



CRYSA Soccer

Laws of the Game

2024

5u & 6u

Laws of the Game

Law 1 - Field of play

- Fields 1, 2, 3, 4, and 5 are sized and marked to standard for 4v4, with two penalty boxes, two goal boxes and 2 goals sitting on the goal lines centered on each end of the field.

Law 2 - The ball

- 5u and 6u use a size 3 ball.
- Ball must be aired up to a good pressure.
- If the ball becomes defective during play it is stopped and resumed with a new ball with a drop ball. If the ball becomes defective out of play, resume with the initial call.

Law 3 - The players

- A match is played with two teams, no more than 4 on the field from each team at a time. There are no goalies in 4v4 matches.
- Substitution procedures
 - For 4v4 is when the ball is out of play, both teams may sub any and all players off the field. Play may not resume until all players being substituted have left the field.
 - If play is stopped for an injured player, a substitute can be put in at the time of injury to replace injured player.
 - Goals scored with an extra player on the scoring team are disallowed. If a goal is scored with an extra player on the defensive team the goal stands.
 - If a team does not have enough players, they may borrow from the other team, team borrowing players need to wear pennies, or if extra jerseys are available it can be used.

Law 4 - Player equipment

- Player uniform
 - Players must be wearing their team uniform, shirt and matching socks. Shin guards must be worn and be covered by socks, not to be worn on the outside. Cleats with a toe spike are not allowed. Toe spike must be removed before allowed to play.
 - Not allowed on field of play:

- Jewelry of any kind, bracelets, rings, earrings, nose rings, necklaces, etc. Jewelry can not be tapped down, they can not be on the body of the player.
 - If a player is wearing a long sleeve shirt or hoodie during cold conditions, the uniform must be on the outside and visible. No zip jackets covering the uniform.
 - Prescription glasses, soft headgear and face masks are allowed. Headgear and face masks must be black or matching uniform color and not attached to the shirt.
- The two teams must be wearing different colored uniforms.

Law 5 - The referee

- 5u and 6u do not have referees at this time.
- Coaches are allowed on field to assist players in following laws of the game to the best of their ability and act as interim match officials.

Law 6 - The other match officials

- 5u and 6u do not have other match officials at this time

Law 7 - Duration of the match

- Both age groups play 4 10 minute quarters with 2 minute breaks between quarter 1 and 2 as well as 3 and 4. They have a 5 minute break between 2 and 3.
- On very warm days, if agreed upon by both coaches, extra breaks are allowed for water if deemed necessary. On tournament days, however, the games may be timed and the break not be added to the game time to stay on schedule.
- If a match is called for weather, coaches will determine whether or not to call the game then or finish/reschedule at a later date.

Law 8 - The start and restart of play

- Kick off happens at the beginning of each quarter. Whoever has the ball first for the first quarter will kick off the second quarter as well. The second half of the game will be kicked off by the other team. Kick offs also restart play when a goal has been scored. All players must be on their side of the field for each kick off. To score off a kick off, a second player must also touch the ball. The player kicking off the ball is not allowed to touch it twice in a row. If a player touches the ball twice in a row, a rekick is allowed. The ball is in play once the ball is kicked and clearly moves. Other team has to stay out of the center circle until the ball is kicked.
- At the start of the second half, players switch ends of the field.
- Drop balls can be done if the game was paused for injury. Ball is dropped to one player of the team that last touched the ball. All other players must stand 4 yards back. Ball can not be touched by the player till it hits the ground and must touch another player before going in the goal.

Law 9 - The ball in and out of play

- The ball is out of play when it fully crosses the goal line or touch line, in the air or on the ground, or play has been stopped by a referee (coach for 5u and 6u)
- The ball remains in play if it rebounds off a goalpost, crossbar or corner flag and remains in the field of play.

Law 10 - Determining the outcome of a match

- A goal is scored when the ball passes over the goal line between the goal posts and crossbar, and passes fully over the goal line.
- Matches can end in a win, loss, or tie.
- During tournaments a win or lose might be necessary. The correct actions for each tournament will be determined by the tournament director.

Law 11 - Offsides

- There are no offsides in 4v4

Law 12 - Fouls and misconduct

- No direct free kicks in 4v4
- An indirect free kick is awarded when a foul is made such as a handball, using careless, reckless, or excessive force.
- The foul, if in the penalty box and made by the defensive team, is restarted with an indirect kick outside of the penalty box.

Law 13 - Free kicks

- All free kicks must take place from where the offense occurred, be touched by another player before the kicker can touch the ball again, and opposing players must stay 5 yards from the ball until the ball is in play. If a wall is made, the attacking team must stay 1 yard away from the opposing team's wall.
- Indirect kicks must touch any other player before entering the goal. If not, a goal kick is awarded to the opposing team.

Law 14 - Penalty kicks

- There are no penalty kicks in 4v4. Play may resume on the penalty box line with an indirect kick.

Law 15 - Throw ins

- A throw in is awarded when the ball leaves the field of play from the touch line. The throw in is given to the team who did not touch the ball last from the point it left the field of play.
- A goal can not be scored from a throw in. If the ball goes in the goal, it restarts as either a goal kick or corner kick depending on which goal it went in to.
- Both feet must stay on the ground for the entirety of the throw and the ball must be thrown from behind the head to over the crown of the head with both hands. Feet must be on the touchline or behind, outside the field of play.

- Opponents must stay 2 yards away from the thrower.
- If the ball is thrown incorrectly, a throw-in will be awarded to the opposing team.

Law 16 - Goal kicks

- Goal kicks take place when the attacking team kicks the ball out of bounds on the goal line outside of the goal. Play restarts by goal kick which places the ball inside the goal box.
- If the ball goes directly into the kicker's goal, a corner kick is awarded.
- Opponents must be outside of the penalty area during the kick. The team kicking the ball is allowed to be in the penalty box.
- If the kicker touched the ball twice, allow a rekick.

