

BYSO Game Rules

1. Shin guards must go **under** socks. If not, player needs to correct before game starts.
2. No jewelry, no exceptions. Band-aids over earrings and wrist bands NOT allowed for any reason.
3. Check cleats. No toe cleat allowed.
4. No bandanas.
5. Home team provides game ball, visiting team calls the coin toss. Winner of coin toss chooses side to defend. Winner of coin toss may choose to kick off.
6. 6U players - Goal does not count if they score in their own goal. A corner kick is awarded to the other team.
7. **Ball Size:**
 1. 8U and below – Size 3 ball
 2. 9U – 12U – Size 4 ball
 3. 13U and up – Size 5 ball
8. **Players:**
 1. 6U - 4 v 4, no goalie, can have defender, need 3 to start game
 2. 8U - 4 v 4, need 3 to start game
 3. 10U - 7 v 7, 1 goalie, need 4 to start game
 4. 12U and Rec Plus 9 v 9, 1 goalie
9. **Kick Off:**
 1. Ball does not have go forward.
 2. NO DOUBLE TOUCHES!
 1. 8U - stop play and restart.
 2. 12U (all formats) - if double touch, indirect kick to the other team.
10. **Throw-Ins:**
 1. 6U - kick-ins, NOT throw-ins. Defending players must be at least six feet from the ball. No double touches. Stop and restart.
 2. 8U - throw-ins with one additional try. Can't throw in ball in and be the first to touch. Stop and restart.
 3. 12U – throw-ins. No second chances.
11. **Goal Kicks:**
 1. 6U - taken from any point on the end line NOT in front of the goal. Defending players must be at least six feet from ball. No double touches. Stop and restart.
 2. 8U - taken from box in front of goal. If there is no box refer to above. No double touches. Stop and restart.
 3. 12U - taken from goal box.
12. **Corner Kicks:**
 1. 8U - NO DOUBLE TOUCHES! Stop and restart.
 2. 10U - double touch results in indirect free kick to the other team
13. **Fouls/Free Kicks:**
 1. 8U - ALL fouls are indirect
 2. 12U - indirect and direct fouls awarded

14. Substitutions may only be made at the following times:

1. Substituting team doing kick-in/throw-in only
2. Either team's goal kick
3. Either team's kick off
4. NO subs allowed on corner kicks or free kicks by either team
5. 10U and higher - Substituted player leaving the field should leave the sideline they are closest to keep up the speed of the game.

15. Coaches on the Field:

1. 5U – one coach from each team may be on the field during the game
2. 6U – one coach from each team may set up players on the field, then must step back to sideline
3. 12U – no coaches on the field during the game must be at least three feet from the sideline
4. No coaches are allowed behind the goals or anywhere along the goal line

16. Offside:

1. 8U 4v4 no offside called
2. 10U 7v7 offside called from build out line to goal. Player is not offside if they are in the area from build out line to build out line.
3. 12U 9v9 offside called
4. 13U and above 11v11 offside called

17. Game Length:

1. 6U – Four 8-minute quarters with two 1-minute water breaks, one two-minute half time.
2. 8U – Four 10-minute quarters with two 1-minute water breaks, one two-minute half time.
3. 10U – Two 25-minute halves with one 5-minute half time*.
4. 12U – Two 30-minute halves with one 5-minute half time*.
5. 14U – Two 35-minute halves with one 5-minute half time*.
6. 16U – Two 40-minute halves with one 5-minute half time*.
7. 18U – Two 45-minute halves with one 5-minute half time*.

*For 10U and higher home or away coach may request to play quarters instead of halves due to extreme weather conditions or low roster size. Must be discussed prior to start of game and both coaches and referee(s) must agree. The clock will continue running during additional breaks taken.