

## **DYSA Development League Rules**

### **Modified Playing Rules and Field Specifications**

Each game will be played in accordance with FIFA Laws of the Game, with modifications prescribed by USYS and DYSA:

1. The ball size is #4 for the U9-U10 age groups. The home team will supply game balls.
2. Matches will operate with unlimited substitutions. Substitutions may be made at any stoppage of play with the approval of the Referee.
3. Duration of Game:  
U9/U10 - two 25-minute halves with 5 minute half-time or a modified format that will be agreed upon by all teams if there is a scenario where teams are playing multiple games on the same day. The referee assignor would be notified ahead of time of the game schedule.
4. A game may begin with 4 players for 7v7 games properly representing each team present.
5. 7v7 Rules

#### US Soccer 7v7 Initiatives

- The field of play must be rectangular. The length of the touchline shall not be greater than the length of the goal line. The field of play shall be a minimum of 35 yards and maximum of 45 yards wide and a minimum of 55 yards and maximum of 65 yards long.
- The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. The center circle shall be an 8-yard radius.
- The recommended goal size shall be 6.5 feet high and 18.0 feet wide. Goal size shall not exceed 7 feet high and 21 feet wide. Goals must be securely anchored to the ground.
- There shall be a penalty area at both ends of the field defined as follows: two lines are drawn at right angles to the goal line. These lines are extended into the field of play for 12 yards and are joined by a line drawn parallel to the goal line that is 24 yards long. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made 10 yards from the goal line at the midpoint of the goal posts. An arc of a circle with a radius of 8 yards from each penalty mark is drawn outside the penalty area.
- There shall be a goal area at both ends of the field defined as follows: two lines are drawn at right angles to the goal line. These lines are extended into the field of play for 4 yards and are joined by a line drawn parallel to the goal line that is 8 yards long. The area bounded by these lines and the goal line is the goal area.
- There shall be a BUILD OUT LINE marked equidistant between the penalty area line and halfway line on each side of the field. This build out line can either be striped in a different color paint or marked by cones off of the touchline on each

side of the field.

- When the goalkeeper is in control of the ball (either from a goal kick or from the run of play) the opposing team must all retreat behind the BUILD OUT LINE.
- The BUILD OUT LINES are required for 7v7 play at the U9 and U10 age groups. The BUILD OUT LINE is used to promote playing the ball out of the back in an unpressured setting.
- There shall be a spectator buffer line a minimum of one yard from the touch line. This line shall be a line one yard long one yard from the middle of the field to separate the spectators of each team. In addition, there shall be a line one yard long even with the top of the penalty area, past which spectators will not be permitted.
- The technical area shall be one yard from the touchline and shall extend 10 yards from a point beginning one yard from the center of the field (2 yards apart).
- The spectator buffer line and technical area are to be dashed lines to avoid confusion with field markings.
- Goal kicks for U09 and U10 are taken either from the 6-yard line or from anywhere within the goal area.
- Corner kicks are taken from the corner of the field.
- Penalty kicks are taken from the penalty mark.
- Defenders must be at least 8 yards away on all free kicks.
- Teams play 7v7 (6 field players and a goalkeeper).

### **Field Preparations**

The home Club is responsible for providing adequate goals, nets, corner flags, and field markings in accordance with FIFA Laws of the Game and any modified playing rules set forth by DYSA.

### **Field Inadequacy**

Any inadequacy in the condition of the field, goalpost, goal crossbar, goal nets, corner flags, or field markings must be reported to the Referee prior to the start of the game. If the Referee believes the inadequacy is sufficient to require correction, the Referee may require the home Club to correct this inadequacy. If corrections are not satisfactory to the Referee the game will not be played. Any irregularity in field conditions must be included in the Referee's game report.

### **Separation of Teams/Supporters**

The home team selects one end of one sideline, along which all of its players and coaches must remain. All visiting team players and coaches must remain along the other half of the same sideline. Only carded coaches and players are permitted in the team areas. Supporters of both teams must remain on the opposite side of the field. The sideline positioning may not be changed by the teams. Coaching may be restricted by the Referee at that section of the sideline extending 10 yards on both sides from the center of the field. Coaching may be prohibited

entirely whenever the Referee considers it to be detrimental to the play of the game. This rule will be reported to the Referee Assignors as a League rule.

### **Control of Teams/Supporters**

Coaches of both teams must control their coaches, players, and supporters and shall not allow anyone to enter the field while the game is being played. The coach of either team may report to the Referee whenever a coach or supporter of the opposing team is on the wrong side of the field. Any such individual must move to the appropriate location immediately upon request and with no interference or further delay to the game. Otherwise, the Referee may eject the offending party.