Law 17 - The corner kick

- Corner kicks take place when the defensive team is the last to touch the ball before going out of bounds over the goal line. Play restarts by placing the ball in the corner kick triangle on the side the ball left the field on. Corner kicks can go directly in the goal. If the kick does not enter the field of play, the restart will be a goal kick.
- Corner flags can not be moved.
- Opponents must stay 5 feet from the corner arc until the ball is in play.
- Kicker can not touch the ball again before another player touches it. Indirect kick awarded to the opposing team.

Other rules

- In guidelines with USYS and TSSA, CRYSA has opted for no heading in any age groups with kids 11 and under. If the header was accidental and did not result in injury, play continues. If the header was purposeful. Header is considered a foul and play is resumed with an indirect kick.
- In alliance with USSF and TSSA Policy 12 (E.iv) , all players must play 50% of the game unless for injury, illness, or discipline.

8u

Laws of the Game

Law 1 - Field of play

- Fields 6, 7, and 8 are sized and marked to standard for 8u, with two penalty boxes, two goal boxes and 2 goals sitting on the goal lines centered on each end of the field.

Law 2 - The ball

- 8u uses a size 4 ball.
- Ball must be aired up to a good pressure.
- If the ball becomes defective during play it is stopped and resumed with a new ball with a drop ball. If the ball becomes defective out of play, resume with the initial call.

Law 3 - The players

- A match is played with two teams, no more than 7 on the field from each team at a time, including the goalkeeper.
- Substitution procedures
 - For 8u is when the ball is out of play for a throw-in, goal kick or corner kick, substitutes for the team that was awarded the ball may substitute once approved by the referee. If the team with possession is substituting, the opponent team may substitute as well. Players entering the field must enter from the half line. Play may not resume until all players being substituted have left the field.
 - If play is stopped for an injured player, a substitute can be put in at the time of injury to replace injured player.
 - Goals scored with an extra player on the scoring team are disallowed. If a goal is scored with an extra player on the defensive team the goal stands.
 - If a team does not have enough players, they may borrow from the other team, team borrowing players need to wear pennies, or if extra jerseys are available it can be used.
 - When substituting the goalie, the referee must be informed of the change and the substitution must take place during a stoppage of play.

- Team captain, different for each game, is in charge of the coin toss at the beginning of the game which will determine which team has ball first and which end of the field each team will have.

Law 4 - Player equipment

- Player uniform
 - Players must be wearing their team uniform, shirt and matching socks. Shin guards must be worn and be covered by socks, not to be worn on the outside. Cleats with a toe spike are not allowed. Toe spike must be removed before allowed to play.
 - In the event of an injury, there can be no blood on a players uniform, also the player can not reenter the game unless bleeding has been stopped. Player has to have the okay from the referee before reentering the field of play for any injury.
 - Not allowed on field of play:
 - Jewelry of any kind, bracelets, rings, earrings, nose rings, necklaces, etc. Jewelry can not be tapped down, they can not be on the body of the player.
 - If a player is wearing a long sleeve shirt or hoodie during cold conditions, the uniform must be on the outside and visible. No zip jackets covering the uniform.
 - Prescription glasses, soft headgear and face masks are allowed. Headgear and face masks must be black or matching uniform color and not attached to the shirt.
 - The two teams must be wearing different colored uniforms.
- Goalkeeper uniform.
 - Shirts must be a different color than their team, referee, and opposing team and their goalie.
 - They may wear track pants or padded pants.
 - If no other option is available, goalkeepers from both teams may play with the same color.
- No offensive slogans or images allowed to be worn.

Law 5 - The referee

- 8u currently will be playing with either 1 or 2 referees that dual the game together. Both referees act as the center referee, besides referee specific decisions they decide amongst themselves.
- Decisions will be made to the best of their ability and have final say on every decision on the field.
- Referees have the authority to remove any player, coach, parent or spectator from the fields or even suspend the match if the situation is dire enough. If they

do not leave by referee request, the board will step in, and if the person is still not leaving, the police may be called.

- If the ball bounces off the referee it is still in play and the referee acts as a part of the field, unless a team starts a promising attack, the ball goes directly in the goal, or the team in possession of the ball changes. All situations are restarted by a drop ball.
- If a referee is incapacitated, play will continue till the ball is out of play.

Law 6 - The other match officials

- 8u does not have other match officials at this time

Law 7 - Duration of the match

- 8u plays 2 25 minute halves. They have a 5 minute halftime.
- On very warm days, if agreed upon by both coaches, extra breaks are allowed for water if deemed necessary. On tournament days, however, the games may be timed and the break not be added to the game time to stay on schedule.
- If a match is called for weather, coaches will determine whether or not to call the game then or finish/reschedule at a later date.
- Referees are allowed to add time to the game if they deem a necessary stoppage lost time in a major way. The amount of time is up to the referees. (During timed game tournaments, allowance of time may not be allowed)
- If a penalty kick has to be taken and time is out, that kick is allowed to be taken before the end of half or game.

Law 8 - The start and restart of play

- Kick off happens at the beginning of each quarter. Whoever is decided at the coin toss. will kick off the first half. The second half of the game will be kicked off by the other team. Kick offs also restart play when a goal has been scored. All players must be on their side of the field for each kick off. To score off a kick off, a second player must also touch the ball. The player kicking off the ball is not allowed to touch it twice in a row. The ball is in play once the ball is kicked and clearly moves. Other team has to stay out of the center circle until the ball is kicked.
- At the start of the second half, players switch ends of the field.
- Drop balls can be done if the game was paused for injury. Ball is dropped to one player of the team that last touched the ball. All other players must stand 4 yards back. Ball can not be touched by the player till it hits the ground and must touch another player before going in the goal.

Law 9 - The ball in and out of play

- The ball is out of play when it fully crosses the goal line or touch line, in the air or on the ground, or play has been stopped by a referee.

- The ball remains in play if it rebounds off a goalpost, crossbar or corner flag and remains in the field of play.

