

South Texas Youth Soccer Association

Rules and field sizes for youth soccer games with EYSA notes for younger Division IV games

as of 7/22/2018

Age Group	13U-19U	11U-12U	9U-10U	7U-8U	6U-4U	4U (EYSA)
Field Minimum Dimensions	(W) 50 x (L) 100 yards 100 x 130 yards (W) 75 x (L) 112 yards (USSF suggested)	(W) 45 x (L) 70 yards	(W) 35 x (L) 55 yards	(W) 15 x (L) 25 yards	(W) 15 x (L) 25 yards	(W) 15 x (L) 25 yards
Field Maximum Dimensions		(W) 55 x (L) 80 yards Maximum: 21 x 7 feet Recommended size 18.5 x 6.5 feet	(W) 45 x (L) 65 yards Maximum: 18.5 x 6.5 feet 12 x 6.5 feet recommended	(W) 25 x (L) 35 yards Maximum: 6 x 4 feet No corner flags needed on field	(W) 25 x (L) 35 yards Maximum: 6 x 4 feet No corner flags needed on field	(W) 15 x (L) 25 yards 4 x 3 None (EYSA 10 Foot radius)
Goals	24 x 8 Fet					
Center Circle	10 Yards in Radius from center	8 yards in radius	8 yards in radius	None (EYSA 10 Foot radius)	None (EYSA 10 Foot radius)	None (EYSA 10 Foot radius)
Penalty Area	18 x 44 Yards	14 x 36 yards	12 x 24 yards	None	None	None
Goal Area	6 x 20 yards	5 x 16 yards	4 x 8 yards	None	None	None
Penalty Spot	12 yards and perpendicular from the midpoint of the goal line	10 yards and perpendicular from the midpoint of the goal line	10 yards and perpendicular from the midpoint of the goal line	None	None	None
Corner Kick Defensive mark Distance (defensive player can not be closer than this distance to the corner kicker)	10 Yards from Corner on touchline and goal line off the field.	8 Yards from Corner on touchline and goal line off the field (follows Center Circle size)	8 Yards from Corner on touchline and goal line off the field (follows Center Circle size)	None	None	None
Penalty arc	10 yards radius from the penalty Spot	8 yards radius from the penalty spot	8 yards radius from the penalty spot	None	None	None
Build Out Lines	N/A	N/A	Build out lines should be equidistant between the penalty area line and halfway line (can be marked with painted line, cones, or flags placed on sidelines)	N/A	N/A	N/A
Duration of Match (Law7)	2 halvees 10 min halftime 17U-19U 45 Minutes, 15U-16U 40 Minutes, 13U-14U 35 Minutes	30 minute halves 10 min halftime No added time	2 halves 25 minute halves 10 min halftime No added time	4 quarters 10 minute quarters 5 minute break between quarters No added time	4 quarters 10 minute quarters 5 minute break between quarters No added time	4 quarters 5 minute quarters 1 minute break between quarters and 5 minute halftime No added time
Ball Size (Law2)	Size 5	Size 4	Size 4	Size 3	Size 3	Size 3
Number of Players (Law 3)	11 Players (10 field and 1 goalie) Minimum 7	9v9 (8 field players and 1 goalkeeper) Game may not start or continue if there are less than 6 players on a team	7v7 (6 field players and 1 goalkeeper) Game may not start or continue if there are less than 5 players on a team	4v4 (4 field players, no goalkeeper) Game may not start or continue if there are less than 3 players on a team	4v4 (4 field players, no goalkeeper) Game may not start or continue if there are less than 3 players on a team	4v4 (4 field players, no goalkeeper) Game may not start or continue if there are less than 3 players on a team. If there are only 2 players per team, that is acceptable
Heading	Permitted	Deliberate heading is not allowed in 11U games. If 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 a 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. <u>Heading is permitted in 12U games.</u>	Heading is not allowed in 7v7 games. If 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 a 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.	Heading is not allowed in 4v4 games. If 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.	Heading is not allowed in 4v4 games. If 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.	Heading is not allowed in 4U games. If 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.
Offside	The FIFA offside Rules shall apply	The FIFA offside Rules shall apply	The FIFA Offside Rule shall apply. The build out line will also be used to denote where offside offenses can be called. 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 the goal line.	No offside	No offside	No offside
Restarts	Conforms to FIFA	Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play. Substitutions are unlimited and can occur at any stoppage. <u>Indirect Free Kick for Intentional Heading for 11U only.</u>	Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least six (6) yards from the ball. If the 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 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. Substitutions are unlimited and can occur at any stoppage Restarts with Build out line: When the goalkeeper has the ball in his/her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once opposing team is behind the line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. If the 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 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. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he/she does so accepting the positioning of the opponents and the consequences of how play resume	Kick offs, free kicks, throw-ins, goal kicks and/or corner kicks are used to start or restart play. Kick-ins and/or dribble-ins are also accepted if coaches agree prior to match. Substitutions are unlimited and can occur at any stoppage. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on all restarts. No penalty kicks. If there is an infraction of the FIFA throw-in rules, the player throwing the ball in shall receive one additional throw-in after a correcting instruction from referee. If the player violates the FIFA rule on his/her second attempt then the opposing team shall be awarded a throw-in. All fouls shall be penalized with indirect kicks	Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play. Kick-ins and/or dribble-ins are also accepted if coaches agree prior to match. Substitutions are unlimited and can occur at any stoppage. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on all restarts. No penalty kicks. If there is an infraction of the FIFA throw-in rules, the player throwing the ball in shall receive one additional throw-in after a correcting instruction from referee. If the player violates the FIFA rule on his/her second attempt then the opposing team shall be awarded a throw-in. All fouls shall be penalized with indirect kicks	Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play. Kick-ins and/or dribble-ins are also accepted if coaches agree prior to match. Substitutions are unlimited and can occur at any stoppage. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on all restarts. No penalty kicks. If there is an infraction of the FIFA throw-in rules, the player throwing the ball in shall receive one additional throw-in after a correcting instruction from referee. If the player violates the FIFA rule on his/her second attempt then the opposing team shall be awarded a throw-in. All fouls shall be penalized with indirect kicks