



Ballard, Lake City, Queen Anne & Woodland

U08 & U09 Interclub League



## **Abstract**

For the U08 & U09 age groups, an Interclub League (ICL) has been formed between four neighboring SYSA clubs: Ballard, Lake City, Queen Anne & Woodland. This league structure, a transition between <u>intraclub</u> leagues (for U07 and under) and the SYSA "city-wide" league (for U10 and older), supports the four clubs' shared development goals. As such, this document contains modifications, clarifications and/or extensions to the <u>WYS Rules of Competition</u> which accommodate the player development and the cultural needs of this Interclub League (ICL).

For the 2016/17 season, the following rules are of particular note:

- **U09** age group will continue to play **5v5 format** (WYS rules have <u>not</u> been adopted).
- Build out line will be used for goal kicks & when the goalkeeper handles the ball.
- Goalkeeper cannot "punt" the ball (must roll, throw or play the ball off the ground).
- Deliberately <u>heading the ball is not allowed</u> (results in an indirect free kick).
- Ball can travel any direction when play is started/restarted from the center mark.

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## Introduction

The Washington State Youth Soccer Association (WYS) provides "Rules of Competition" which modify the official IFAB Laws of the Game for age-appropriate play. These rules are in turn based on the "Players and Playing Rules Policy" provided by the US Youth Soccer Association (USYS)<sup>1</sup>. The WYS Rules of Competition establish team, field, goal and ball size modifications that are appropriate for U19 players and younger, and is done for a number of reasons:

- The number of players on the field should be developmentally appropriate for children to experience and develop the motor skills necessary in soccer. These rules allow players to experience appropriate tactical decisions for their age. It also meets the needs of the players' social development.
- These rules create a comfortable environment for the new youth coach. By increasing
  the number of players incrementally each year. The new coach is able to focus on
  creating developmentally appropriate practice sessions without the fear and need to
  focus on teaching specific field positions. With the emphasis on teaching the individual
  player, the concern for team results is minimized.
- By increasing the number of players on the field and rosters incrementally, it is easier for the coach to deal with the challenge of new players being added to the team. Often times, the new players added to the team are playing soccer for the first time. The use of small-sided games maximizes player contact time with the ball, which aids in the improvement of these new players and their integration into the team.
- The use of smaller field sizes reduces the strain on field space. Several age groups are able to share the same space, or, in most cases, more teams can play in the existing field space.

<sup>&</sup>lt;sup>1</sup> The latest known version of the USYS Policy on Players and Playing Rules, as of 9/7/16, is the version dated <u>August 20, 2016</u>, although it hasn't been formally published on the USYS site. The equivalent document linked currently is dated <u>November 8, 2008</u>





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# U08 & U09 Rules of Competition

The following Rules of Competition (MR) are based the <u>WYS Rules of Competition (effective 2016/17)</u> where those rules are relevant to U08 & U09 age groups.

- WYS rules that have been noticeably modified for the Interclub League (ICL) are identified with the [ICL<sup>n</sup>] tag and/or the modified text has been highlighted.
- Additional Interclub League (ICL) rules use the numbering convention of MR-n-ICLn

In the case of both the WYS and Interclub League (ICL), these Rules of Competition modify the IFAB Laws of the Game (2016/17) based on USYS Policy on Player and Playing Rules (2016/17) as well as other local & legal considerations.

#### **MR-1 FIELD OF PLAY**

#### **MR-1.1 Field Modifications**

The following field modifications are applicable to all competitions approved by the four Interclub League (ICL) Clubs, for the age groups shown.

### MR-1.2 Field Dimensions [ICL<sup>2</sup>]

	Interclub	League	WYS			
Age Group	Width Length (Yards) (Yards)		Width (Yards)	Length (Yards)		
U08	20-25	35-40	20-30			
U09	35-30	35-40	40-50			

#### **MR-1.3 Center Circle**

Age Group	Interclub League (Yards)	WYS (Yards)
U08	3	3
U09	5	5

<sup>&</sup>lt;sup>2</sup> Slightly smaller/refined dimensions to accommodate 5v5 format, the available fields & the field layout.





