

Minnesota Youth Soccer Association

Recreational Policy Manual



POLICIES OF MYSA RECREATIONAL PROGRAMMING

1.0 Administration

1.1 Recreation Administration

- a. Affiliate Members must accept as participants any and all eligible youth (subject to reasonable terms of registration).
- b. A system of rostering players must be employed for the purpose of creating a fair or balanced distribution of playing talent among all teams participating.
- c. The use of tryouts, invitations, recruiting or any like process to roster players selectively to any team on the basis of talent or ability is prohibited.
- d. Each player must play at least ½ of each game except for reasons of injury, illness or discipline.
- e. Affiliate Members may conduct cooperative programs with other Affiliate Members.

1.2 Rec Plus Administration

In addition to the policies set forth above in *Section 1.1 (a–e)*, the following policies apply to Rec Plus programs:

- a. A player may be registered on one Rec Plus team at a time. However, a player may belong simultaneously to a Rec Plus team and a recreational team with his or her Affiliate Member.
- b. Affiliate Members may schedule games, organize Rec Plus leagues, publish game results, and conduct end-of-season playoffs.
- c. Rec Plus teams may not play as teams in MYSA Leagues and Championships or US Youth Soccer Championship series events.

2.0 Rec Plus Modifications to the Laws of the Game

2.1 LAW 1 – The Field of Play

2.1.1 9U/10U

- a. Dimensions: The field of play shall be rectangular, its length being not more than 65 yards or less than 55 yards and its width not more than 45 yards or less than 35 yards.
- b. Markings: A center circle with 8-yard radius; four corner arcs with a 3-foot radius.
- c. Penalty area: 8 yards out from the goal line x 22 yards wide. No penalty spot, or penalty arc.
- d. Goal area: The penalty area shall also serve as the goal area.
- e. Goals: Minimum: 6 feet high and 12 feet wide, maximum: 6.5 feet high and 18.5 feet wide.
- f. Build Out Lines: Equidistant between the top of the penalty area and halfway line. On artificial turf fields where lines can't be altered, cones or flags shall be placed 1 yard off of both touchlines to indicate where Build Out Lines would intersect. Where other markings cannot be redrawn, existing markings should be used and the game played under normal rules.

2.1.2 11U/12U

- a. Dimensions: The field of play shall be rectangular, its length being not more than 80 yards or less than 70 yards and its width not more than 55 yards or less than 45 yards.
- b. Markings: A center circle and two penalty arcs with 8-yard radius; four corner arcs with a 3-foot radius.
- c. Penalty area: 10 yards out from the goal line x 28 yards wide. A penalty mark on the penalty area line, 10 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 8 yards from the penalty mark is drawn outside the penalty area.
- d. Goal area: Within each penalty area, a goal area 5-yards out from the goal line x 14 yards wide.
- e. Goals: Minimum 6.5 feet high x 18.5 feet wide, Maximum 7 feet high x 21 feet wide.

2.1.3 OTHER MODIFICATIONS

Other field dimensions and goal sizes may be used only with prior agreement by the coaches of the teams involved.

2.2 LAW 2 – The Ball

- a. 9U–12U: Size 4
- b. 13U–19U: Size 5

2.3 LAW 3 – The Players

2.3.1 9U/10U

- a. Number of Players
 - 1. Maximum: 12 players on match roster
 - 2. Maximum: 7 players on the field, one of whom must be the goalkeeper
 - 3. Minimum: 5 players on the field, one of whom must be the goalkeeper
- b. Substitution: substitutions allowed at any stoppage of play, with permission of the referee, in any small-sided game

2.3.2 11U/12U

- a. Number of Players
 - 1. Maximum: 16 players on match roster.
 - 2. Maximum: 9 players on the field, one of whom must be the goalkeeper
 - 3. Minimum: 7 players on the field, one of whom must be the goalkeeper
- b. Substitution – substitutions allowed at any stoppage of play, with permission of the referee, in any small-sided game.

2.3.3 13U-19U

- a. Number of Players
 - 1. Maximum: 18 players on match roster
 - 2. Maximum: 11 players on the field, one of whom must be the goalkeeper
 - 3. Minimum: 7 players on the field, one of whom must be the goalkeeper
- b. Substitutions for League Play - Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee at the following times:
 - 1. Prior to a throw in, by the team with possession of the ball, if the team in possession is substituting, both teams may substitute.
 - 2. Prior to a goal kick, by either team.
 - 3. After a goal, by either team.
 - 4. After an injury, by either team, when the referee stops play.
 - 5. At half time.

2.3.4 OTHER MODIFICATIONS

Other roster limits and formats of play may be used only with prior agreement by the coaches of the teams involved.

