



Bastrop Youth Soccer Organization (BYSO) League Rules

Rule 1 – Player Equipment:

- **All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted.**
- Shin guards are mandatory for all games and practices. Long Socks must be worn over shin guards.
- No headwear with an extended bill (caps, visors) may be worn during the match.
- Cleats with a toe cleat will not be allowed.
- Goalies will wear a different color scrimmage vest that does not match any team color on field.
- Players will be asked to leave the field of play if they are wearing anything that can be considered dangerous. Player may return only if issues have been corrected.

Rule 2 – Game/Practice Ball:

- U6 and below – size 3 ball
- U8-U12 – size 4 ball
- U13 and up – size 5 ball
- Game ball will be provided by home team.

Rule 3 – Field of Play

- Spectators will be seated on one side of the field and teams and coaches will be located on the opposite side of the field. Coaches and spectators are not allowed behind the goal at any point during the game. Spectators should remain on the spectator side with the exception of injuries or other legitimate concerns.
- For U4 and U6, one coach is allowed on the field with players. Parents on the field for U4 is acceptable, but should be limited and not be on a permanent basis. Coaches are not allowed on the field for U8 and up.

Rule 4 – Game Length/Game Clock

- U4 & U6 will play four – 8-minute quarters with a 1-minute water break between quarters and a 2-minute halftime.
- U8 will play four – 10-minute quarters with a 1-minute break in between quarters and a 2-minute halftime.
- U10 – Two 25-minute halves with one 5-minute half time.
- U12 – Two 30-minute halves with one 10-minute half time.
- U14 – Two 35-minute halves with one 5-minute half time.

- U16 – Two 40-minute halves with one 5-minute half time.
- U18 – Two 45-minute halves with one 5-minute half time.
- Referees will use their discretion to stop the clock for injury or ball retrieval. Referees will use their discretion for water/hydration breaks

Rule 5 – Players and Substitutions:

- **U4 & U6 will have 8 player roster limit**
 - 4v4, teams must have at least 3 players minimum to avoid forfeit.
 - NO GOALIE – All players should be encouraged to participate in the game. If coaches choose to keep a defender on their part of the field, player must be positioned at least 5 yards in front of the goal or end line. This will be a judgment call of the referee.
- **U8 and U10 will have 14 player roster limit**
 - 7 players on field per team, 1 goalie, 5 players minimum to avoid forfeit
- **U12 and Rec Plus**
 - 9v9, 1 goalie, 6 players minimum to avoid forfeit
- Teams must have the minimum number of players to start game. If a team falls under the minimum number of players due to injury or ejection, teams will be allowed to continue game. The league coordinator will decide whether game will be played if further injuries or ejections occur.
- *Playing Time Requirements:* players in the U4-U12 divisions are required to play 50% of the game. The exceptions to this are illness or disciplinary reasons.
- *Substitutions:*
 - Substitutions are unlimited and can occur at any stoppage.
 - Coaches must get permission from center referee and wait for them to wave players onto the field. Substitutions may be less formal at the 4U & 6U level, but coaches should maintain the correct number of players on the field and communicate with referee as needed.
 - 10U and higher - Substituted player leaving the field should leave the sideline they are closest to keep up the speed of the game.

Rule 6 – Start and Restart of game play:

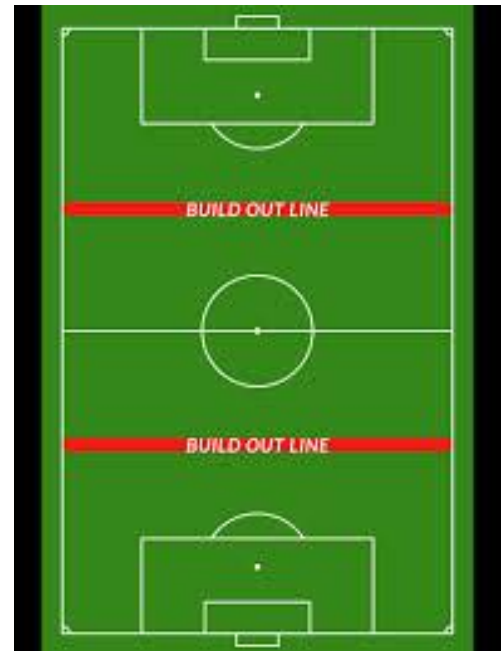
- A coin toss before game time will take place to decide which team is on which end of the field. Visiting team will call the coin toss. Winner of coin toss elects to choose side to defend or receiving kickoff.
- The **KICKOFF** will be taken from the center mark.
 - Player must kick ball to another player on their team to legally start play, no double touches are allowed.
 - The ball can clearly move **in any direction**.
 - A kickoff will start each half of the game and will restart play after each goal is scored.