Law 10 - Determining the outcome of a match

- A goal is scored when the ball passes over the goal line between the goal posts and crossbar, and passes fully over the goal line.
- Matches can end in a win, loss, or tie.
- During tournaments a win or lose might be necessary. The correct actions for each tournament will be determined by the tournament director.

Law 11 - Offsides

- It is not an offense to be in an offsides position until the player in the offsides position becomes involved in active play.
- The offside position is anywhere behind the second to last defender. If the player is even with the second to last defender, the player is onside.
- The goalkeeper is considered a defender, therefore if a defensive player gets behind the goalkeeper, the goalkeeper becomes the second to last defender.
- Offside position offenses include:
 - A teammate passing the ball to the player in an offsides position.
 - Interfering with play by obstructing the opposing team
 - Touching or playing the ball
 - Gaining an advantage by playing a ball that has rebound off the goalpost, crossbar, match official or opponent.
- There is no offsides offense if the player received the ball from a goal kick, throw in, or corner kick.
- Play is restarted with an indirect kick from the position the offense occurred.

Law 12 - Fouls and misconduct

- A direct free kick is awarded when a foul is made by using careless, reckless, or excessive force. Contact fouls result in a direct kick.
- Handling the ball also results in a direct free kick. A handball is defined as any use of the arm in play outside of the natural position when touched from below the shoulder. Shoulders are not considered handballs.
- An indirect free kick is awarded when a foul is made such as a a dangerous ball(i.e if the player used a high kick to stop the ball), used offensive gestures or language, or impeding the progress of an opponent without contact.
- Goalkeeper misconducts
 - A goalkeeper can not handle the ball outside of the penalty box.
 - If the goalkeeper uses their hands to pick a a direct pass from a teammate it is a handball.
 - The goalkeeper can not hold the ball for longer than 6 seconds.

- Picks up the ball after already having control of it once without attempting to pass it to another player.
- Advantages, or play on, might be decided by the referee if the misconduct lead to a goal scoring opportunity for the team fouled.
- ***For cautionable offenses (Yellow and red cards) please look at IFAB Law 12.3***

Law 13 - Free kicks

- All free kicks must take place from where the offense occurred, be touched by another player before the kicker can touch the ball again, and opposing players must stay 10 yards from the ball until the ball is in play. If a wall is made, the attacking team must stay 1 yard away from the opposing team's wall.
- Indirect kicks must touch any other player before entering the goal. If not, a goal kick is awarded to the opposing team.

Law 14 - Penalty kicks

- A penalty kick is awarded when a player makes a direct kick offense inside their own penalty box.
- The ball must be stationary and be on the penalty kick line.
- Players not involved with the penalty kick must be outside of the penalty box and arc.
- The goalkeeper must have one foot on the goal line or behind it.
- The kicker can only kick the ball one time and if deflected by the goalkeeper, they can not touch it again until another player does.
- The ball is live as soon as the kick takes place, once the referee gives approval for the kick.
- ***For more outcomes of a penalty kick, reference IFAB Law 14.3***

Law 15 - Throw ins

- A throw in is awarded when the ball leaves the field of play from the touch line. The throw in is given to the team who did not touch the ball last from the point it left the field of play.
- A goal can not be scored from a throw in. If the ball goes in the goal, it restarts as either a goal kick or corner kick depending on which goal it went in to.
- Both feet must stay on the ground for the entirety of the throw and the ball must be thrown from behind the head to over the crown of the head with both hands. Feet must be on the touchline or behind, outside the field of play.
- Opponents must stay 2 yards away from the thrower.
- If the ball is thrown incorrectly, a throw-in will be awarded to the opposing team.

Law 16 - Goal kicks

- Goal kicks take place when the attacking team kicks the ball out of bounds on the goal line outside of the goal. Play restarts by goal kick which places the ball inside the goal box.

- If the ball goes directly into the kicker's goal, a corner kick is awarded.
- Opponents must be outside of the penalty area during the kick. The team kicking the ball is allowed to be in the penalty box.
- If the kicker touched the ball twice, allow a rekick.

Law 17 - The corner kick

- Corner kicks take place when the defensive team is the last to touch the ball before going out of bounds over the goal line. Play restarts by placing the ball in the corner kick triangle on the side the ball left the field on. Corner kicks can go directly in the goal. If the kick does not enter the field of play, the restart will be a goal kick.
- Corner flags can not be moved.
- Opponents must stay 10 feet from the corner arc until the ball is in play.
- Kicker can not touch the ball again before another player touches it. Indirect kick awarded to the opposing team.

Other rules

- In guidelines with USYS and TSSA, CRYSA has opted for no heading in any age groups with kids 11 and under. If the header was accidentally and did not result in injury, play continues. If the header was purposeful. Header is considered a foul and play is resumed with a direct kick.
- In alliance with USSF and TSSA Policy 12 (E.iv) , all players must play 50% of the game unless for injury, illness, or discipline.
- In alliance with USSF and TSSA Policy 13, there will be no punting 10u and under. (Applies to 8u)
- Under US soccer guidelines, we use the build out line for certain age groups to teach building out the back. On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play. The ball can not pass the build out line until it has been touched by a player. The team holding at the build out line is allowed to pass the build out line once the goalkeeper has passed the ball either by throwing or kicking.

10u

Laws of the Game

Law 1 - Field of play

- Fields 9 and 10 are sized and marked to standard for 10u, with two penalty boxes, two goal boxes and 2 goals sitting on the goal lines centered on each end of the field.

Law 2 - The ball

- 10u uses a size 4 ball.
- Ball must be aired up to a good pressure.
- If the ball becomes defective during play it is stopped and resumed with a new ball with a drop ball. If the ball becomes defective out of play, resume with the initial call.