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### MR-1.4 Penalty Mark [ICL<sup>3</sup>]

	Interclub	League	WYS		
Age Group	Allow Location PK? (Yards)		Allow PK?	Location (Yards)	
U08	No	N/A	No	N/A	
U09	No	N/A	Yes	7	

## MR-1.5 Build Out lines [ICL4]

The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team should move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper, can pass or throw/roll the ball to a teammate. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

Age Group	Interclub League	WYS
U08	Half Line	Half Line
U09	Half Line	14 Yards*

\*Touch line to Touch line

#### NO GOALKEEPER PUNTING FOR U08 & U09 AGE GROUPS

## MR-1.6 Goal Posts [ICL<sup>5</sup>]

Age	lr	nterclub Leagu	WYS			
Group	Min.	Max.	Rec.	Min.	Max.	
U08	6' x 6'	6' x 12'	6' x 8'	Cones/Flag		
U09	6' x 8'	6' x 18'	6' x 12'	6' x 12'*	6' x 18'	

\*recommended

<sup>&</sup>lt;sup>3</sup> No penalty kicks in U09, which is in part consistent with the smaller roster & field size being used.

<sup>&</sup>lt;sup>4</sup> Buildout line for U09 is the half line, which is consistent with smaller field size being used.

<sup>&</sup>lt;sup>5</sup> For U08 the minimum, maximum & recommended goal sizes are all larger than specified by WYS in order to leverage the same fields & equipment with U09.





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## MR-2 GAME DURATION, BALL SIZE AND OVERTIME PERIODS

## MR-2.1 Game Duration [ICL<sup>6</sup>]

	Interclub League	)	WYS		
Age Group	Game Duration	Ball Size	Game Duration	Ball Size	
U08	Two 25-minute halves	#3	Three 15-minute periods		
U09	Two 25-minute halves	#4	Two 25-minute halves	#4	

Note: There shall be a five (5) minute break between halves or periods.

## MR-2.2 Overtime periods

None.

## MR-3 NUMBER OF PLAYERS

### MR-3.1 Roster Size [ICL<sup>7</sup>]

	Interclub League				WYS					
Age	Game	Total # Players* on Field	Use a	Team	Field Players			Game Roster		
Group	Format*	per Team	GK	Roster	Rec.	GK	Min.	Max.		Max.
U08	4v4	4	Yes	8	4	No				
U09	5v5	5	Yes	9	7		7			

<sup>\*</sup>Including Goalkeeper (GK)

### **MR-3.2 Roster Exceptions**

Each team shall have no more than the Team Roster column amount specified for their age group, unless a variance for good cause has been granted by the one designated representative (registrar, director and/or officer) from each of the four clubs.

## MR-4.ICL1 Mercy Rule

If the score differential becomes greater than 5 goals, the losing team may place an additional player on the field. The addition/removal of an extra player may be made with consent of the referee and the coach of the opposing team during any stoppage of play. Refer to <u>Lopsided</u> <u>Games</u> in the appendix for more information.

<sup>&</sup>lt;sup>6</sup> For U08 the duration is longer (50 vs 45 minutes) and there are only two periods.

<sup>&</sup>lt;sup>7</sup> For U09 the field players & roster sizes are consistent with the field size being used.





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#### **MR-4 SUBSTITUTIONS**

#### MR-4.1 Number of Substitutions

The number of substitutions shall be unlimited with substituted players allowed to reenter the game.

### MR-4.1.1 Playing Time

It is a recommended goal that each player will have the <u>opportunity</u> to play a minimum of 50% of the total playing time over the course of the seasonal year, with exceptions for reasons of injury or illness.

### MR-4.2 Player Location

Players not on the field of play must remain two (2) yards behind the touch line and not within eighteen (18) yards from the corner of the field.

### MR-5 PLAYER'S EQUIPMENT

#### MR-5.1 Uniform

All players must be attired in uniforms that distinguish themselves to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards, and footwear. In case of a color clash, the designated home team will change jerseys. Goalkeepers must wear colors which distinguish them from field players.

#### MR-5.2 Additional Clothing

All or any member(s) of a team are permitted to wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that: The proper team uniform is worn outermost; Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat; Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.

#### MR-5.3 Medical Devices & Equipment

Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a regularly scheduled game provided that the referee determines that the device can be used safely.





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#### MR-6 METHOD OF SCORING

#### MR-6.1 Cone Goals

If cones are being used for goals and a cone is knocked over or moved as a result of a direct hit by the ball as it crosses the goal line, the goal will not be allowed. In this case the ball shall be put into play by either a goal kick or a corner kick, depending on who touched the ball last.

