



Mad River Youth Soccer League

Laws of the Game

Last updated Monday, June 25, 2018

Quick Glance Summary

	U5 & U6	U7* (only if pure U7*)	U8 (mixed U7 & U8)	U9 & U10	U11 & U12	U13 & U14	U15 & older
Field Size Ranges (yds)	15 x 20	25-35 x 15-25	25-35 x 15-25	55-65 x 35-45	45-55 x 70-80	75 x 112	45-55 x 70-80
Ball Size	3	3	3	4	4	5	5
Goal Area (yds)	None	None	None	8 x 4	18 x 6	20 x 8	18 x 6
Penalty Area	n/a	n/a	n/a	34 x 12	34 x 14	44 x 18	34 x 14
Players	1 – 2	3 v 3	4 v 4	7 v 7 (min 4)	9 v 9 (min 7)	11 v 11 (min 7)	6 v 6
Goal Size (ft)	Cones 4-5 apart	4 x 6 or smaller	4 x 6 or smaller	6 x 18	7 x 21 or 6 x 18	8 x 24 or 7 x 21	7 x 21 or 8 x 24
Game Time	30-min individual games; 30-min 2 v 2 mini game	4 x 10 min; 3-5 min break between quarters	4 x 10 min; 3-5 min break between quarters	2 x 25 min; 5-min halftime	2 x 30 min; 5-min halftime	2 x 35 min; 5-min halftime	2 x 35 min; 5-min halftime
Offside	N	N	N	Y	Y	Y	Y
Opponents Kick-off Distance	n/a	5 yds	5 yds	8 yds	8 yds	10 yds	8 yds
Restart	Coach rolls "new ball"	Player's choice: kick/pass in, dribble in only	Player's choice: kick/pass in, dribble in only	Throw-in, corner kick, goal kick – as appropriate	Throw-in, corner kick, goal kick – as appropriate	Throw-in, corner kick, goal kick – as appropriate	Throw-in, corner kick, goal kick – as appropriate
Free Kicks	n/a	Indirect only	Indirect only	As per Law 12	As per Law 12	As per Law 12	As per Law 12
Referees	None	1/field	1/field	2	1 + 2 OR 2	1 + 2	1 + 2 OR 2

* Age-pure U7 teams may or may not be created each year depending on number of players. If teams are combined U7/U8, follow U8 rules.

- No alcoholic beverages, tobacco products, marijuana, or illegal drugs are allowed on or near the field.
- Opposing coaches and players must shake hands before and after each match, per MRYSL's Game Day Respect policy.
- Any player suspected of sustaining a concussion or any type of head injury may not return to play or practice until the player has been cleared to return by a medical professional trained in



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concussions and head injuries, and also cleared to return by CYSA/Cal North. **Referees have the authority to end any game where a player suspected of sustaining a concussion fails to leave the field, or a coach refuses to remove the player from the field.**

- Coaches and players who are not on the field must remain in the team's technical area.
- Parents and spectators must remain on the spectator's side of the field, which is on the touchline opposite of the team technical areas.
- Any spectator, coach or other person who fails to comply with the MRYSL Game Day respect rules may be ordered to leave the area by the referee or league field marshal.
- All players get equal playing time
- Slide tackling is not allowed at any age
- Short Sides: If one of the teams is short a full side, then:
 - Option 1: The team that has enough players will agree to play short so the sides are equal.
 - Option 2: The team that has enough players will agree to lend players from its side to the side that is short so both sides are equal. Especially important if one side is very short and the other side is flush with subs.
 - THE SHORT-SIDE RULE IS MANDATORY FOR MRYSL TEAMS – A MRYSL COACH MAY NOT REFUSE TO LEND PLAYERS OR REFUSE TO PLAY SHORT
- At no time will any player that is not on either team's roster be allowed to play in the game.

U5/U6 Mad Skillz Saturday Game Rules

On Mad Skillz Saturday, both teams will participate together with the coaches of both teams cooperatively guiding the kids through the warm up and the fun dribbling game portion.

For the first half hour of game time, players and coaches should warm up together and play cooperative games. After the halftime break, coaches will divide their kids into two squads, and with the help of the asst coaches run 2 minute 2v2 mini games on adjacent fields. Every two minutes coaches should change out resting players (subs) for active players. Players may be subbed across fields if desired. At the conclusion of each mini-game participating players should high five.

At no time should there ever be more than 2 players per side, (like 3v3) **please adhere to the 2v2 format.**

There is no score kept. There should be no emphasis placed on winning or losing. Both coaches should be sensitive to the needs of children on both teams and do their best to provide a **good experience for all the children.**

It is not necessary that teams remain separated during the second phase of the hour on Saturday. Mixing teams promotes sportsmanship and the idea we are all playing together, learning together.

Mad Skillz Saturday is a huge opportunity for coaches to share ideas and learn from each other.