2.4 LAW 4 – The Players’ Equipment

- a. The referee has the final decision on the safety of players’ equipment or clothing. The referee shall not permit a player to wear or use any equipment or clothing which, in the opinion of the referee, would likely risk injury to the player or others.
- b. Players may wear visible undergarments of different colors.
- c. Players must have their own numbers on jerseys with no numbers being shared by players on the same team.

- d. Jerseys must be tucked in at all times.
- e. Players must be uniform in appearance with respect to jersey, shorts, and socks (socks on both legs must be the same color; player cannot wear one color on one leg and another color on the other leg).

2.5 LAW 5 – The Referee

- a. All officials must be currently certified.
- b. Referees will be subject to disciplinary action if they allow violations of MYSA policies.
- c. At least one certified referee must officiate each match.
- d. The referee must not referee at his/her age level or above except by individual written permission from the SYRA.

2.6 LAW 6 – The Other Match Officials

Use of club assistant referees (club lines) is allowed in the event that certified officials are not available.

2.7 LAW 7 – The Duration of the Match

- a. 9U/10U: Two 25-minute halves
- b. 11U/12U: Two 30-minute halves
- c. 13U/14U: Two 35-minute halves
- d. 15U/16U: Two 40-minute halves
- e. 17U–19U: Two 45-minute halves
- f. All games shall be complete when at least one half (of the game) and 50 percent of the second half have been played. The referee is the official timekeeper and sole judge on the amount of time played.
- g. Periods of other lengths may be used only with prior agreement by the coaches of the teams involved or when the referee must shorten the periods due to weather conditions or limited daylight.
- h. All ties during the regular season will remain ties with no overtime halves.

2.8 LAW 8 – The Start and Restart of Play

9U–12U: Opponents of the team taking the kick-off must be at least 8 yards from the ball until it is in play.

2.9 LAW 9 – The Ball In and Out of Play

No MYSA modifications.

2.10 LAW 10 – Determining the Outcome of the Match

No MYSA modifications.

2.11 LAW 11 – Offside

9U/10U: The Build Out Line also serves as an offside line. Attackers cannot be penalized for an offside offense between the halfway line and the Build Out Line.

2.12 LAW 12 – Fouls and Misconduct

2.12.1 9U/10U

All free kicks classified as indirect.

2.12.2 9U-11U

- a. Heading: When 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 point nearest to where the infringement occurred.

- b. **Build Out Zones:** When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must drop back behind the Build Out Line. After the ball is put into play, the opposing team can then cross the Build Out Line and play resumes as normal. At any time, the goalkeeper may put the ball into play, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Referees may issue misconduct if players do not drop back in a timely manner or encroach over the Build Out Line prior to the ball being put into play. In enforcing the 6-second rule counting the time of possession should only begin when all opponents have moved behind the Build Out Line. Where no Build Out Lines are marked on the field, e.g. turf and 11U fields, the nearest point of the center circle should be used as a reference point. Cones or flags should be placed just off the touchlines to indicate where Build Out Lines would intersect.
- c. **Punting:** An indirect free kick is awarded to the opposing team at the spot of the offense if a goalkeeper punts or drop-kicks the ball. If the punt 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.

2.13 LAW 13 – Free Kicks

9U–12U: Opponents must be 8 yards away from the point of kick. Free kick by the attacker within the Goal Area must be placed on top of the Goal Area Line parallel to the goal line and closest to the point of infraction.

2.14 LAW 14--The Penalty Kick

2.14.1 9U/10U

No penalty kicks awarded.

2.14.2 11U/12U

Taken from the penalty mark 10 yards from the goal line. The players other than the kicker and goalkeeper must be 8 yards from the penalty mark.

2.15 LAW 15 – The Throw-In

No MYSA modifications.

2.16 LAW 16 – The Goal Kick

9U–11U: Opponents must drop back behind the Build Out Line until the ball is in play. The ball is in play when it is kicked directly out of the penalty area. The team taking the goal kick may choose to restart play before the opponents have retreated behind the Build Out Line but they do so accepting the positioning of the opponents and the consequences of how play resumes. Where no Build Out Lines are marked on the field, e.g. turf and 11U fields, the nearest point of the center circle should be used as a reference point. Cones or flags should be placed just off the touchlines to indicate where the Build Out Lines would intersect.

2.17 LAW 17 – The Corner Kick

9U–12U: Opponents must be 8 yards away from the ball.

3.0 Rec Plus Match Protocols

3.1 Pre-Game

3.1.1 HOME TEAM RESPONSIBILITIES

- a. The home team is responsible for scheduling referees through a registered referee assignor, marking fields, placing corner flags, anchoring goals, securing nets, and providing a ball that is acceptable for play.
- b. The technical area for both teams will be on the same side of the field.
- c. In the case that the color of uniforms conflicts (as determined by the referee), the home team must change to an alternate color.