Law 3 - The players

- A match is played with two teams, no more than 7 on the field from each team at a time, including the goalkeeper.
- Substitution procedures
 - For 10u is when the ball is out of play for a throw-in, goal kick or corner kick, substitutes for the team that was awarded the ball may substitute once approved by the referee. If the team with possession is substituting, the opponent team may substitute as well. Players entering the field must enter from the half line. Play may not resume until all players being substituted have left the field.
 - If play is stopped for an injured player, a substitute can be put in at the time of injury to replace injured player.
 - Goals scored with an extra player on the scoring team are disallowed. If a goal is scored with an extra player on the defensive team the goal stands.
 - If a team does not have enough players, they may borrow from the other team, team borrowing players need to wear pennies, or if extra jerseys are available it can be used.
 - When substituting the goalie, the referee must be informed of the change and the substitution must take place during a stoppage of play.

- Team captain, different for each game, is in charge of the coin toss at the beginning of the game which will determine which team has the ball first and which end of the field each team will have.

Law 4 - Player equipment

- Player uniform
 - Players must be wearing their team uniform, shirt and matching socks. Shin guards must be worn and be covered by socks, not to be worn on the outside. Cleats with a toe spike are not allowed. Toe spike must be removed before allowed to play.
 - In the event of an injury, there can be no blood on a players uniform, also the player can not reenter the game unless bleeding has been stopped. Player has to have the okay from the referee before reentering the field of play for any injury.
 - Not allowed on field of play:
 - Jewelry of any kind, bracelets, rings, earrings, nose rings, necklaces, etc. Jewelry can not be tapped down, they can not be on the body of the player.
 - If a player is wearing a long sleeve shirt or hoodie during cold conditions, the uniform must be on the outside and visible. No zip jackets covering the uniform.
 - Prescription glasses, soft headgear and face masks are allowed. Headgear and face masks must be black or matching uniform color and not attached to the shirt.
 - The two teams must be wearing different colored uniforms.
- Goalkeeper uniform.
 - Shirts must be a different color than their team, referee, and opposing team and their goalie.
 - They may wear track pants or padded pants.
 - If no other option is available, goalkeepers from both teams may play with the same color.
- No offensive slogans or images allowed to be worn.

Law 5 - The referee

- 10u currently will be playing with either 2 or 3 referees that work together to make your referee team. The center referee is incharge of the game.
- Decisions will be made to the best of their ability and have final say on every decision on the field.
- Referees have the authority to remove any player, coach, parent or spectator from the fields or even suspend the match if the situation is dire enough. If they do not leave by referee request, the board will step in, and if the person is still not leaving, the police may be called.

- If the ball bounces off the referee it is still in play and the referee acts as a part of the field, unless a team starts a promising attack, the ball goes directly in the goal, or the team in possession of the ball changes. All situations are restarted by a drop ball.
- If a referee is incapacitated, play will continue till the ball is out of play.

Law 6 - The other match officials

- Sideline referees, or ARs, are the assistants to the center referee. They will notify the center referee of calls to make by using their flags.

Law 7 - Duration of the match

- 10u plays 2 25 minute halves. They have a 5 minute halftime.
- On very warm days, if agreed upon by both coaches, extra breaks are allowed for water if deemed necessary. On tournament days, however, the games may be timed and the break not be added to the game time to stay on schedule.
- If a match is called for weather, coaches will determine whether or not to call the game then or finish/reschedule at a later date.
- Referees are allowed to add time to the game if they deem a necessary stoppage lost time in a major way. The amount of time is up to the referees. (During timed game tournaments, allowance of time may not be allowed)
- If a penalty kick has to be taken and time is out, that kick is allowed to be taken before the end of half or game.

Law 8 - The start and restart of play

- Kick off happens at the beginning of each quarter. Whoever is decided at the coin toss. will kick off the first half. The second half of the game will be kicked off by the other team. Kick offs also restart play when a goal has been scored. All players must be on their side of the field for each kick off. To score off a kick off, a second player must also touch the ball. The player kicking off the ball is not allowed to touch it twice in a row. The ball is in play once the ball is kicked and clearly moves. Other team has to stay out of the center circle until the ball is kicked.
- At the start of the second half, players switch ends of the field.
- Drop balls can be done if the game was paused for injury. Ball is dropped to one player of the team that last touched the ball. All other players must stand 4 yards back. Ball can not be touched by the player till it hits the ground and must touch another player before going in the goal.

Law 9 - The ball in and out of play

- The ball is out of play when it fully crosses the goal line or touch line, in the air or on the ground, or play has been stopped by a referee.
- The ball remains in play if it rebounds off a goalpost, crossbar or corner flag and remains in the field of play.

Law 10 - Determining the outcome of a match

- A goal is scored when the ball passes over the goal line between the goal posts and crossbar, and passes fully over the goal line.
- Matches can end in a win, loss, or tie.
- During tournaments a win or lose might be necessary. The correct actions for each tournament will be determined by the tournament director.

Law 11 - Offsides

- It is not an offense to be in an offsides position until the player in the offsides position becomes involved in active play.
- The offside position is anywhere behind the second to last defender. If the player is even with the second to last defender, the player is onside.
- The goalkeeper is considered a defender, therefore if a defensive player gets behind the goalkeeper, the goalkeeper becomes the second to last defender.
- Offside position offenses include:
 - A teammate passing the ball to the player in an offsides position.
 - Interfering with play by obstructing the opposing team
 - Touching or playing the ball
 - Gaining an advantage by playing a ball that has rebound off the goalpost, crossbar, match official or opponent.
- There is no offsides offense if the player received the ball from a goal kick, throw in, or corner kick.
- Play is restarted with an indirect kick from the position the offense occurred.

Law 12 - Fouls and misconduct

- A direct free kick is awarded when a foul is made by using careless, reckless, or excessive force. Contact fouls result in a direct kick.
- Handling the ball also results in a direct free kick. A handball is defined as any use of the arm in play outside of the natural position when touched from below the shoulder. Shoulders are not considered handballs.
- An indirect free kick is awarded when a foul is made such as a a dangerous ball(i.e if the player used a high kick to stop the ball), used offensive gestures or language, or impeding the progress of an opponent without contact.
- Goalkeeper misconducts
 - A goalkeeper can not handle the ball outside of the penalty box.
 - If the goalkeeper uses their hands to pick a a direct pass from a teammate it is a handball.
 - The goalkeeper can not hold the ball for longer than 6 seconds.
 - Picks up the ball after already having control of it once without attempting to pass it to another player.

