping at an opponent
  - Charging an opponent in a violent or dangerous manner
  - Charging an opponent from behind
  - Striking an opponent
  - Holding an opponent
  - Pushing an opponent
  - Handling the ball, except for the goalkeeper in the designated area.
- An Indirect Kick shall be awarded for the following offenses:
  - Dangerous play (high kicking)
  - Charging fairly (shoulder to shoulder) when the ball is not within the playing distance of the players involved.
  - Impeding the progress of an opponent.
  - Obstructing the goalkeeper in the “penalty area” (there will be no intentional physical contact with the goalkeeper in the “penalty area”).
  - Preventing the goalkeeper from releasing the ball from his or her hands.
  - Lying on the ball and not allowing others to play it.
  - Unsporting behavior
- A goal may not be scored on an indirect free kick until the ball has been played or touched by a second player from either team.
- Slide tackling will not be allowed.

**O. Penalty Kick:**

- Penalty kicks will be granted. They will be taken at ten (10) yards from the goal.

**P. Throw-In:**

- Conform to FIFA Laws of the Game.
- A foul throw-in shall not be retaken.
- When taking the throw-in, the player must face the field of play and keep both feet on the ground while releasing the ball. When releasing the ball, both hands must be on both sides of the ball, and the ball must start from behind the head.
- A goal shall not be scored directly from a thrown-in.

**Q. Goal Kick:**

- Conform to FIFA Laws of the Game.
- Goal kicks may be taken from any point inside the goal area: the six-yard area.
- The ball is in play once it is kicked and moves; it does not have to leave the penalty area. The team taking the goal kick can receive the ball inside the penalty area.

**R. Build -Out Lines**

- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build-out line. Once the opposing team is behind the build-out line, the goalkeeper can pass or roll the ball to a teammate (no punting). After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line, and play resumes as normal.
- On goal kicks, the opposition can enter the build-out area as soon as the ball is kicked.

**S. Corner Kick:**

- Conform to FIFA Laws of the Game.
- May be taken from any point inside the corner area.

**T. Goalkeeper:**

- The ball is to be considered in the goalkeeper's possession whenever the goalkeeper is touching the ball in the goal box.
- Once the opposing team is behind the build-out line, the goalkeeper has six seconds to release the ball back into play.
- There is no punting or dropkicking the ball up the field.
- If a teammate passes the ball back to the goalkeeper inside the penalty area, the goalkeeper cannot pick up the ball with his or her hands.
- FIFA Laws of the Game shall apply outside the goal box.

**U. Sportsmanship:**

- Coaches and players shall reside on the same side of the field. Spectators from both teams will observe the game from the opposite side of the two teams.
- Team coaches and players shall shake hands with the opponent and referee after each game.
- Coaches, managers, team officials, and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- No league standings or scores shall be published. THIS GAME IS FOR THE CHILDREN. LET THEM LEARN AND PLAY, BUT MOST IMPORTANTLY LET THEM HAVE FUN!!!



## 18. Annex U11-u12 Playing Rules (9v9)

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### A. Field Size: 70 x 45 yards minimum / 80 x 55 yards maximum

### B: Markings: (Guidelines to be followed as closely as practical)

- Distinctive lines at least 2 inches wide
- A halfway line shall be marked out across the field.
- A build-out line shall be marked in between the halfway line and the top of each penalty box.
- A center circle with an 8-yard radius
- Four corner arcs with one-yard radius
- Goal area size is 5 by 16 yards.
- The penalty mark is 10 yards from the goal line.
- Penalty area size is 14 by 36 yards.
- The Technical Area for coaches and players starts at the top of the Penalty area and ends at the halfway line. All participants must be at least two yards off the touch line. Coaches and or spectators may not enter the field of play during the match without the referee's permission.

### C. Goals: Desired goal size - 6'x18'

### D. The Ball: Size 4

### E. Number of Players: U11 and U12: Maximum number of players on the field at any time, including the goalkeeper is nine (9). Team roster size shall be twelve (12) to fifteen (15) players (if possible).

- Substitutions: Are unlimited and can occur at any stoppage.
- Playing time: Every player should play a minimum of 50% of the time in each game.
- Sex: Teams should be divided by gender.