3.1.2 ROSTERS, PASSES AND CLUB PASS PLAYERS

- a. Each team must present rosters and member passes in approved MYSA format to the referee before the start of each game. Rosters must include player jersey numbers.
- b. Each team must have a minimum of one registered adult administrator with a pass at the field.
- c. Club Pass Players: An age eligible player may be added to the roster to play for another team than that to which they are registered an unlimited number of times under the following conditions:
 - 1. Both teams are registered with the same Affiliate or Extraterritorial Member, and
 - 2. A player must get approval from his/her club Director of Coaching or designee before playing for another team.

3.2 During Game

- a. Spectators shall be at least one yard from the touch line and at least 20 yards from the goal line.
- b. Team personnel are to remain in the technical area and at least one yard from the touchline.
- c. No spectator, coach or player may place himself or herself behind a goal.

3.3 Post-Game

The referee must report any injuries, red cards and irresponsible behavior to MYSA.

4.0 Sanctions

4.1 Individual Sanctions

4.1.1 PLAYER EJECTIONS

- a. Minimum 1-game suspension
 - 1. Sent off by the referee for receiving a second caution.
 - 2. Sent off by the referee for denying a goal-scoring opportunity by deliberately handling the ball.
- b. Minimum 2-game suspension: Sent off by the referee for any reason except in (a) above.

4.1.2 COACH/MANAGER DISMISSALS

- a. A coach or manager dismissal will result in a minimum 2-game suspension.
- b. A 90-day probation must be served after completion of the suspension. Any violation while on probation will double the sanction.

4.1.3 USE OF INELIGIBLE PLAYERS

- a. Any coach, manager or club official using or attempting to use an ineligible player shall be subject to sanction or suspension.
- b. Any player who participates or attempts to participate as an ineligible player shall be subject to sanction or suspension.

4.1.4 ESCALATING SANCTIONS

- a. Multiple ejections or dismissals
 - 1. MYSA may impose additional sanctions for multiple ejections or dismissals including, but not limited to, longer suspensions and periods of probation.
 - 2. For a third ejection or dismissal within a soccer season, minimum suspension will be either for the remainder of the season, including post season play, or triple the suspension.
- b. Threats and Physical Assault: The sanctions listed below are in addition to any mandatory suspension. The length of the suspension for threats and physical assaults will be determined by MYSA and will be determined using the following criteria:
 - 1. Threats

- a. Administrators:
 - i. Minimum: 5-day suspension
 - ii. Maximum: 90-day suspension
 - iii. Probation: 365-days from completion of suspension
 - b. Players:
 - i. Minimum: 1-game suspension
 - ii. Maximum: 8-game suspension
 - iii. Probation: 365-days from completion of suspension
2. Physical Assault
- a. Administrators:
 - i. Minimum: 30-day suspension
 - ii. Maximum: 730-day suspension
 - iii. Probation: 365-days from completion of suspension
 - iv. Any adult who physically assaults a minor will receive an automatic 365-day suspension from all participation.
 - b. Players:
 - i. Minimum: 2-game suspension
 - ii. Maximum: 3-year suspension
 - iii. Probation: 365-days from completion of suspension
- c. Referee Assault: Conduct which amounts to assault upon an official will be punishable as defined by USSF. Any coach who assaults a referee who is less than 18 years old will receive an automatic three -year suspension from all participation.

4.1.5 SERVING SUSPENSIONS

- a. Suspensions must be served in Rec Plus games.
- b. Suspensions will be carried over to the next season if not fulfilled in the current season.
- c. Player suspensions must be served for the team to which the player is officially registered. It shall be the responsibility of the player's coach and member club to assist in enforcing the suspension.
- d. Administrator suspensions must be served with the team with which the dismissal occurred. If a suspension crosses a seasonal boundary or a club transfer, that administrator will serve the remainder of the suspension with a team agreed upon by MYSA and the club President.

4.2 Team Sanctions

- a. A team that uses an ineligible player shall forfeit the games in which that player takes part.
- b. A team that fails to appear for a game (simple forfeit) shall forfeit the game and the team/club will be sanctioned according to the policies set forth by the organizer of the rec plus league.
- c. A team that refuses to play a game (willful forfeit) shall forfeit the game and the team/club will be sanctioned according to the policies set forth by the organizer of the rec plus league.

4.3 Club Sanctions

- a. A club may be sanctioned for any of the violations included in sections 1.5.1 and 1.5.2.
- b. A club that uses unprepared/inadequate fields may incur fines, forfeits, cancellation of schedule, and costs associated with moving games to adequate sites.
- c. A club that fails to assign certified referees through a certified referee assignor may incur fines, forfeits, cancellation of schedule, and costs associated with assigning certified referees.

- d. A club that fails to control spectator or coach behavior may incur fines, suspensions, forfeits, moving games or cancellation of schedule.