### **MR-7 OFFSIDE RULE**

### MR-7.1 Offside [ICL<sup>8</sup>]

The offside rule does not apply, however, the intent of the rule will be followed: players cherry picking or standing in front of the opponent's goal will be called offside. Positioning a player in front of the opponent's goal irrespective of the location of the ball on the field is contrary to the aims of the program. The referee shall take appropriate action to prevent this kind of play (an indirect kick to the offended team and instructional statements to the violating players and coach.)

## MR-8 FOULS, MISCONDUCT & OFFICIATING

#### MR-8.1 Direct Kicks [ICL<sup>n</sup>]

No direct kicks.

#### MR-8.2 Free Kick Distance

All Free Kicks, the required distance for a defending player will equal that of the age appropriate center circle (radius).

#### MR-8.3 Penalty Kicks [ICL]

No Penalty Kicks.

#### MR-8.4 Slide Tackling

No Slide Tackling.

#### MR-8.5 Throw-ins [ICL]

In the event of any throw-in infraction the throw-in shall be retaken. Instruction shall be given by the referee.

<sup>&</sup>lt;sup>8n</sup> These rules are not being enforced for U09 in part due to the 5v5 format/development program and the youth referees that are used to officiate these age groups.





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#### MR-8.6 Yellow and Red Cards

Referees will not issue or present yellow and red cards to players. Referees may suggest a player be substituted and provide a cooling off period. The referee or their parent will contact the referee assignor for coach or parent problems.

### MR-8.ICL1 Charging the Goalkeeper

No player shall make physical contact with the goalkeeper, harass the goalkeeper or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever.

• Note: Also included in "having control of the ball" is, if the goalkeeper holds the ball on the ground with one or both hands.

### MR-8.ICL2 Heading

Deliberate heading of the ball is NOT allowed. Players who deliberately head the ball in a game will be called for a foul, and an indirect free kick will be given to the opposing team at the spot of the foul. If the foul occurs within the goal area, the referee will place the ball for the indirect free kick at a suitable location on the penalty area line.

### MR-8.ICL3 Officiating

#### MR-8.ICL3.1 Head Referee

The home team will be responsible for providing referees. In the event that a referee is not present, both coaches will mutually agree upon one. If one cannot be agreed upon, each coach will referee one-half.

#### MR-8.ICL3.2 Assistant Referees

Assistant referees will be used whenever possible to assist the referee. Young players or willing adults may also be used. Volunteer linesmen may be used at the discretion of the referee only for the purpose of calling the ball in or out of play.

## MR-9 TEAM SELECTION (ROSTER & SUPERVISION)

### **MR-9.1.1 Selection Process**

A selection process will not be used for teams rostered for league play. The use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited.





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### **MR-9.ICL1 Approved Supervision**

The coach or designated adult (18 years or older, unless approved by the Association) should attend every practice and every game. All coaches, team managers, and assistants must fill out the required Washington State Patrol forms and comply with all Risk Management requirements.

### MR-10 TEAM STANDINGS AND GAMES SCORES

### MR-10.1.1 Published Standings & Results

There will be no published team standings or game scores.

### MR-11 TEAM AND PLAYER PLACEMENT

### MR-11.1 Age

Teams are encouraged to play at age for league, academy, and State Cup play.

### MR-11.2 Play Up

Organizations are encouraged to place individual players on older age teams based on the players' skill and abilities and the opportunity for development.

#### MR-12 ASSOCIATION PLAYER PASS

The Association Player Pass is a tool that allows player movement from Rec to Select Club and Select Club to Regional Club and players to Player Pass to RCL. It very rarely applies or is relevant to players within this intraclub league. Please refer to the <a href="https://www.wys.numeric.com/wys.nume





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# **Appendix**

## **A-ICL-1 Lopsided Games**

At the recreational soccer level, the goal is to keep games balanced and competitive. However, some teams can be much stronger than others. If one team scores many goals and the lead becomes unsurmountable, the losing team can become dejected and demoralized.

To encourage teams to have a positive experience, in 2012 the four clubs instituted a mercy rule for U08 & U09 games. If the score differential becomes greater than 5 goals, the losing team may place an additional player on the field. This is done by telling the referee and the other coach of what is happening. The other coach may rescind this extra player if the score differential falls below 5 goals.





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## **Revision Record**

- 2016-09-13 Updated to more clearly state number of players on the field and whether the GK in included in that number (it is).
- 2016-09-07 Created, reviewed and approved by representatives of Ballard, Lake City, Queen Anne
   Woodland soccer clubs as the definitive document for interclub league play.