- Each team will start on their own half of field and players from opposite team will be outside of the center circle.
- Kickoff infractions for 8U and below will result in stopping play and allowing an additional attempt. For 10U & up, kickoff infractions will result in an indirect kick awarded to the opposing team.
- A goal can be scored directly from a kickoff.
- The **THROW-IN** is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.
 - The throw-in must be taken where the ball left the field.
 - The ball is thrown over the head using both hands, and both feet must remain on the ground. The ball is in play as soon as it is released and enters the field of play.
 - A player cannot throw the ball in and then be first player to touch it.
 - If the ball does not enter the field or hits the ground before entering the field, the throw is retaken.
 - If there is an infraction of the throw-in rules, a throw-in will be awarded to the opposing team.
 - *For 8U only:* If there is an infraction of the throw-in rules, the player throwing the ball in shall receive one additional throw-in after a correcting instruction from the referee. If the player violates the FIFA rule on his/her second attempt, then the opposing team shall be awarded a throw-in. By the third week of the season, there will no longer be an additional throw-in when an infraction occurs. A throw-in will be awarded to the opposing team when an infraction occurs.
 - An opponent who interferes with thrower will receive yellow card for unsportsmanlike behavior.
 - *U4 & u6 will do kick-ins instead of throw-ins*
- The **GOAL KICK** is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.
 - U6 & below – taken from any point on the end line NOT in front of the goal. Defending players must be at least six feet from ball. No double touches.
 - U8/U10/U12 – taken from goal area.
 - Build out line rules apply on a goal kick.
- The **CORNER KICK** is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.
 - U8 & below – If, after the ball is in play, the kicker touches the ball again before it has touched another player, play will be stopped and the team will try again.
 - U10 & above – if, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded.

- A **FREE KICK** is awarded to the opposing team of a player, substitute, substituted or sent-off player, or team official guilty of an offence.
 - There are two types of free kicks: an **INDIRECT** and a **DIRECT** free kick.
 - An **INDIRECT** free kick means that the kick must be taken and an additional player must touch the ball before entering the goal.
 - A **DIRECT** free kick means that a kick can be taken and a goal can be directly scored without an additional player touching the ball.
 - U8 and below – all offenses result in an indirect free kick.
 - U10 and above – indirect and direct free kicks are awarded based on offense. An offense in the penalty area by the defending team will result in a direct free kick from the penalty spot for the opposing team.
 - *Heading is not allowed in divisions U10 and below. A deliberate use of the head will result in an indirect free kick for the opposing team from the spot of the offense.*
 - *Punting is not allowed in U8/U10 division. A deliberate punt by a goalkeeper will result in an indirect free kick for the opposing team from the spot of the offense.*

Rule 7 – The Build Out Line:

- Build out lines (U8 & U10) should be equidistant between the penalty area line and halfway line (can be marked with painted line, cones, or flags placed on sidelines)
- Restarts with the Build Out Line: When the goalkeeper has the ball in his/her hands during play or a goal kick is being taken, then:
 - before the ball is passed, thrown, or rolled into play by the goalkeeper or a goal kick is being taken, players on the team in possession may stand anywhere on the field, including inside the penalty area;
 - players on the defending team must move beyond the Build Out Line and may not cross the Build Out Line until the ball is in play;
 - the ball is in play as soon as the goalkeeper passes, throws or rolls the ball or any player takes a goal kick; and
 - as soon as the ball is in play, other members of the team in possession may play it, even if it is inside the penalty area, and players on the defending team may then cross the Build Out Line.



Rule 8 – Offside

- A player is in an offside position if:
 - any part of the head, body or feet is in the opponents' half (excluding the halfway line)**AND**
 - any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent
 - It is not an offence to be in an offside position. The player **MUST** become involved with the play.
- U8 and below – no offside called
- U10 – the build out line is used rather than the halfway line in determining offside. A player is not in an offside position if they are in the area between the build out lines.
See image →
- U12 and above – offside is called