- Advantages, or play on, might be decided by the referee if the misconduct lead to a goal scoring opportunity for the team fouled.
- ***For cautionable offenses (Yellow and red cards) please look at IFAB Law 12.3***

Law 13 - Free kicks

- All free kicks must take place from where the offense occurred, be touched by another player before the kicker can touch the ball again, and opposing players must stay 10 yards from the ball until the ball is in play. If a wall is made, the attacking team must stay 1 yard away from the opposing team's wall.
- Indirect kicks must touch any other player before entering the goal. If not, a goal kick is awarded to the opposing team.

Law 14 - Penalty kicks

- A penalty kick is awarded when a player makes a direct kick offense inside their own penalty box.
- The ball must be stationary and be on the penalty kick line.
- Players not involved with the penalty kick must be outside of the penalty box and arc.
- The goalkeeper must have one foot on the goal line or behind it.
- The kicker can only kick the ball one time and if deflected by the goalkeeper, they can not touch it again until another player does.
- The ball is live as soon as the kick takes place, once the referee gives approval for the kick.
- ***For more outcomes of a penalty kick, reference IFAB Law 14.3***

Law 15 - Throw ins

- A throw in is awarded when the ball leaves the field of play from the touch line. The throw in is given to the team who did not touch the ball last from the point it left the field of play.
- A goal can not be scored from a throw in. If the ball goes in the goal, it restarts as either a goal kick or corner kick depending on which goal it went in to.
- Both feet must stay on the ground for the entirety of the throw and the ball must be thrown from behind the head to over the crown of the head with both hands. Feet must be on the touchline or behind, outside the field of play.
- Opponents must stay 2 yards away from the thrower.
- If the ball is thrown incorrectly, a throw-in will be awarded to the opposing team.

Law 16 - Goal kicks

- Goal kicks take place when the attacking team kicks the ball out of bounds on the goal line outside of the goal. Play restarts by goal kick which places the ball inside the goal box.
- If the ball goes directly into the kicker's goal, a corner kick is awarded.

- Opponents must be outside of the penalty area during the kick. The team kicking the ball is allowed to be in the penalty box.
- If the kicker touched the ball twice, allow a rekick.

Law 17 - The corner kick

- Corner kicks take place when the defensive team is the last to touch the ball before going out of bounds over the goal line. Play restarts by placing the ball in the corner kick triangle on the side the ball left the field on. Corner kicks can go directly in the goal. If the kick does not enter the field of play, the restart will be a goal kick.
- Corner flags can not be moved.
- Opponents must stay 10 feet from the corner arc until the ball is in play.
- Kicker can not touch the ball again before another player touches it. Indirect kick awarded to the opposing team.

Other rules

- In guidelines with USYS and TSSA, CRYSA has opted for no heading in any age groups with kids 11 and under. If the header was accidental and did not result in injury, play continues. If the header was purposeful. Header is considered a foul and play is resumed with a direct kick.
- In alliance with USSF and TSSA Policy 12 (E.iv) , all players must play 50% of the game unless for injury, illness, or discipline.
- In alliance with USSF and TSSA Policy 13, there will be no punting 10u and under. (Applies to 8u)
- Under US soccer guidelines, we use the build out line for certain age groups to teach building out the back. On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play. The ball can not pass the build out line until it has been touched by a player. The team holding at the build out line is allowed to pass the build out line once the goalkeeper has passed the ball either by throwing or kicking.

12u

Laws of the Game

Law 1 - Field of play

- Fields 13 and 14 are sized and marked to standard for 12u, with two penalty boxes, two goal boxes and 2 goals sitting on the goal lines centered on each end of the field.

Law 2 - The ball

- 12u uses a size 4 ball.
- Ball must be aired up to a good pressure.
- If the ball becomes defective during play it is stopped and resumed with a new ball with a drop ball. If the ball becomes defective out of play, resume with the initial call.

Law 3 - The players

- A match is played with two teams, no more than 9 on the field from each team at a time, including the goalkeeper.
- Substitution procedures
 - For 12u is when the ball is out of play for a throw-in, goal kick or corner kick, substitutes for the team that was awarded the ball may substitute once approved by the referee. If the team with possession is substituting, the opponent team may substitute as well. Players entering the field must enter from the half line. Play may not resume until all players being substituted have left the field.
 - If play is stopped for an injured player, a substitute can be put in at the time of injury to replace injured player.
 - Goals scored with an extra player on the scoring team are disallowed. If a goal is scored with an extra player on the defensive team the goal stands.
 - If a team does not have enough players, they may borrow from the other team, team borrowing players need to wear pennies, or if extra jerseys are available it can be used.
 - When substituting the goalie, the referee must be informed of the change and the substitution must take place during a stoppage of play.

- Team captain, different for each game, is in charge of the coin toss at the beginning of the game which will determine which team has the ball first and which end of the field each team will have.

Law 4 - Player equipment

- Player uniform
 - Players must be wearing their team uniform, shirt and matching socks. Shin guards must be worn and be covered by socks, not to be worn on the outside. Cleats with a toe spike are not allowed. Toe spike must be removed before allowed to play.
 - In the event of an injury, there can be no blood on a players uniform, also the player can not reenter the game unless bleeding has been stopped. Player has to have the okay from the referee before reentering the field of play for any injury.
 - Not allowed on field of play:
 - Jewelry of any kind, bracelets, rings, earrings, nose rings, necklaces, etc. Jewelry can not be tapped down, they can not be on the body of the player.
 - If a player is wearing a long sleeve shirt or hoodie during cold conditions, the uniform must be on the outside and visible. No zip jackets covering the uniform.
 - Prescription glasses, soft headgear and face masks are allowed. Headgear and face masks must be black or matching uniform color and not attached to the shirt.
 - The two teams must be wearing different colored uniforms.
- Goalkeeper uniform.
 - Shirts must be a different color than their team, referee, and opposing team and their goalie.
 - They may wear track pants or padded pants.
 - If no other option is available, goalkeepers from both teams may play with the same color.
- No offensive slogans or images allowed to be worn.

