



SYSA Soccer Rules for 2009 Fall League

I. Objectives of Soccer for U-9:

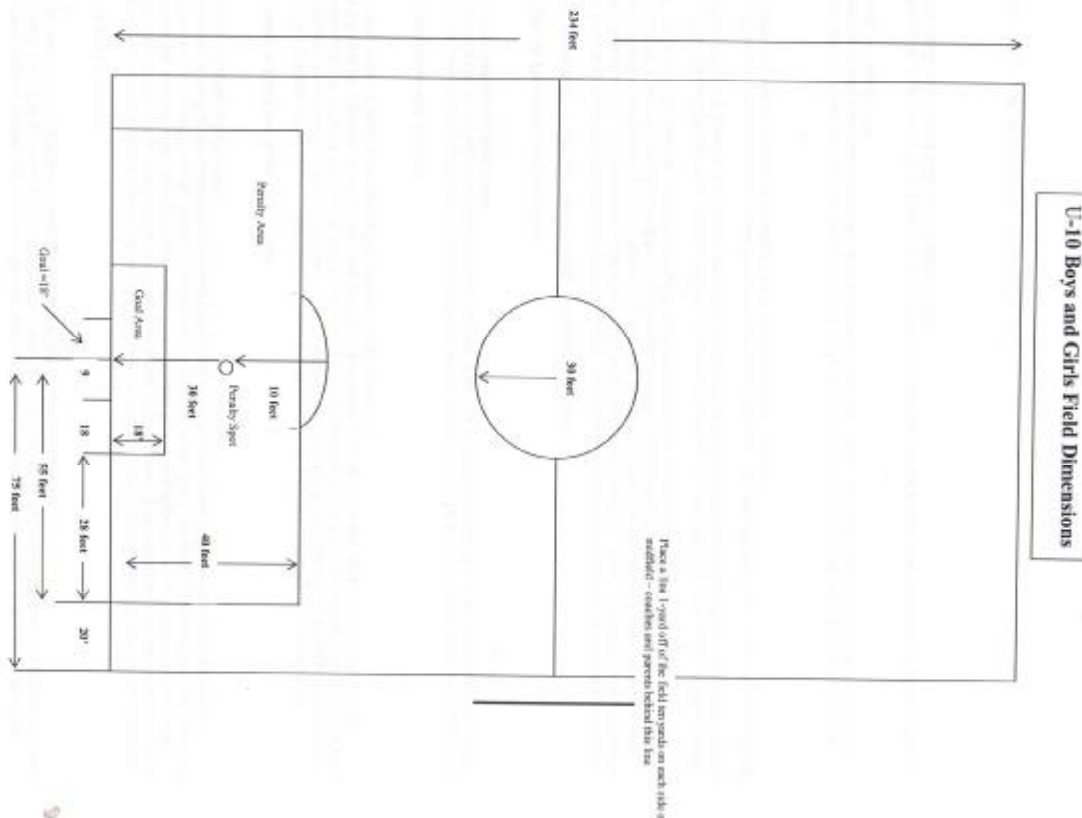
1. Every player must be given the opportunity to make frequent contact with the ball
2. Provide a playing environment which teaches and develops the fundamental soccer skills
3. Present a game that provides a simple understanding of the basic tactical configuration of soccer
4. Encourage decision making in the players
5. Make SOCCER FUN FOR EVERYONE!
6. Unless a change is stated, FIFA rules apply

II. Soccer Rules and Regulations:

1. Length of the Game

The game consists of two 25 minute halves, with a three to five minute break between the halves. Games that are started late will have their playing time reduced at the discretion of the referee.

2. Field Size



3. Ball Size

A size #4 ball is used for these games.

4. Players

The game is played with 8 players, including the goalkeeper, on the field. Each player must play at least 50% of each game and each player must receive playing time in each half. One player cannot be goalkeeper for more than half the game. The maximum player roster size is double the number of players allowed on the field. A team must have more than 5 players for a game to be played. If at any time during the game a team cannot field the minimum number of players then the game must be stopped.

5. Direct Free Kicks

There are no Direct Free Kicks. All fouls are "Indirect Free Kick".

6. Indirect Free Kicks

On an indirect free kick, the opposition must be 10 yards away from the ball and the ball must be touched by a second player (from either team) before:

- a. The player taking the free kick can touch the ball again
- b. A goal can be scored.

7. Penalty Kick

No penalty kicks are to be taken during the games.

8. Slide Tackles

Slide tackles are not allowed.

9. SYSA Sportsmanship/Score Differential Policy

At the end of the game the goal differential should not be greater than eight. Please see the Player Development Policy for ideas on how to control a high scoring game.

10. Substitutions

The number of substitutes shall be unlimited. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee. Substitutions are done during the following times:

- a. Prior to a throw-in, in your favor.
- b. Prior to a goal kick, by either team.
- c. After a goal, by either team.
- d. After an injury, when the referee stops play, by either team.
- e. At half time.
- f. When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game.

11. Goalie Substitution

Most times the Goalie is substituted at Half Time, however, the Goalie can be substituted at any time during normal play. Before substituting the Goalie the Referee must be advised. No player can play as Goalie for more than half a game.

12. Examples of Fouls to Focus on

- a. No deliberate hand balls – Note at this age there are a lot of non-deliberate hand balls. Only call Hand Ball if the player made a purposeful attempt to either catch the ball or knock it away with one or both hands.
- b. No pushing another player using your hands or arms.
- c. Shoulder charges are legal providing they are equally contested.

13. Off-sides

Off sides will be called by the referee or assistant referee. Club Linesmen will not call off-sides.

14. Referees

Official referees are used during a game. Referees are encouraged to explain infractions to the offending player. The decision of the referee on points of fact connected with the game shall be final. Assistant referees will be used whenever possible, or a "club-line" may be used.

15. Player Passes

The referee shall collect all player passes prior to the start of the game. No player will be allowed to play the game without a player pass. The referee shall verify the identity of the player with his/her player pass prior to starting the game.

III. Basic Skills of Soccer

At this level of play you should focus on the following skills:

1. Ball Control
2. Dribbling
3. Passing
4. Shooting
5. Throw-ins

IV. Tactical Team training Ideas

At this level you should be training the players how to:

1. Throw-ins (page 6 of manual)
2. Start of game: show how to kick forward to a teammate
3. Be sure to "balance" your team in each quarter
4. Teach which direction your players need to go: "practice it"
5. At your practices, try to utilize your "balanced" 2 teams (5v5) to run your practice games so that your players get use to playing together under a game condition.
6. Teach players how to defend corner kicks.
7. Teach players how to kick a corner kick
8. Teach goalie and defender how to kick "goal kicks"

Any questions contact:

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