### F. Player Equipment:

- Jersey or shirt (with number)
- Socks
- Footwear
- Shorts
- Shin guards must be made of a suitable material and be of an appropriate size to provide reasonable protection and must be covered by the socks. Players are responsible for the size and suitability of their shin guards. A player shall not wear anything which is dangerous to another player or themselves (including any kind of jewelry, splint, or cast).

### G. Referees:

- Official referees should be used. Older age group players are highly recommended.
- Their decisions on points of fact connected with the game shall be final.
- Referees shall verbally explain the infraction called on the offending player.
- Each team shall provide a linesman upon referee's request.

### H. Duration of Game:

- The game shall be divided into equal halves of 30 minutes each.
- Half-time break shall be five minutes.

**I. The Start of Play:**

- Opponents must be ten yards from the center mark when place kick (kick off) is in process.
- The ball is in play when it is kicked and clearly moves. The kicker shall not play the ball a second time until it has been touched or played by another player.

**J. Ball in and out of Play:**

- Conform to FIFA Laws of the Game.
- The ball is out of play only when it has wholly crossed the goal or touch lines.

**K. Method of Scoring:**

- A goal is scored when the whole ball has crossed the entire goal line on the ground or in the air.

**L. Offside:**

- The midfield line will be used as the offside line.
- The referee will impose the FIFA offside laws and award an indirect free kick to the opposing team.
- The referee shall explain the infraction to the offending player.

**M. Heading:**

- Players shall not engage in heading, either in practices or in games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the offense. If the 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.

**N. Fouls and Misconduct:**

- The referee must explain all infractions to the offending player.
- A Direct Kick shall be awarded for the following nine (9) intentionally committed offenses:
  - Kicking an opponent
  - Tripping an opponent
  - Jumping at an opponent
  - Charging an opponent in a violent or dangerous manner
  - Charging an opponent from behind
  - Striking an opponent
  - Holding an opponent
  - Pushing an opponent
  - Handling the ball, with the exception of the goalkeeper in the designated area.
- An Indirect Kick shall be awarded for the following offenses:
  - Dangerous play (high kicking)
  - Charging fairly (shoulder to shoulder) when the ball is not within the playing distance of the players involved
  - Impeding the progress of an opponent
  - Obstructing the goalkeeper in the “penalty area” (there will be no intentional physical contact with the goalkeeper in the “penalty area”)
  - Preventing the goalkeeper from releasing the ball from his or her hands
  - Lying on the ball and not allowing others to play it
  - Unsporting behavior



- A goal may not be scored on an indirect free kick until the ball has been played or touched by a second player from either team.
- SLIDE TACKLING WILL BE ALLOWED

**O. Penalty Kick:**

- Penalty kicks will be granted at U11 and U12. They will be taken ten (10) yards from the goal.

**P. Throw In:**

- Conform to FIFA Laws of the Game.
- A foul throw-in shall not be retaken.
- When taking the throw-in, the player must face the field of play and keep both feet on the ground while releasing the ball. When releasing the ball, both hands must be on both sides of the ball and the ball must start from behind the head.
- A goal shall not be scored directly from a throw-in. NYSA PLAYING RULES FOR U11 AND U12 (9 A SIDE)

**Q. Goal Kicks:**

- Conform to FIFA Laws of the Game.
- A goal kick may be taken from any point inside the goal area.
- The ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area. The team taking the goal kick can receive the ball inside the penalty area.

**R. Build-Out Lines**

- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build-out line. Once the opposing team is behind the build-out line, the goalkeeper can pass or roll the ball to a teammate (no punting). After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line, and play resumes as normal.
- On a goal kick, the opposition can enter the build-out area as soon as the ball is kicked.

**S. Corner Kick:**

- Conform to FIFA Laws of the Game.
- May be taken from any point inside the corner area.

**T. Goalkeeper:**

- Once the opposing team is behind the build-out line, the goalkeeper has six seconds to release the ball back into play.
- There is no punting or dropkicking the ball up the field.
- If a teammate passes the ball back to the goalkeeper inside the penalty area, the goalkeeper cannot pick up the ball with his or her hands.
- FIFA Laws of the Game shall apply outside the goal box.

**U. Sportsmanship:**

- Coaches and players shall reside on the same side of the field. Spectators from both teams will observe the game from the opposite side of the two teams.
- Team coaches and players shall shake hands with the opponent and referee after each game.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
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