

CAYSA Academy Guide for Referees

September 09, 2016

With the exception of fluid rosters, the rules of play for recreational U9-U10 should be the same as these general Academy rules.

From STYSA’s current rules for Fall 2016, with USSF PDI info added:

Age	Markings on the field	Minimum Dimensions	Maximum Dimensions
U9-U10	Field Size	(W) 30 x (L) 50 yards USSF-PDI: 35 x 55	(W) 60 x (L) 80 yards (W) 30 x (L) 47 yards (USFF suggested) USSF-PDI:45 x 65
	Goals	18 x 6 feet Minimum	21 x 7 feet Maximum 18.5 x 6.5 feet recommended USSF-PDI: 6.5 x 18.5 Max
	Center circle	7 yards in radius	
	Penalty Area	10 x 20 yards	
	Goal Area	4 x 14 yards	
	Penalty Spot	8 yards and perpendicular from the midpoint of the goal line	
	Penalty Arc	7 yards radius from the penalty spot	
	Restarts	Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least six (6) yards from the ball.	
	Offside	The FIFA Offside Rule shall apply.	
Build out Line	14 yards from and parallel to each end line USSF-PDI: halfway between top of penalty area and center line		

Table 6.1.3(C) (Changed 2.21.16)

USSF-PDI: Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

USSF-PDI: Punting is not allowed. See Build out lines below.

Age	Markings on the field	Minimum Dimensions	Maximum Dimensions
U7-U8	Field Size	(W) 20 x (L) 30 yards USSF-PDI: 15 x 25	(W) 40 x (L) 60 yards (W) 20 x (L) 30 yards (USFF suggested) USSF-PDI: 25 x 35
	Goals	6 x 4 feet	
	Center circle	5 yards in radius	
	Penalty Area	None	
	Goal Area	3 x 3	
	Penalty Spot	No penalty area	
	Penalty Arc	None	
	Fouls	All fouls shall be penalized with indirect kicks	
	Restarts	From the point of taking an indirect kick or corner kick, opponents shall not be any closer than 5 yards.	
	Throw-ins	If there is an infraction of the FIFA throw-in rules, the player	

		throwing the ball in shall receive one additional throw-in after a correcting instruction from referee. If the player violates the FIFA rule on his/her second attempt, then the opposing team shall be awarded a throw-in
	Offside	There shall be no offside rule.
	Goalkeeper	There is no goalkeeper.

STYSA Table 6.1.3(D) (Changed 2.21.16)

USSF-PDI: No deliberate heading allowed; indirect free kick to opposing team at spot of offense.

Ball: U9-U10: Size 4

U7-U8: Size 3

Format: U9-U10: 7v7

U7-U8: 4v4

Length of Games: U9-U10: 2 25 minute halves / 10 minute half

U7-U8: 3 Fifteen (15) minute periods / 5 minute breaks

U7-U8 USSF-PDI: 4 10 minute quarters with 5 minute breaks between each

Build out Line

The build out lines at CAYSA’s fields will be marked as single hash lines on the exterior of the field and for Festivals we will making them more visible to players by placing cones on them at the end of the mark farthest from the field of play so there is room for the ball to be played out of bounds before contacting the cone. Facilities have some discretion in how to mark the buildout line, as long as it is clearly discernable and different from other boundary lines on the field of play (different color paint, dashed or dotted line, etc.). If a field has no buildout line marked, the center line may be used as the buildout line.

When the goalkeeper has the ball in hand or for goal kicks, the opposing team must retreat behind the build out line until the keeper has played the ball. No punting; distribution by hand or by foot after the ball has touched the ground.

USSF-PDI: The build out line will also be used to denote where offside offenses can be called.

Players cannot be penalized for an offside offense between the halfway line and the build out line.

Players can be penalized for an offside offense between the build out line and goal line.

Game Check in

Game check-in shall be as for recreational play in the age group with each player having a valid player card for the Academy division. The CAYSA Academy does have pools with fluid rosters, so players may be moved from “team” to “team” within an Academy program from week to week, and even from day to day, so the primary concern on game day is that all players have a valid Academy player card. For the Festivals, any player with a Festival stamp is a valid player for any Festival game and can be added to a team at any time. Boys may play on “girls” teams with the opposing coach’s assent.

Players

Play will generally be 7v7 for U9/U10 and 4v4 for U8, but may be altered during play in the event of an unbalanced game. In Festivals, the normal 5 player minimum may be disregarded at the referee’s discretion with agreement of

both teams' coaches. Academy players are pooled and allowed to play up to 2 games per day, so the same player may play for more than one "team" on the same day.

Substitutions

Substitutions are allowed at any stoppage that does not interfere with the flow of the game. Unlimited.

Scoring

Scores will be kept but not publicly posted. Game cards should be signed by both teams and given to the coach or manager of the team with the highest score or the home team in the event of a tie.

At Festivals, game cards should be returned by the referee to event headquarters.

Putting these to use at clubs

Where possible, clubs should adopt the USSF-Player Development Mandates immediately. Where immediate adoption is simply not possible due to infrastructure or cost requirements, clubs should start a plan that will allow them to meet the new standards as soon as is reasonable. Some of CAYSA's field and goal sizes will take time to catch up due to limits in our current field layout and budget, so we understand the situation our clubs find themselves in due to these late changes from the Federation. See the [STYSA FAQ on the topic](#).

(<https://usys-assets.ae-admin.com/assets/975/15/STYSA%20position%20on%20the%20USSF%20Player%20Development%20Initiatives%20final.pdf>)