

RYSL 6U Division Modified Laws of the Game

1. THE FIELD
 - a. 20 yard x 30 yard ... There will be a 3 yard radius center circle for the kick offs and 3x8 yard goal area for goal kicks. The goals are approximately 5'w by 4' high.
2. THE BALL
 - a. A size three(3) soccer ball will be provided by the home team.
3. NUMBER OF PLAYERS
 - a. The maximum number of players on the field will be 4. No goalkeepers will be used. All players should play an equal amount of time. With an player roster each player should play at least 16 minutes, i.e. two quarters baring injury etc..
 - b. Substitutions will be made during quarters, at halftime or at any time for injury or for a player that does not want to continue.
4. PLAYER'S EQUIPMENT
 - a. Jerseys, shorts, shin guards (worn under socks). socks, and soccer style cleats with no baseball type toe cleat. Players may not wear anything that is dangerous to others or him/herself such as a casts, heavy jewelry, leg braces etc...
5. REFEREES
 - a. One coach or assistant coach from each team will referee the games and keep time. Referees should briefly identify infractions addressing both teams such as, there is no slide tackling, "you cannot push or grab a player." "You cannot use your hands to control the ball." etc.. Quickly restart play. Stop game as little as possible.
6. LINESMAN
 - a. The referee will serve as linesman.
7. DURATION OF THE GAME
 - a. The game is divided into 4 - eight (8) minute quarters. Referees will stop the game at the end of a quarter to allow substitutions for 1 - 2 minutes and for 5 minutes at the half. In case of in climate weather that both coaches agree upon shorter game(s) time.
8. THE START OF THE GAME
 - a. The opponents must be 3 yards from the center mark when the opponents is kicking off. The ball cannot be touched by the kicker a second time until another player touches the ball. Goals can be scored direct from kickoffs.
9. BALL IN AND OUT OF PLAY
 - a. The ball is out of play when it has wholly crossed the sidelines or end line in the air or on the ground.
10. METHOD OF SCORING
 - a. A goal is scored when the ball wholly crosses the end line into the goal in the air or on the ground. A goal is awarded to the attacking team if a defender, standing in his goal area, intentionally handles a shot taken by the opponent at the goal.
11. OFFSIDE
 - a. Offsides will not be called.
12. FOULS AND MISCONDUCT
 - a. A foul is any use of the feet, hands or body by a player that could result in an injury to others or an unfair advantage to the offending player. All fouls called will result in an indirect free kick given to the opponent at the point of the foul. an

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indirect kick crossing the end line into the goal is not counted as a goal unless a second player, from either team, touches the ball before it enters the goal. If the ball has not been touched twice a goal kick is awarded to the defending team.

13. FREE KICK

- a. All free kicks will be indirect with opponent(s) at least 3 yards away unless the kick is less than 3 yards from the opponents goal in which case defenders may stand on the end line in the goal. Common fouls that will result in the awarding of an indirect free kick:
- b. Slide tackling to the ball from an opponent.
- c. Pushing, holding, or hitting an opponent. Obstructing an opponent from the ball if it is not within playing distance of the obstructing player.
- d. Intentionally handling of the ball to gain an advantage when outside the goal area. (See method of scoring for intentional handling inside the goal area.)

14. PENALTY KICK

- a. There will be no penalty kicks.

15. THROWN INS

- a. One re-throw will be permitted if a player makes an incorrect throw-in. The referee will briefly model the correct way to throw. If the player makes an error a second time the referee will allow play to continue uninterrupted.

16. GOAL KICKS

- a. Goal kicks can be taken from any point inside the 3x8 yard goal area. Opponents must be 3 yards away.

17. CORNER KICKS

- a. The ball can be placed anywhere within 1 yard of the corner and opponents must be 3 yards away.

18. FOR THE GOOD OF THE GAME

- a. Teach your team to win with dignity and lose with grace.
- b. COACHES are responsible for the behavior of their team and their team supporters. All members of a team including supporters are expected to exhibit good SPORTSMANSHIP and self control with respect to the team, the opponent and the referees (coaches). With respect to the referees (coaches) the league has a zero tolerance for sarcasm, openly critical remarks and other forms of verbal abuse directed toward referees (coaches), at any time! Failure to adhere to this rule may result the referee (coaches) or a board member asking a person(s) to leave the field or abandoning the match, i.e. for fit of the game and / or other sanctions at the discretion of the board of directors.
- c. All other coaches that are not on the field should be on the side line with the other players to help or be ready to help with sub ins.
- d. Running up the score does not benefit the winner or the loser. When 3 goals up change the lineup, when 5 goals up play keep away.
- e. Offer to lend a player to an opponent that is short or play with an equal number. We are in cooperation with each other to create a competitive playing environment for all. All players should play an equal amount of time. If it appears that a coach is not playing your child in accordance with this league rule talk to the coach first to express your concerns. If this does not help contact the coaching coordinator for your age group coordinator.

