

KENTUCKY YOUTH SOCCER ASSOCIATION



PLAYING RULES – U13 & ABOVE

Playing Rules – Full-Sided Soccer Under 13 and above (11 v. 11)

Members may form teams in alternative formats for internal member play; however, all competitions shall be governed by the rules stated herein, unless the rules of a specific competition state otherwise:

- **Kentucky Youth Soccer Playing Rules – U5 & U6** - Recommended Playing Rules - Small Sided Soccer Under 5 and Under 6 (3 v 3)
- **Kentucky Youth Soccer Playing Rules – U7 & U8** - Recommended Playing Rules - Small Sided Soccer Under 7 and Under 8 (4 v 4)
- **Kentucky Youth Soccer Playing Rules – U9 & U10** - Recommended Playing Rules - Small Sided Soccer Under 9 and Under 10 (7 v 7)
- **Kentucky Youth Soccer Playing Rules – U11 & U12** - Recommended Playing Rules - Small Sided Soccer Under 11 and Under 12 (9 v 9)
- **Kentucky Youth Soccer Playing Rules – U13 & Above** - Recommended Playing Rules – Full Sided Soccer Under 13 and above (11 v 11)

The State Board of Directors has approved the following Rules of Competition for competitions directly hosted by the State Association.

All teams playing in competitions directly hosted by the Kentucky Youth Soccer Association must play as described within these playing rules and as described below:

- **State Cup Policies and Rules of Competition**
- **Challenge Cup Policies and Rules of Competition**
- **President's Cup Policies and Rules of Competition**
- **Recreational Cup Policies and Rules of Competition**

Law I – The Field

Dimensions

US Soccer Recommendation: Length 112 Yards Width: 75 Yards

Markings

- Coaching Areas shall be restricted to the areas along and a minimum of three (3) yards outside the touchlines. Coaches and assistant coaches must remain within 10 yards on either side of the half way line.
- Spectator Areas shall be restricted to the areas along and a minimum of three (3) yards outside the touchlines. No one shall be permitted directly behind the goal, or within four yards of the goal line; and
- No dangerous objects (cars, benches, chairs, etc.) shall be permitted within three (3) yards of the boundary lines of the field. Play shall not be allowed to begin or continue until this condition is met.
- Distinctive lines not more than five (5) inches wide.



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- A halfway line shall be marked out across the field.
- A center circle with a ten (10) yard radius.
- Four corner arcs each with a three (3) foot radius.
- Goal area: six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.
- Goals: Eight (8) feet high and twenty-four feet (24) wide

The Penalty Area

A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, 16.5 m (18 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5 m (18 yds) and are joined by a line drawn parallel with the goal line.

The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made 11 m (12 yds) from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 9.15 m (10 yds) from each penalty mark is drawn outside the penalty area.

Law II – The Ball

Size five (5) for Under 13 and above

The home team shall provide a ball. If the home team does not have a ball which is acceptable to the Referee, he/she may select a ball provided by the visiting team; and

In the event a suitable ball of the correct size is not available, the referee may select a ball, and

The ball does not have to be a FIFA approved ball.

Law III – Number of Players

Maximum number of players on the field at any one time is eleven (11) including the goalkeeper.

Maximum number of players on the roster should not exceed twenty-two (22) and each team must present a game day roster of eighteen (18).

Number of players required: If one or both teams do not have at least seven (7) players at the scheduled starting time, the game may be delayed for fifteen (15) minutes. If, at the end of fifteen (15) minutes, one team is unable to field seven (7) players, that team shall forfeit the game. If neither team is able to field seven (7) players after fifteen (15) minutes, both teams shall forfeit the game. After play begins, either team may continue as long as it is able to field at least seven (7) players. If, however, either team is unable to field at least seven players, the referee shall stop the game and that team shall forfeit the game.

Substitutions: Unlimited substitution is permitted. A team may substitute as many players as it wishes by indicating the intention to substitute and obtaining the approval of the referee to do so at the following times:



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- Prior to throw-in, in your favor
- Prior to a goal, kick, by either team.
- After a goal, by either team
- After an injury, by either team, when the referee stops the play.
- At half-time
- By either team after a caution

Playing Time: The playing time for all recreational players is a minimum of one-half (1/2) the game and all attempts shall be made to comply with the rule.

