

ARROWHEAD YOUTH SOCCER ASSOCIATION NORTHERN LEAGUE 1 AND 2 RULES SUMMARY



Center Referee Responsibilities

- Check in teams before the start of the match with the team roster provided by the coaches.
- Keep track of score and any cards given out during the match.
- Complete post game report in Notch after the conclusion of the game.
- **Post game reports MUST be completed in order to be paid for the game.**

Team Check In

Coaches will provide referees with a team roster to check in the players before the game. Players not listed on the roster will not play in any official game. Play up players may be written on the official roster at the bottom of the page. If a coach does not have access to the team roster, the coach, with permission of the referee and the opposing coach, may forfeit the game and play it as a scrimmage. The game would be recorded as a 3-0 win for the opposing team. The team may only play if both coaches agree to a forfeit and scrimmage.

Coaches Area

No coach, player, or spectator may be behind or within 10 yards of the goal. Coaches and players not in the game should remain in the technical area, which begins five yards from the halfway line and extends 10 yards towards the goal on that end of the field. **Coaches must never stand on or cross the halfway line.**

Team Colors

Coaches should check the uniform color of the opponent prior to the game. Home teams are responsible for wearing alternate colors. The home team may use pinnies over their uniforms if they do not have an alternate color.

Players on the Field

U13+: 11 players on the field. A minimum of 7 players on the field to start the game, one must be the goalkeeper.

U11/U12: 9 players on the field. A minimum of 6 players on the field to start the game, one must be the goalkeeper.

U9/U10: 7 players on the field. A minimum of 5 players on the field to start the game, one must be the goalkeeper.

(U10 teams with larger rosters may play 9v9, but only if both coaches agree to do so before the match)

Length of Games

U15/U16 Two 40-minute halves

U13/U14

Two 35-minute halves

U11/U12 Two 30-minute halves

U9/U10

Two 25 minute halves

Halftime break of about 5 minutes.

Things to Remember

- U9/U10 Breakout Line
- No punting at U9/U10
- All fouls are indirect at U9/U10 (that means no penalty kicks)
- No heading between U9-U11
- U12+ heading is allowed
- Yellow Card Exit Rule (Northern League Rule)

Equipment

The home team should provide the game ball. Players must have their own numbers on jerseys with no numbers shared by players on the same team. Players cannot wear or use any equipment or clothing that in the opinion of the referee would likely risk injury to others. **No jewelry, even if ears were just pierced!** All eyeglasses shall be secured by an elastic band or strap. A player will be allowed to wear a cast only if, in the opinion of the referee, it is well padded and will not constitute a risk of injury to the player or others.

Substitutions

Teams must have their players at the halfway line prior to the substitution. Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee, at the following times: Prior to a throw-in, by both teams, provided the team with possession of the ball chooses to substitute. Prior to a goal kick, by either team. After a goal, by either team. After an injury, by either team, when the referee stops play. At half time. To replace a player by a substitute, you must ask the referee before any proposed substitution is made. A substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee.

Offsides - (U11 and up)

A player is in an offside position if he is nearer to his opponent's goal line than both the ball and the second to the last opponent. It is not an offense in itself to be in an offside position. A player in an offside position is only penalized if, at the moment the ball touches or is played by a teammate he is, in the opinion of the referee, involved in active play by interfering with play, or interfering with an opponent, or gaining an advantage by being in that position. There is no offside on a goal kick, a throw in, or a corner kick.

Offsides - (U10)

A player is in an offside position if they are nearer to their opponents' goal line and beyond the second to the last defender. This rule is only enforced when the player in question is beyond the defending team's breakout line, not the halfway line. It is not an offense to be in an offside position. A player in an offside position is only penalized if, at the moment the ball touches or is played by a teammate they are, in the opinion of the referee, involved in active play by interfering with play, or interfering with an opponent, or gaining an advantage by being in that position. It is not an offense in itself to be in an offside position.

No heading the ball allowed at U9 Between U11. If a header occurs, it is treated as a foul and an indirect free kick is awarded to the opponent at the spot where the header occurred. Heading is allowed at U13 and above.

Yellow Card Exit Rule

A cautioned player shall leave the field and may be replaced. Should the team with the cautioned player elect to play short-handed, the cautioned player may not re-enter nor be replaced until the next legal substitution opportunity. Note: This rule also applies to Goalkeepers receiving Yellow Cards. **Please Note: The Yellow Card Exit Rule is for AYSA league play only. Competitive level teams and teams playing in MYSAsanctioned tournaments should note that the Yellow Card Exit rule does not exist in MYSAsanctioned tournaments.**

Breakout Rule (U9/U10)

Due to the fact there is no punting at U9/U10 and to encourage playing out of the back, anytime a GK receives the ball in their hands or for any player on the defensive team's goal kick. The opposing team must have all players, or be in the process of, drop behind the halfway line for the defensive team to play the ball out. Once the ball is played the offensive team may then enter their offensive half to resume play. The defensive team does not need to wait for the opposing team to drop behind the half to resume play, they may choose to start play at any time.