



## MINNESOTA YOUTH SOCCER ASSOCIATION INC.

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### MYSA Rule Summary for Referees

*Please contact the Minnesota State Youth Referee Administrator with any questions.*

#### DIGITAL PLAYER CARD & SCORING

- Passes and team check-in should be done at the field with a mobile device
- <http://mnyouth.sportsaffinity.com/m/pass/index.aspx>
- Log in
- Enter match number
- Check in team
- Report scores

If service is not available at the field, games can be reported online following each game.

#### PLAYERS' EQUIPMENT

No jewelry is allowed except medical alert identification; all eyeglasses must be secured by an elastic band or tape; in cold weather, sweatpants or shirts underneath the uniform shall be allowed; and a padded cast is acceptable if allowed by the referee.

#### AGE SPECIFIC GUIDELINES

##### U9/U10

- Play 7 vs. 7 (Max: 7; Min: 5 on field).
- Substitution allowed at any stoppage of play.
- Offside IS in effect between build out line and goal line
- Punting and Heading are **NOT** allowed; results in a free kick.
- All free kicks are INDIRECT
- Build out line rules are in effect

##### U11/U12

- Play 9 vs. 9 (Max: 9; Min: 6 on field).
- Substitution allowed at any stoppage of play.
- Offside **IS** in effect.
- Punting and heading are **NOT** allowed at U11; results in an indirect free kick
- Build out line (edge of center circle) rules are in effect at U11

##### U13 and Older

- Play 11 vs. 11 (Max: 11; Min: 7 on field).
- Substitutions are allowed:
  1. Prior to a throw in, by the team in possession of the ball. If the team in possession is substituting, both teams may substitute as long as the opposing team's players are ready.
  2. Prior to a goal kick, by either team.
  3. After a goal, by either team.
  4. After an injury, by either team, when the referee stops play—substitution is unlimited.
  5. At half-time.
- Offside **IS** in effect.

There will be **NO GAME** if a team has less than the required minimum number of players.

## **DURATION OF THE MATCH**

U5 and U6:*	Four 8-minute periods
U7 and U8:*	Four 12-minute periods
U9 and U10:	Two 25-minute periods
U11 and U12:	Two 30-minute periods
U13 and U14:	Two 35-minute periods
U15 and U16:	Two 40-minute periods
U17 and Older:	Two 45-minute periods

*\* US Youth Soccer recommendations for small-sided rec games*

## **THE START AND RESTART OF PLAY**

- Games shall not start later than 15 minutes after the designated starting time.
- In any case, the game must not be started if it will cause a second game scheduled on the same field to be delayed more than 10 minutes beyond its scheduled start time.
- A game is considered complete when at least one half (of the game) and 50 percent of the second half have been played. Anything less must be reported to the appropriate authority who will determine if it needs to be replayed or will determine the outcome of the game.
- The referee is the official timekeeper and sole judge on the amount of time that has been played.
- League games, which are tied at the end of regulation time, will remain tied. If a game in an MYSAsponsored tournament, is tied after regulation time, two 5-minute extra time periods (not sudden victory) shall be played. If the game remains tied, the winner shall be determined by taking kicks from the penalty mark following the procedures in USSF Laws of the Game.

## **FREE KICKS IN THE PENALTY AREA**

All free kicks taken within the penalty area by the defending team must leave the penalty area before being touched by any player to be in play. All opponents must remain outside the penalty area until the ball clears the penalty area.

## **KICKS FROM THE MARK**

If during the taking of kicks from the mark a player is injured or sent off, **the referee should not** abandon the game if resulting in fewer than seven players. Once kicks begin, a team only needs one capable player for the kicks to continue. Reduce to equate must be applied throughout the entire tiebreaker, not just at the beginning.

## **FOULS AND MISCONDUCT**

- Referees must promptly report problems of behavior by coaches, players and fans to the appropriate MYSAs official.
- If a player, substitute or coach is asked to leave a game, the referee will report the ejection with MYSAs.
- If a coach refuses to leave after expulsion, the referee should terminate the game and include the details in the game report.
- Only registered adults from the same Member Club may serve as replacement coaches. The replacement adult must present a proper member pass to prove registration.

## **ISSUING AND RESCINDING CARDS**

A referee may issue cards after the match is finished up until he/she leaves the field (of play). Once shown, red cards cannot be rescinded except in case of mistaken identity, and then only prior to restarting play.

### **SENDING-OFF OFFENSES**

A player, substitute or substituted player is sent off and shown the red card for committing any of the following seven offenses:

1. is guilty of serious foul play (**SFP**)
2. is guilty of violent conduct (**VC**)
3. spits at an opponent or any other person (**S**)
4. denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his/her own penalty area) (**DGH**).
5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (**DGF**).
6. uses offensive, insulting or abusive language and/or gestures (**AL**).
7. receives a second caution in the same match (**2CT**).

**A substitute or substituted player who commits any violent act should be sent off and shown the red card for Violent Conduct.**

### **CAUTIONABLE OFFENSES**

A player is cautioned and shown the yellow card for committing any of the following seven offenses:

1. is guilty of unsporting behavior (**UB**).
2. shows dissent by word or action (**DT**).
3. persistently infringes the Laws of the Game (**PI**).
4. delays the restart of play (**DR**).
5. fails to respect the required distance when play is restarted with a corner kick, throw-in or free kick (**FRD**).
6. enters or re-enters the field of play without the referee's permission (**E**).
7. deliberately leaves the field of play without the referee's permission (**L**).

### **ADDITIONAL CAUTIONS WITH REFEREE'S DISCRETION**

A referee may issue cards after the match is finished up until he/she leaves the field (of play).

- Fakes or exaggerates the seriousness of an injury.
- Fakes or exaggerates the severity of a foul.
- Unfairly distracts or impedes an opponent performing a throw-in.
- Changes jerseys with the goalkeeper during play or without the referee's permission (both players must be cautioned).
- Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball and the misconduct can occur during dynamic play or at a restart).
- Enters or re-enters the field of play: 1) Having previously been substituted (unless the match rules state otherwise). 2) Without the referee's permission after having previously been instructed to leave the field to correct equipment. 3) As a substitute without receiving permission from the referee.