### **Payment of Officials**

Teams will pay the referee at the field. Total cost is \$39 for the center ref, split between both teams.

### **When referees fail to appear**

If the assigned Referee(s) has not arrived by the scheduled start time for a game, the home team should contact the appropriate Referee Assignor. If a replacement Referee is not provided, the coaches of both teams should mutually agree on an individual to perform as a substitute Referee. If mutual agreement cannot be reached on a single person, each team may nominate one individual to act as substitute Referees who will jointly officiate the game. Likewise, if Assistant Referees fail to appear, the teams shall provide substitute Assistant Referees. Each substitute Referee will have the authority of the regular Referee and be considered a volunteer.

### **Forfeit**

Every team is required to appear at every game for which it is scheduled during the regular season. A team that must forfeit a game must notify the opposing coach and the DYSA League Administrator. In addition, the forfeiting team is subject to a fine no less than \$100.

A team that is not prepared to play on the scheduled field 15 minutes after the scheduled start time must forfeit the game to the opposing team unless the delay has been mutually agreed upon by the coaches of both teams. Play may begin with 4 players for 7v7 games. When a game is forfeited under this condition the forfeiting team must pay the entire Referee fees. All forfeits are recorded as 3-0 scores.

### **Abandoned Games**

An abandoned game is a game for which play starts, but the game must be terminated before completion. Games can be abandoned by the Referee for one of two reasons: 1.) Weather (as directed by the league's Executive Director), either the field becomes unplayable or continuing lightning strikes; or 2.) Due to the action of one of the teams, no carded coach on the sideline, failure of ejected player/coach to leave the premises, failure to field a team, etc.

If a game must be abandoned due to weather conditions and the second half has started, then the game is official and the score at the time the game was abandoned will stand. If a game must be abandoned due to weather conditions and the second half has not started, the game must be replayed in its entirety. If a game must be abandoned due to the actions of a team, no matter when in the game this occurs, the opponent will be awarded a victory. This will be recorded as a 3-0 score unless the winning team has scored more than three goals when the game is abandoned. In all cases the losing team will be credited with 0 goals. In the event that the game is abandoned due to the actions of both teams, the game will be a double- forfeit and will not count in the standings. All decisions of the Referee are final.

### **Pre-Game Formalities**

This process should begin approximately 15 minutes before the scheduled start time of the game.

1. Prior to each match, teams should expect the referee to verify players against the game card. The referee will retain the game card and email to DYSA League Administrator at the completion of the game and no later than 5 PM the Monday after the match. The Game Card shall list a maximum of 12 players for 7v7 and a minimum of 4 players that are eligible to play in the game. Every player listed on the game roster must be included on the team roster to be eligible to participate with the team. All players and team bench personnel that appear on the Game Card are subject to the authority of the Referees. Any individual that is sent off and/or asked to leave the team bench area by the Referees shall be suspended for the team's next DYSA game. An additional suspension may be assessed following review by the League Administrator
2. Referee calls for captains: allows home team to call heads or tails in toss of the coin; asks whether winner of toss wants to have the first kickoff OR wants to choose which end of field to attack in the first half. (In second half, teams swap ends and other team has kickoff).
3. Referee verifies that at least 4, for 7v7, players are on the field for each team. Any number less than 7, for 7v7, should be reported to the respective coach. A team may always play with 7, for 7v7, players even though the opposing team fields less than 7, for 7v7,. A team with less than 4, for 7v7, players on the field must forfeit the game.
4. If the home team is wearing a uniform of the same color as the visiting team, so as is indistinguishable by the Referee, the home team will change to a different colored jersey.
5. Referee verifies each team is ready to play, and then Referee whistles for the game to begin.
6. The Referee and coach must submit an immediate incident report by emailing the DYSA Executive Director. Coaches are mandated to hold players out of next game and also remain out of the next league game until the Referee Liaison/DYSA reaches a decision.
7. Any player who arrives as the game is in progress, and whose name appears on the lineup form, may substitute in the normal manner, subject to a later verification by the opposing team.
8. The Referee shall not take the pass of any coach or player who is sent off prior, during, or after the game. The Referee shall complete a supplemental report and forward to DYSA.

### **Score Reporting**

Scores will not be recorded. If a team is running up scores, please contact Laura Sturdivant at [executivedirector@dysa.org](mailto:executivedirector@dysa.org).

### **Protests**

There are no protests of the outcome of the DYSA Youth League games. Teams may only protest the use of an illegal player prior to game start.