Law 5 - The referee

- 12u currently will be playing with either 2 or 3 referees that work together to make your referee team. The center referee is incharge of the game.
- Decisions will be made to the best of their ability and have final say on every decision on the field.
- Referees have the authority to remove any player, coach, parent or spectator from the fields or even suspend the match if the situation is dire enough. If they do not leave by referee request, the board will step in, and if the person is still not leaving, the police may be called.

- If the ball bounces off the referee it is still in play and the referee acts as a part of the field, unless a team starts a promising attack, the ball goes directly in the goal, or the team in possession of the ball changes. All situations are restarted by a drop ball.
- If a referee is incapacitated, play will continue till the ball is out of play.

Law 6 - The other match officials

- Sideline referees, or ARs, are the assistants to the center referee. They will notify the center referee of calls to make by using their flags.

Law 7 - Duration of the match

- 12u plays 2 30 minute halves. They have a 5 minute halftime.
- On very warm days, if agreed upon by both coaches, extra breaks are allowed for water if deemed necessary. On tournament days, however, the games may be timed and the break not be added to the game time to stay on schedule.
- If a match is called for weather, coaches will determine whether or not to call the game then or finish/reschedule at a later date.
- Referees are allowed to add time to the game if they deem a necessary stoppage lost time in a major way. The amount of time is up to the referees. (During timed game tournaments, allowance of time may not be allowed)
- If a penalty kick has to be taken and time is out, that kick is allowed to be taken before the end of half or game.

Law 8 - The start and restart of play

- Kick off happens at the beginning of each quarter. Whoever is decided at the coin toss. will kick off the first half. The second half of the game will be kicked off by the other team. Kick offs also restart play when a goal has been scored. All players must be on their side of the field for each kick off. To score off a kick off, a second player must also touch the ball. The player kicking off the ball is not allowed to touch it twice in a row. The ball is in play once the ball is kicked and clearly moves. Other team has to stay out of the center circle until the ball is kicked.
- At the start of the second half, players switch ends of the field.
- Drop balls can be done if the game was paused for injury. Ball is dropped to one player of the team that last touched the ball. All other players must stand 4 yards back. Ball can not be touched by the player till it hits the ground and must touch another player before going in the goal.

Law 9 - The ball in and out of play

- The ball is out of play when it fully crosses the goal line or touch line, in the air or on the ground, or play has been stopped by a referee.
- The ball remains in play if it rebounds off a goalpost, crossbar or corner flag and remains in the field of play.

Law 10 - Determining the outcome of a match

- A goal is scored when the ball passes over the goal line between the goal posts and crossbar, and passes fully over the goal line.
- Matches can end in a win, loss, or tie.
- During tournaments a win or lose might be necessary. The correct actions for each tournament will be determined by the tournament director.

Law 11 - Offsides

- It is not an offense to be in an offsides position until the player in the offsides position becomes involved in active play.
- The offside position is anywhere behind the second to last defender. If the player is even with the second to last defender, the player is onside.
- The goalkeeper is considered a defender, therefore if a defensive player gets behind the goalkeeper, the goalkeeper becomes the second to last defender.
- Offside position offenses include:
 - A teammate passing the ball to the player in an offsides position.
 - Interfering with play by obstructing the opposing team
 - Touching or playing the ball
 - Gaining an advantage by playing a ball that has rebound off the goalpost, crossbar, match official or opponent.
- There is no offsides offense if the player received the ball from a goal kick, throw in, or corner kick.
- Play is restarted with an indirect kick from the position the offense occurred.

Law 12 - Fouls and misconduct

- A direct free kick is awarded when a foul is made by using careless, reckless, or excessive force. Contact fouls result in a direct kick.
- Handling the ball also results in a direct free kick. A handball is defined as any use of the arm in play outside of the natural position when touched from below the shoulder. Shoulders are not considered handballs.
- An indirect free kick is awarded when a foul is made such as a a dangerous ball(i.e if the player used a high kick to stop the ball), used offensive gestures or language, or impeding the progress of an opponent without contact.
- Goalkeeper misconducts
 - A goalkeeper can not handle the ball outside of the penalty box.
 - If the goalkeeper uses their hands to pick a a direct pass from a teammate it is a handball.
 - The goalkeeper can not hold the ball for longer than 6 seconds.
 - Picks up the ball after already having control of it once without attempting to pass it to another player.

- Advantages, or play on, might be decided by the referee if the misconduct lead to a goal scoring opportunity for the team fouled.
- ***For cautionable offenses (Yellow and red cards) please look at IFAB Law 12.3***

Law 13 - Free kicks

- All free kicks must take place from where the offense occurred, be touched by another player before the kicker can touch the ball again, and opposing players must stay 10 yards from the ball until the ball is in play. If a wall is made, the attacking team must stay 1 yard away from the opposing team's wall.
- Indirect kicks must touch any other player before entering the goal. If not, a goal kick is awarded to the opposing team.

Law 14 - Penalty kicks

- A penalty kick is awarded when a player makes a direct kick offense inside their own penalty box.
- The ball must be stationary and be on the penalty kick line.
- Players not involved with the penalty kick must be outside of the penalty box and arc.
- The goalkeeper must have one foot on the goal line or behind it.
- The kicker can only kick the ball one time and if deflected by the goalkeeper, they can not touch it again until another player does.
- The ball is live as soon as the kick takes place, once the referee gives approval for the kick.
- ***For more outcomes of a penalty kick, reference IFAB Law 14.3***

Law 15 - Throw ins

- A throw in is awarded when the ball leaves the field of play from the touch line. The throw in is given to the team who did not touch the ball last from the point it left the field of play.
- A goal can not be scored from a throw in. If the ball goes in the goal, it restarts as either a goal kick or corner kick depending on which goal it went in to.
- Both feet must stay on the ground for the entirety of the throw and the ball must be thrown from behind the head to over the crown of the head with both hands. Feet must be on the touchline or behind, outside the field of play.
- Opponents must stay 2 yards away from the thrower.
- If the ball is thrown incorrectly, a throw-in will be awarded to the opposing team.

