

## WYSA Youth Academy 9U and 10U Playing Rules

### Game Day Rules

- 7v7 including keepers
- 50-minute game with 10 min halftime (2 x 25 minutes)
- 1 referee per field
- Regular Throw-Ins, if a foul throw is committed the player is allowed a second attempt. If a foul throw is committed on the second attempt the throw-in is awarded to the other team.
- Substitutions are unlimited and can occur at any stoppage
- Recommend a Max of 9-11 players per match/per team. We want players to play as much as possible, try to avoid too many subs per team.
- Coaches need to manage the substitutions for equal playing time.

### Build Out Line

- On a goal kick the opposing team's players must be outside the build out line until the ball is in play.
- When the GK has the ball in his/her hands during play, 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 GK can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- Ideally, the GK will wait to put the ball into play once all opponents are past the build out line but the GK can put the ball into play sooner accepting the positioning of the opponents
- After the ball is put into play by the GK, the opposing team can cross the build out line and play resumes.
- **Into play is classified as dropped onto the ground, thrown or played by the GK**
- Coaches are responsible for addressing issues with their players regarding intentional delays or encroaching over the build out line
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

### Punting & Heading

- Players are prohibited from deliberately heading the ball during competition & training
- Indirect free kick will be awarded to the opposing team at the spot of the infraction if a player deliberately heads the ball during a game
- 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 and the nearest point to where the infringement occurred.
- GKs are prohibited from punting the ball and drop kicking the ball
- If the GK punts the ball an indirect free kick shall be awarded and should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- Any Head injury-remove from the field player should not return until evaluated by a Health Care Professional, player can be replaced immediately

### Offside

- The build out line will also be used to denote where offside offenses can be called

- Players cannot be penalized for an offside offense between the midfield line and the build out line
- Players can be penalized for an offside offense between the build out line and the opposing goal line

#### Field Size

- Length – 55 -70 yards    Width – 35 – 45 yards
- Goal size – 6.5 x 18.5 or 7 x 21
- Goal Area: Length 4 yards, Width 8 yards
- Penalty area: Length 12 yards, Width 24 yards
- Penalty Arc and Center Circle – 8 yards
- Build out line – Marked equidistant between the penalty area line and the midfield line (on turf)

#### Coach/Academy Director Code of Conduct

- Before, during and after the game, be an example for your club, players and staff
- Before the game, introduce yourself to the opposing coach and to the referee.
- During the game, you are responsible for the sportsmanship and conduct of your players and parents. It is imperative to explain acceptable player and parent behavior.
- Encourage parents to applaud and cheer for good plays by either team and discourage them yelling at players and the referee.
- After the game, thank the referee and ask your players to do the same.
- WYSA will monitor the sportsmanship of all clubs during these play dates and any clubs who fail to meet the expectations listed above may be removed from the Program.

#### Referees

- Especially young and inexperienced ones - are like your players and yourself, in that they need time to develop. You can play an important role in helping them to improve by letting them concentrate on the game. You can help by encouraging them, by accepting their inevitable, occasional mistakes and by offering constructive post-game comments. On the other hand, you could discourage and demoralize the referees by criticizing their decisions, by verbally abusing them and inciting - or even accepting - your own players' overly aggressive behavior.