

RULES of COMPETITION (R) U13+ ONLY

*Supersedes Operating Document is effective beginning with 2016-2017 seasonal year.
FIFA LAWS OF THE GAME*

FIELD OF PLAY

MR-1.1 The following field modifications are applicable to all competitions approved by the Washington Youth Soccer, for the age groups shown. All other age groups follow the Laws of the Game.

MR-1.2 Field dimensions

<u>Age Group</u>	<u>Width (yards)</u>	<u>Length</u>
Under 13-19	50-75	100-115

MR-1.3 Center Circle

<u>Age Group</u>	<u>Radius (yard)</u>
Under 13-19	10

MR-1.4 Penalty Mark – Kicks from the spot

<u>Age Group</u>	<u>Penalty Kicks</u>	<u>Location</u>
Under 13-19	Yes	Laws of the Game

MR-1.6 Goal Posts

<u>Age Group</u>	<u>Minimum</u>	<u>Maximum</u>
Under 13 - 19	8 x 24	8 x 24

Under 13 -19: Washington Youth Soccer allows a variance of plus/minus six (6) inches in width; plus/minus six (6) inches in height from inside measurements beyond what is allowed in the Laws of the Game.

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GAME DURATION, BALL SIZE AND OVERTIME PERIODS

MR-2.1 Game Duration

<u>Age Group</u>	<u>Game Duration</u>	<u>Ball Size</u>
Under 13	Two 35 min. halves	#5
Under 14	Two 35 min. halves	#5
Under 15	Two 40 min. halves	#5
Under 16	Two 40 min. halves	#5
Under 17	Two 45 min. halves	#5
Under 18	Two 45 min. halves	#5
Under 19	Two 45 min. halves	#5

Note: There shall be a five (5) minute break between halves or periods. For U16 and above, there shall be a max of fifteen (15) minute break between halves or periods.

MR-2.2 Overtime periods

State Cup tournaments may have overtime rules periods.

Under 13 through 14 will play two 10 minute overtime periods as determined by league, tournament or State Cup rules.

Under-15 through under-19 will play two 15 minute overtime periods as determined by league, tournament or State Cup rules.

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NUMBER OF PLAYERS

MR-3.1 Roster Size

<u>Age Group</u>	<u>Players on the Field</u>	<u>Minimum</u>	<u>Maximum</u>	<u>Max Suited up to play in game</u>	<u>Suggested</u>
Under 13	11	11	18	18	16
Under 14	11	11	18	18	16
Under 15	11	11	22	18	18
Under 16	11	11	22	18	18
Under 17	11	11	22	18	18
Under 18	11	11	22	18	18
Under 19	11	11	22	18	18

MR-3.2 Each team shall have no more than the Maximum column specified for their age group, unless a variance for good cause has been granted by the Association Registrar, the Association President, and the league administrator.

MR-3.2.1 Maximum team roster size for age U15 through U19 is (22) registered players.

MR-3.2.1.1 Maximum number of players suited up to play and noted on the game sheet presented to the referee in a match is 22, only 18 may be selected prior to the match.

MR-3.2.2 Maximum game roster size may match the number of maximum players in paragraph 3.1 and is defined by the league.

MR-3.2.3 Maximum team roster size may be higher for specific age groups competing in Washington Youth Soccer State Cup Tournaments.

MR-3.2.4 Maximum team roster size may be lower for specific age groups competing in Washington Youth Soccer Recreation Cup Tournament.

SUBSTITUTIONS

MR-4.1 The number of substitutions shall be unlimited with substituted players allowed to re-enter the game; restrictions may apply depending upon competition rules.

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PLAYER'S EQUIPMENT

MR-5.1 All players must be attired in uniforms that distinguish themselves to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards, and footwear. In case of a color clash, the designated home team will change jerseys. Goalkeepers must wear colors which distinguish them from field players.

MR-5.2 All or any member(s) of a team are permitted to wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:

- The proper team uniform is worn outermost;
- Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat;
- Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.

MR-5.3 Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a regularly scheduled game provided that the referee determines that the device can be used safely.

FOULS AND MISCONDUCT

MR-8.6 Presentation of Yellow and Red Cards

MR-8.6.1 All participants as defined by Washington Youth Soccer receive either warnings (caution/yellow card equivalent), or dismissals/ejections (sendoff/red card equivalent) and will be shown the appropriate card by the referee.

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Washington Youth Soccer defines Recreational as a level of play for teams formed without regard to ability (e.g. no tryout or placement based on ability of the player). Washington Youth Soccer defines competitive as a level of play for teams formed with regard to ability (e.g. a tryout or placement based on the ability of the player). Traditionally, competitive has been a part year program for multisport athletes (select) or a year round program for soccer specific athletes (Regional).