Law 16 - Goal kicks

- Goal kicks take place when the attacking team kicks the ball out of bounds on the goal line outside of the goal. Play restarts by goal kick which places the ball inside the goal box.
- If the ball goes directly into the kicker's goal, a corner kick is awarded.

- Opponents must be outside of the penalty area during the kick. The team kicking the ball is allowed to be in the penalty box.
- If the kicker touched the ball twice, allow a rekick.

Law 17 - The corner kick

- Corner kicks take place when the defensive team is the last to touch the ball before going out of bounds over the goal line. Play restarts by placing the ball in the corner kick triangle on the side the ball left the field on. Corner kicks can go directly in the goal. If the kick does not enter the field of play, the restart will be a goal kick.
- Corner flags can not be moved.
- Opponents must stay 10 feet from the corner arc until the ball is in play.
- Kicker can not touch the ball again before another player touches it. Indirect kick awarded to the opposing team.

Other rules

- In guidelines with USYS and TSSA, CRYSA has opted for no heading in any age groups with kids 11 and under. If the header was accidentally and did not result in injury, play continues. If the header was purposeful. Header is considered a foul and play is resumed with a direct kick.
- In alliance with USSF and TSSA Policy 12 (E.iv) , all players must play 50% of the game unless for injury, illness, or discipline.
- In alliance with USSF and TSSA Policy 13, there will be no punting 10u and under. (Applies to 8u)

16 u

Laws of the Game

Law 1 - Field of play

- Field 11 is sized and marked to standard for 16u, with two penalty boxes, two goal boxes and 2 goals sitting on the goal lines centered on each end of the field.

Law 2 - The ball

- 16u uses a size 5 ball.
- Ball must be aired up to a good pressure.
- If the ball becomes defective during play it is stopped and resumed with a new ball with a drop ball. If the ball becomes defective out of play, resume with the initial call.

Law 3 - The players

- A match is played with two teams, no more than 11 on the field from each team at a time, including the goalkeeper.
- Substitution procedures
 - For 16u is when the ball is out of play for a throw-in, goal kick or corner kick, substitutes for the team that was awarded the ball may substitute once approved by the referee. If the team with possession is substituting, the opponent team may substitute as well. Players entering the field must enter from the half line. Play may not resume until all players being substituted have left the field.
 - If play is stopped for an injured player, a substitute can be put in at the time of injury to replace injured player.
 - Goals scored with an extra player on the scoring team are disallowed. If a goal is scored with an extra player on the defensive team the goal stands.
 - If a team does not have enough players, they may borrow from the other team, team borrowing players need to wear pennies, or if extra jerseys are available it can be used.
 - When substituting the goalie, the referee must be informed of the change and the substitution must take place during a stoppage of play. Team captain, different for each game, is in charge of the coin toss at the beginning of the game which will determine which team has the ball first and which end of the field each team will have.

Law 4 - Player equipment

- Player uniform
 - Players must be wearing their team uniform, shirt and matching socks. Shin guards must be worn and be covered by socks, not to be worn on the outside. Cleats with a toe spike are not allowed. Toe spike must be removed before allowed to play.
 - In the event of an injury, there can be no blood on a players uniform, also the player can not reenter the game unless bleeding has been stopped. Player has to have the okay from the referee before reentering the field of play for any injury.
 - Not allowed on field of play:
 - Jewelry of any kind, bracelets, rings, earrings, nose rings, necklaces, etc. Jewelry can not be tapped down, they can not be on the body of the player.
 - If a player is wearing a long sleeve shirt or hoodie during cold conditions, the uniform must be on the outside and visible. No zip jackets covering the uniform.
 - Prescription glasses, soft headgear and face masks are allowed. Headgear and face masks must be black or matching uniform color and not attached to the shirt.
 - The two teams must be wearing different colored uniforms.
- Goalkeeper uniform.
 - Shirts must be a different color than their team, referee, and opposing team and their goalie.
 - They may wear track pants or padded pants.
 - If no other option is available, goalkeepers from both teams may play with the same color.
- No offensive slogans or images allowed to be worn.

Law 5 - The referee

- 16u currently will be playing with either 2 or 3 referees that work together to make your referee team. The center referee is incharge of the game.
- Decisions will be made to the best of their ability and have final say on every decision on the field.
- Referees have the authority to remove any player, coach, parent or spectator from the fields or even suspend the match if the situation is dire enough. If they do not leave by referee request, the board will step in, and if the person is still not leaving, the police may be called.
- If the ball bounces off the referee it is still in play and the referee acts as a part of the field, unless a team starts a promising attack, the ball goes directly in the

- goal, or the team in possession of the ball changes. All situations are restarted by a drop ball.
- If a referee is incapacitated, play will continue till the ball is out of play.

Law 6 - The other match officials

- Sideline referees, or ARs, are the assistants to the center referee. They will notify the center referee of calls to make by using their flags.

Law 7 - Duration of the match

- 16u plays 2 35 minute halves. They have a 5 minute halftime.
- On very warm days, if agreed upon by both coaches, extra breaks are allowed for water if deemed necessary. On tournament days, however, the games may be timed and the break not be added to the game time to stay on schedule.
- If a match is called for weather, coaches will determine whether or not to call the game then or finish/reschedule at a later date.
- Referees are allowed to add time to the game if they deem a necessary stoppage lost time in a major way. The amount of time is up to the referees. (During timed game tournaments, allowance of time may not be allowed)
- If a penalty kick has to be taken and time is out, that kick is allowed to be taken before the end of half or game.

