

BYSO – Local Rules of Competition and Modifications to The Laws of the Game

ALL AGE GROUPS:

1. Shin guards must go UNDER socks. If not, player needs to correct before game starts.
2. No jewelry, no exceptions. Band-aids over earrings and wrist bands NOT allowed for any reason.
3. No bandanas.
4. No hard casts padded or not – No Exceptions
5. Home team provides game ball, visiting team calls the coin toss. Winner of coin toss chooses side to defend. Other team gets kick off.
6. Substitutions may only be made at the following times:
 - Team doing kick-in/throw-in only
 - Either team's goal kick
 - Either team's kick off
 - Injury
 - NO subs allowed on corner kicks or free kicks by either team!
7. Parents must be at least 3 feet from the sideline.
8. No parents or spectators allowed behind the goals, anywhere along the goal line, or on the bench side of the field unless they are a registered coach of the team.
9. Coaches and bench players must remain within the marked technical areas. If areas are not marked they must remain on their own half of the field and at least 3 yards from the centerline.
10. When a substitute is ready to enter the game, they must be standing at the centerline and wait until the substituted player is off the field before entering the field of play.

U4/5:

1. **Coaches:**
 - U4-1 coach from each team may be on the field during the game.
 - U5-1 coach from each team may set up players on the field, then must step back to sideline
2. **The ball:** Size 3
3. **Players**
 - U4/5 -Game is played 3 v 3, no goalie
4. **Restarts** Defending players must be 3 yards from the ball on all restarts
 - Kick Off - Ball does NOT need to go forward with the initial kick. NO DOUBLE TOUCHES! Stop play and restart.
 - Kick-ins - NOT throw-ins. NO DOUBLE TOUCHES! Stop and redo kick-in.
 - Goal Kicks - Taken from any point on the goal line, NOT in front of the goal. NO DOUBLE TOUCHES! Stop and retake kick.
 - Corner Kicks - NO DOUBLE TOUCHES! Stop and retake kick.
 - Fouls/Free Kicks - ALL fouls are indirect free kicks. NO DOUBLE TOUCHES! Stop and retake kick.
5. **Offside** - No offside called
6. **Own Goals** - DO NOT count if they score in their own goal. Corner kick to the other team.
7. **Game Length** – 2x15 minute halves, 5 minute halftime
8. **Heading the ball:** NO deliberate headers during the game. If the referee determines the header was deliberate then indirect free kick to the other team.

U6/7/8:

1. **Coaches:** NO coaches on the field during the game
2. **The ball:** Size 3
3. **Players:** Game is played 4 v 4, no goalie, need 3 to start game
4. **Restarts:** Defending players must be 5 yards from the ball on all free kick restarts. Referee will allow a second chance restart for all double touches or otherwise incorrect restart.
 - **Kick Off:** Ball does NOT need to go forward with the initial kick. One second chance for double touch then restart with indirect free kick to other team.
 - **Throw-ins:** One second chance for incorrect throw-in or double touch then restart with indirect free kick to other team.
 - **Goal Kicks:** Taken from any point within the marked goal area. One second chance for double touch then restart with indirect free kick to other team.
 - **Corner Kicks:** - Taken from the area of the corner. One second chance for double touch then restart with indirect free kick to other team.
 - **Fouls/Free Kicks:** - ALL fouls are indirect free kicks. One second chance for double touch then restart with indirect free kick to other team.
5. **Offside** - No offside called
6. **Game Length** – 2x20 minute halves, 5 minute halftime
7. **Heading the ball:** NO deliberate headers during the game. If the referee determines the header was deliberate then indirect free kick to the other team.

U9/10:

1. **Coaches:** NO coaches on the field during the game
2. **The ball:** Size 4
3. **Players:** Game is played 7 v 7, 1 goalie, 6 field players, Need 5 to start game
4. **Restarts:** Defending players must be 6 yards from the ball on all free kick restarts.
 - FIFA Laws of the Game
5. **Offside:** Offside called. No offside between center line and marked build-out line.
6. **Game Length:** 2x25 minute halves, 5 minute halftime
7. **Heading the ball:** NO deliberate headers during the game. If the referee determines the header was deliberate then indirect free kick to the other team.
8. **Build-out line:**

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 until the ball is put into play
Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed)
After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
For a build-out line infraction award indirect free kick to team who's goalkeeper was in possession.
9. **ACADEMY LEVEL GAMES:**

No second chances on any restart

U11/12:

1. **Players:** Game is 9 v 9, Need 6 to start or to continue the game.
2. **The ball:** Size 4
3. **Game length:** 2 x 30 minute halves, 5 minute halftime.
4. **Game Cards:** ALL player names MUST be on the printed game roster. No name = No Play
5. **Coaches** MUST have KidSafe pass to be on the team sideline. If coach not listed on roster they must be written in on the game card.
6. **Restarts:** Defending players must be 8 yards from the ball on all free kick restarts.
 - FIFA Laws of the Game
 - The penalty spot is 8 yards from the center point of the goal line
7. **Offside:**
 - FIFA offside law applies

Academy and Rec+:

1. **Game Cards:** ALL player names MUST be on the printed game roster. No name = No Play
Get the game card signed by both coaches and give the completed card to the winning team coach or the Home coach in the event of a tie.
2. **Coaches:** MUST have KidSafe pass to be on the team sideline. If coach not listed on roster they must be written in on the game card.
3. **Substitutions:** Substitutions will be allowed at ANY STOPPAGE that does not interfere with the flow of the game.