

2011 Fall Rules Summary

Rules Modification Summary - House (Rec) Games

ROYSA, CYS,
and co-scheduled games with
MHYSA, SOCS, BBSC, VSYSL, NMCYS, and LAYSL
2011 Fall Season

	U8	U10	U12	U14	U19	U19 Lite
Ball size	3	4	4	5	5	5
Players (incl keeper)	5v5	6v6	8v8	11v11	11v11	8v8
Minimum	4	5	6	7	7	6
Roster size	9	11	14	18	18	14
Substitutions	Unlimited in number. Referee must be informed. Allowed by either team at goal kicks, goals, halftime, injury, and for a cautioned player (1-for-1). (Substitutions are not allowed on corner kicks or fouls.)					
Sub on throw-in	either team's throw		own team's throw, or if other team is subbing			
Equipment	Required: Shirt, shorts, shinguards, socks (covering shinguards), shoes. Home team changes for color conflict (visitors may change if they have alternate). Either goalkeeper must change for color conflicts. Referee may allow optional equipment (cold weather gear, goalkeeper cap, head/elbow/knee protection, religion-required clothing, etc) if deemed not dangerous.					
Jewelry	NONE ALLOWED. Taping does not make jewelry safe. (Jewelry: items worn for decoration or display, not having any purpose for the game.) Medic Alert bracelet or similar item should be taped, allowing medallion to be seen.					
Referee	yes, \$15	yes, \$20	yes, \$22	yes, \$28	yes, \$38	yes, \$38
Asst Referee	no	no	yes, \$15 each	yes, \$18 each	yes, \$24 each	yes, \$24 each
Length of ½	25 min	30 min	35 min	40 min	45 min	45 min
Offside	no	no	yes	yes	yes	yes
Heading	no - DP	yes	yes	yes	yes	yes
Slide Tackling	no - DP	no - DP	yes	yes	yes	yes
Free kicks	all indirect	direct or indirect, per the Laws of the Game				
Penalty kicks	no	yes, 10 yards		yes, 12 yards		
Throw-in redo	See * below	no	no	no	no	no
Goal kicks	Ball placed anywhere within combined goal/penalty area. Ball is in play when it is kicked and moves.		Per FIFA. Ball placed anywhere within goal area. Ball is in play when it leaves the penalty area. Opponents must stay outside penalty area until ball is in play.			
Goalkeeper	Per FIFA. May not play ball with hands when deliberately kicked by a teammate ("pass-back" rule). No restriction on length of kicks/punts.					

Notes: DP = Dangerous Play

* If the first throw-in is bad, the same team takes another throw. The ball is turned over to the other team if the second throw is bad.