RYSL 8U Division Modified Laws of the Game

1. The Field:
 - a. 20 yard x 30 yard There will be a 5 yard from the center mark for kick offs and 3x8 yard goal area for goal kicks. The goals are approximately 5'w by 4'high.
2. The Ball:
 - a. A size three (3) soccer ball will be provided by the home team.
3. Number of players:
 - a. The Maximum number of players on the field will be 4. NO GOALKEEPERS will be used. All players should play an equal amount of time of 50% per game.
4. Player's Equipment:
 - a. Jersey, shorts, shin guards (worn under the socks), and soccer style cleats. No baseball type cleats with a toe cleat up front. Players may not wear anything that is dangerous to others or him/herself such as a casts, jewelry, leg braces etc
5. Referees:
 - a. One coach or assistant coach from each team will referee the games and keep time. Referees should briefly identify infractions addressing both teams such as, there is no slide tackling, "you cannot push or grab a player." You cannot use your hands to control the ball. Quickly restart play. Stop game as little as possible.
6. Linesmen:
 - a. The referee (coach) will serve as the linesman.
7. Duration of the game:
 - a. The game is divided into two (2) 22 minute half's with a 5 minute half time break.
 - b. In case of in climate weather that both coaches agree upon shorter game(s) time.
8. The Start of the game:
 - a. The opponents must be 5 yards from the center mark when the opponents is kicking off. The ball cannot be touched by the kicker a second time until another player touches the ball. Goals can be scored direct from kickoffs.
9. Ball in and Out of Play:
 - a. The ball is out of play when it has fully crossed the sidelines or end line in the air or on the ground.
10. Method of Scoring:
 - a. A goal is scored when the ball fully crosses the end line into the goal in the air or on the ground. A goal is awarded to the attacking team if a defender, standing in his goal area, intentionally handles a shot taken by the opponent at the goal.
11. Offsides:
 - a. There is NO offsides.
12. Fouls and Misconduct:
 - a. A foul is any use of the feet, hands or body by a player that could result in an injury to others or an unfair advantage to the offending player. All fouls called will result in an indirect free kick given to opponent at the point of the foul. An indirect kick crossing the end line into the goal is not counted as goal unless a second player, either team, touches the ball before it enters the goal. If the ball has not been touched twice a goal kick is awarded tot he defending team.
13. Slid Tackling/Head Balls:
 - a. There is NO slid tackling or heading balls. If this happens it will be a indirect kick.
14. Free Kick:

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- a. All free kicks will be indirect with opponents at least 5 yards away unless the kick is less than 5 yards from the opponents goal in which case defenders may stand on the end line in the goal. Common fouls that will result in the awarding of an indirect free kick.
- b. Slide tackling to the ball from an opponent.
- c. Pushing, holding, head balls, hitting an opponent, obstructing an opponent from the ball if it is not within playing distance of the obstructing player.
- d. Intentionally handling of the ball to gain an advantage when outside the goal area.

15. Penalty Kick:

- a. There will be no penalty kicks.

16. Throw Ins:

- a. One re-throw will be permitted if a player makes an incorrect throw-in. The referee (coach) will briefly model the correct way to throw the ball in. If the player makes an error a second time the referee (coach) will allow play to continue uninterrupted.

17. Goal Kicks:

- a. Goal kicks can be taken from any point inside the 3x8 yard goal area. Opponents must be 5 yards away.

18. FOR THE GOOD OF THE GAME:

- a. Teach your team to win with dignity and lose with grace.
- b. COACHES are responsible for the behavior of their team and their team supporters. All members of a team including supporters are expected to exhibit good SPORTSMANSHIP and self control with respect to the team, the opponent and the referees (coaches). With respect to the referees (coaches) RYSL has a zero tolerance for sarcasm, openly critical remarks and other forms of verbal abuse directed toward the referees (coaches), at any time! Failure to adhere to this rule may result the referee (coaches) or a board member asking a person(s) to leave the field or abandoning the match, i.e. for fit of the game and/ or other sanctions at the discretion of the board of directors.
- c. All other coaches that are not on the field should be on the side line with other players to help or be ready to help with sub ins.
- d. RUNNING UP THE SCORE does not benefit the winner or the loser. When 5 goals up change the line up, when you are 7 goals up work on a passing game of keep away.
- e. OFFER TO LEND A PLAYER to an opponent that is short or play with equal number. We are cooperation with other to create a competitive playing environment for all. All players should play an equal amount of time. If it appears that a coach is not playing your child in accordance with this league rule talk to the coach first to express your concerns.
- f. If this does not help contact the coaching coordinator for your age group coordinator.