SSYS Referee Rules

U7/U8 (5v5) 10 min quarters = 49 mins

*Please EXPLAIN calls to players!

- Minimum 4 players to start the game
- Teams switch sides at each half
- Free substitutions with referee check-in.
- Offside is called using the Build Out Line, not the mid-line.
- No headers. Penalty is indirect kick where the ball was headed.
- No slide tackling. This is a foul.
- No goals from kick-off (indirect kicks)
- No direct kicks EXCEPT penalties made inside the arc which are taken at the top of the arc
- READ BUILD-OUT LINE RULES
- No more than 5 goals PK rule – ask Brian if you are uncertain about this new rule.

U9/U10 (7v7) 25 min, 5 break, 25 min = 55 mins (and 1-minute water breaks around the 12-13 minute mark after game start and halftime while the clock still runs)

- Minimum 5 players to start the game
- Free substitutions with referee check-in.
- Offsides is called at the Build-Out Line, not the mid-line.
- No headers. Penalty is indirect kick where the ball was headed.
- No slide tackling. This is a foul.
- No goals from kick-off (indirect kicks)
- READ BUILD-OUT LINE RULES
- No more than 5 goals PK rule – ask Brian if you are uncertain about this new rule.

U11/U12 (9v9) 30 min, 5 break, 30 min = 65 (and 1-minute water breaks at the 15 minute mark after game start and halftime while the clock still runs)

- Minimum 6 players to start the game
- Free substitutions with referee check-in.
- Offsides is called at the mid-line.
- No headers. Penalty is indirect kick where the ball was headed.
- No slide tackling. This is a foul.
- No goals from kick-off (indirect kicks)
- No more than 5 goals PK rule – ask Brian if you are uncertain about this new rule.

U13/14 (11v11) 30 min, 5 break, 30 min = 65 (and 1-minute water breaks at the 15 minute mark after game start and halftime while the clock still runs)

- Minimum 7 players to start the game
- Free substitutions with referee check-in.
- Offsides is called at the mid-line.
- Headers allowed for U13/14.
- No more than 5 goals PK rule – ask Brian if you are uncertain about this new rule.

GOAL MAXIMUM:

- ****NEW: Once a team scores and creates a 6+ goal differential, the losing team gets to take an immediate penalty kick.**

BUILD-OUT LINE:

- When the goalkeeper has the ball in his/her hands during play, the opposing team must move behind the build-out line until the ball is released from the goalkeeper's possession AND crosses the penalty area.
- Once the opposing team is behind the build-out line, the goalkeeper can release the ball by passing, (NOT dribbling), throwing, or rolling the ball to any teammate. The goalkeeper may roll and pass the ball to a teammate.
- PUNTS, BOUNCING the ball, and DROP KICKS are not allowed from the keeper. The penalty for this is an indirect kick for the opposing team at the spot of the offense.
- After the ball is released from the goalkeeper's possession and crosses the penalty area, the opposing team may cross the build-out line and play resumes as normal.
- The opposing team may only cross the build-out line and play resumes as normal after the goalkeeper (1) drops the ball to dribble or pass, (2) releases possession of the ball by rolling the ball, or (3) releases possession of the ball by throwing the ball.
- The goalkeeper releasing the ball from possession or the player taking the goal kick does not have to wait for the opposing players to move behind the build-out line if there is an advantage for his/her team.
- The play from the goalkeeper or from the goal kick can be played to a teammate beyond the build-out line.
- On Goal Kicks, the ball must be kicked and cross the penalty area before the opposing team can cross the build out line to attack the ball.