Teams and games may be coed or single sex.

Law IV – Players Equipment

Dangerous Equipment: Equipment that is dangerous to another player or to the wearer shall not be worn.

- If the referee finds that a player is wearing articles which are not permitted by the laws or which in his/her judgment may constitute a danger to other players, he/she shall order them removed.
- If the player fails to comply with the referee's instructions, the player will not be permitted to take part in the match.
- A player who is prevented from taking part in the match, or who has been sent off the field for infringing Law IV, must report to the Referee during a stoppage of the game and may not re-enter the field of play unless and until the referee has satisfied himself/herself that the player has complied with the Law.

Jersey Numbers: Numbers ranging in size from four (4) to eight (8) inches shall be acceptable. Numbers are required to be worn on the back and shall be in contrast with jersey colors.

Color Conflicts: Where colors of uniforms are similar, the home team or lower bracketed team must effect a change to colors, which are distinct from those of the opponent. In such cases, numbers are not required to be worn by the team effecting the change in uniform.

Shin Guards: Shin guards are mandatory for all players during all games and all practices.

Law V – Referees

End of Game: Reports of disqualifications, ejections, cautions, serious injuries, game suspensions or terminations, and/or verbal or physical abuse to a Referee shall be reported to the KYSA State office;

Sportsmanship:

- After appropriate warning and refusal to comply with this warning, the Referee has the right to direct the coach and/or assistant coach to leave the area of play, should they, in the opinion of the Referee, be affecting the game.



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- Unsportsmanlike conduct, harassment, or any other act directed toward the Referee will be considered as affecting the game: If both coach and Assistant coach(es) are asked to leave the field of play after appropriate warning, the Referee shall suspend the game unless a responsible adult can assume coaching responsibilities;
- Should the spectators become unruly, the game will be stopped, opposing coaches and referees will consult and spectators will be asked to maintain order. If, in the opinion of the referee, order is not restored, the game will be terminated.
- A player or coach ejected from a game for any reason shall be suspended for one (1) additional game. The appropriate administrative body may take further disciplinary action.

The Referee is the official timekeeper, and he/she shall allow the full or agreed time, adding thereto all time lost through accident or other cause;

The Referee shall be the sole judge on the field of play, and the Referee's decision shall be final. No protest based on a Referee's judgment will be allowed. Any complaint about any Referee shall be directed in writing to the State Office.

Law VI – Assistant Referee

Conform to FIFA

Use of club linesman is permitted. Non- neutral Linesman: each team if requested by the Referee shall provide a non-neutral linesman or a club linesman. The duties of the linesman, subject to the decision of the Referee, shall be to indicate when the ball is out of play.

Law VII – Duration of the Game

The game shall be divided into two (2) equal halves:

- Under 13 & 14: two 35 minute halves
- Under 15 & 16: two 40 minute halves
- Under 17 and above: two 45 minute halves

There shall be a half-time break of ten (10) minutes.

Periods shall not be shortened.

Law VIII – The Start of Play

Conform to FIFA with the following exception:

- Should the start of the game be delayed because of no fault of either team, such as teams playing before their game finishing late, ten (10) minutes will be allowed from the end of that game to the start of their game.



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Law IX – Ball In and Out of Play

Conform to FIFA

Law X – Method of Scoring

Conform to FIFA

Law XI – Off-Side

Conform to FIFA

Law XII – Fouls and Misconduct

Conform to FIFA

Law XIII – Free Kicks

Conform to FIFA

Law XIV – Penalty Kicks

Conform to FIFA

Law XV – Throw-in

Conform to FIFA

Law XVI – Goal Kick

Conform to FIFA

Law XVII – Corner Kick

Conform to FIFA

Kentucky Youth Soccer Recommendations

- Coaches, Players and Parents must be familiar with and abide by the “State Code of Conduct” for all team activities

US Youth Soccer Recommendations

- Opposing parents/coaches and players should shake hands after each game.



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- Parent/coaches, non-playing players and spectators should be there to enjoy and encourage the activity of the participants.
- No alcoholic beverages will be consumed or allowed near the playing area.