

CAYSA Academy Guide for Referees

November 01, 2018

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

From the USSF PDIs:

Modified Laws of the Game

- Law 1 – Field of Play
 - 55-65 yards (length)
 - 35-45- yards (width)
 - Goals should be no larger than 6.5 feet (height) x 18.5 feet (width)
 - Recommend:
 - Goal of 6.5 feet (height) x 12 feet (width), based on age and ability of players
 - Goal box 8 yards x 4 yards
 - Penalty box 24 yards x 12 yards
 - 8 yard radius center circle and penalty arcs
- Law 2 - Ball
 - Size 4
- Law 3 – Players
 - 7v7 (6 field players and 1 goalkeeper)
 - Game may not start or continue if there are less than 5 players on a team
 - Substitutions are unlimited and can occur at any stoppage
- Law 5 – Referee
 - Minimum certification as a U.S. Soccer Grade 9 Referee
- Law 6 – Other Match Officials
 - Used at discretion of the competition
- Law 7 – Duration of the Match
 - 2 halves
 - 25 minute halves
 - 10 minute halftime
 - No added time

U.S Soccer’s Concussion Initiative

- If a player is suspected to have a head injury, the referee is instructed to stop play to allow for treatment/evaluation as needed.
 - If the player leaves the field of play for additional evaluation, a substitution can be made in that moment.
 - The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player.
 - Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game.
- Deliberate heading is disallowed in 7v7 games.

- If a player deliberately heads the ball, 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.

The Build-out line is also new and serves 2 functions:

- On goal kicks and when the goalkeeper has the ball in hand, the opposing team must retreat behind the build-out line. After the ball is put into play, the opposing team can cross the build-out line and play resumes as normal. **In CAYSA's Academy program, the opposing team may not cross the line until either the ball reaches another player or the ball crosses the build-out line.**
 - When the goalkeeper has the ball in his or her hands, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed).
 - If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
 - If the punt or drop kick 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.
 - Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build-out line.
- The build-out line also serves as the offside line, rather than the center line serving that role.
 - 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.

Basically, players are always onside on two-thirds of the field, rather than half.

The build-out line should be equidistant between the top of the penalty area line and the halfway line. It can be indicated by a line of the same or different color as the rest of the field's lines, a dashed line, or by flags or cones on both sides of the field at least 3 feet outside the field of play.

CAYSA Academy **and Festivals:**

Length of Games: CAYSA Festival U9-U10: 2 20 minute halves with 3 minute half
 CAYSA Festival U7-U8: 4 8-minute quarters with 3 minute breaks between each

Build out Line

The build out lines at the CAYSA fields will be marked either as yellow lines or 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.

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 in the current seasonal year**. 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 on their hand or arm is a valid player for any Festival game and can be added to a team at any substitution. 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 and 7 player maximum 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](#).