Law 8 - The start and restart of play

- Kick off happens at the beginning of each quarter. Whoever is decided at the coin toss. will kick off the first half. The second half of the game will be kicked off by the other team. Kick offs also restart play when a goal has been scored. All players must be on their side of the field for each kick off. To score off a kick off, a second player must also touch the ball. The player kicking off the ball is not allowed to touch it twice in a row. The ball is in play once the ball is kicked and clearly moves. Other team has to stay out of the center circle until the ball is kicked.
- At the start of the second half, players switch ends of the field.
- Drop balls can be done if the game was paused for injury. Ball is dropped to one player of the team that last touched the ball. All other players must stand 4 yards back. Ball can not be touched by the player till it hits the ground and must touch another player before going in the goal.

Law 9 - The ball in and out of play

- The ball is out of play when it fully crosses the goal line or touch line, in the air or on the ground, or play has been stopped by a referee.
- The ball remains in play if it rebounds off a goalpost, crossbar or corner flag and remains in the field of play.

Law 10 - Determining the outcome of a match

- A goal is scored when the ball passes over the goal line between the goal posts and crossbar, and passes fully over the goal line.
- Matches can end in a win, loss, or tie.
- During tournaments a win or lose might be necessary. The correct actions for each tournament will be determined by the tournament director.

Law 11 - Offsides

- It is not an offense to be in an offsides position until the player in the offsides position becomes involved in active play.
- The offside position is anywhere behind the second to last defender. If the player is even with the second to last defender, the player is onside.
- The goalkeeper is considered a defender, therefore if a defensive player gets behind the goalkeeper, the goalkeeper becomes the second to last defender.
- Offside position offenses include:
 - A teammate passing the ball to the player in an offsides position.
 - Interfering with play by obstructing the opposing team
 - Touching or playing the ball
 - Gaining an advantage by playing a ball that has rebound off the goalpost, crossbar, match official or opponent.
- There is no offsides offense if the player received the ball from a goal kick, throw in, or corner kick.
- Play is restarted with an indirect kick from the position the offense occurred.

Law 12 - Fouls and misconduct

- A direct free kick is awarded when a foul is made by using careless, reckless, or excessive force. Contact fouls result in a direct kick.
- Handling the ball also results in a direct free kick. A handball is defined as any use of the arm in play outside of the natural position when touched from below the shoulder. Shoulders are not considered handballs.
- An indirect free kick is awarded when a foul is made such as a a dangerous ball(i.e if the player used a high kick to stop the ball), used offensive gestures or language, or impeding the progress of an opponent without contact.
- Goalkeeper misconducts
 - A goalkeeper can not handle the ball outside of the penalty box.
 - If the goalkeeper uses their hands to pick a a direct pass from a teammate it is a handball.
 - The goalkeeper can not hold the ball for longer than 6 seconds.
 - Picks up the ball after already having control of it once without attempting to pass it to another player.
- Advantages, or play on, might be decided by the referee if the misconduct lead to a goal scoring opportunity for the team fouled.

- *For cautionable offenses (Yellow and red cards) please look at IFAB Law 12.3*

Law 13 - Free kicks

- All free kicks must take place from where the offense occurred, be touched by another player before the kicker can touch the ball again, and opposing players must stay 10 yards from the ball until the ball is in play. If a wall is made, the attacking team must stay 1 yard away from the opposing team's wall.
- Indirect kicks must touch any other player before entering the goal. If not, a goal kick is awarded to the opposing team.

Law 14 - Penalty kicks

- A penalty kick is awarded when a player makes a direct kick offense inside their own penalty box.
- The ball must be stationary and be on the penalty kick line.
- Players not involved with the penalty kick must be outside of the penalty box and arc.
- The goalkeeper must have one foot on the goal line or behind it.
- The kicker can only kick the ball one time and if deflected by the goalkeeper, they can not touch it again until another player does.
- The ball is live as soon as the kick takes place, once the referee gives approval for the kick.
- *For more outcomes of a penalty kick, reference IFAB Law 14.3*

Law 15 - Throw ins

- A throw in is awarded when the ball leaves the field of play from the touch line. The throw in is given to the team who did not touch the ball last from the point it left the field of play.
- A goal can not be scored from a throw in. If the ball goes in the goal, it restarts as either a goal kick or corner kick depending on which goal it went in to.
- Both feet must stay on the ground for the entirety of the throw and the ball must be thrown from behind the head to over the crown of the head with both hands. Feet must be on the touchline or behind, outside the field of play.
- Opponents must stay 2 yards away from the thrower.
- If the ball is thrown incorrectly, a throw-in will be awarded to the opposing team.

Law 16 - Goal kicks

- Goal kicks take place when the attacking team kicks the ball out of bounds on the goal line outside of the goal. Play restarts by goal kick which places the ball inside the goal box.
- If the ball goes directly into the kicker's goal, a corner kick is awarded.
- Opponents must be outside of the penalty area during the kick. The team kicking the ball is allowed to be in the penalty kick.

Law 17 - The corner kick

- Corner kicks take place when the defensive team is the last to touch the ball before going out of bounds over the goal line. Play restarts by placing the ball in the corner kick triangle on the side the ball left the field on. Corner kicks can go directly in the goal. If the kick does not enter the field of play, the restart will be a goal kick.
- Corner flags can not be moved.
- Opponents must stay 10 feet from the corner arc until the ball is in play.
- Kicker can not touch the ball again before another player touches it. Indirect kick awarded to the opposing team.

Other rules

- In guidelines with USYS and TSSA, CRYSA has opted for no heading in any age groups with kids 11 and under. If the header was accidentally and did not result in injury, play continues. If the header was purposeful. Header is considered a foul and play is resumed with an indirect kick. If 16u plays with an 11 year old, no heading is allowed in the match.
- In alliance with USSF and TSSA Policy 12 (E.iv) , all players must play 50% of the game unless for injury, illness, or discipline.