

Wyoming Youth Soccer

Revised August 10, 2011

Rule 303. Length of Games, Number of Players, Overtime Periods, and Ball Specifications presented at the August 8, 2002 USSF Annual General Meeting by the Coaching Committee. Approved by delegate vote for implementation beginning with the 2004-2005 playing season.

(U) Age Group Boys & Girls	Game Length	Overtime Periods	Ball Size	Circumference	Weight (ozs)	Number of Players	Maximum GAME/TEAM Roster Size
Small-Sided Game Specifications							
5/6	4-8 minute quarters	NONE	#3	23-24 inches	11-12	3, no goalie	6/8
7/8	4-12 minute quarters	NONE	#3	23-24 inches	11-12	4, no goalie	8/10
9/10	2-25 minute halves	NONE	#4	25-26 inches	11-13	8 w/goalie	14/18
11/12	2-30 minute halves	2-10 minute halves	#4	25-26 inches	11-13	8 w/goalie	14/18
Full-Sided Game Specifications							
13	2-35 minute halves	2-10 minute halves	#5	27-28 inches	14-16	11 w/goalie	18/22
14	2-35 minute halves	2-10 minute halves	#5	27-28 inches	14-16	11 w/goalie	18/22
15	2-40 minute halves	2-15 minute halves	#5	27-28 inches	14-16	11 w/goalie	18/22
16	2-40 minute halves	2-15 minute halves	#5	27-28 inches	14-16	11 w/goalie	18/22
17	2-45 minute halves	2-15 minute halves	#5	27-28 inches	14-16	11 w/goalie	18/22
18	2-45 minute halves	2-15 minute halves	#5	27-28 inches	14-16	11 w/goalie	18/22
19	2-45 minute halves	2-15 minute halves	#5	27-28 inches	14-16	11 w/goalie	18/22

Short Sided Game Field Dimensions for U12 – U5

U11 - U12 - Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 60 yards maximum 80 yards

Width: minimum 45 yards maximum 55 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

U9 - U10 - Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 45 yards maximum 60 yards

Width: minimum 35 yards maximum 45 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

U7 - U8 - Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 25 yards maximum 35 yards

Width: minimum 20 yards maximum 30 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of four (4) yards is marked around it.

U5 - U6 - Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 20 yards maximum 30 yards

Width: minimum 15 yards maximum 25 yards

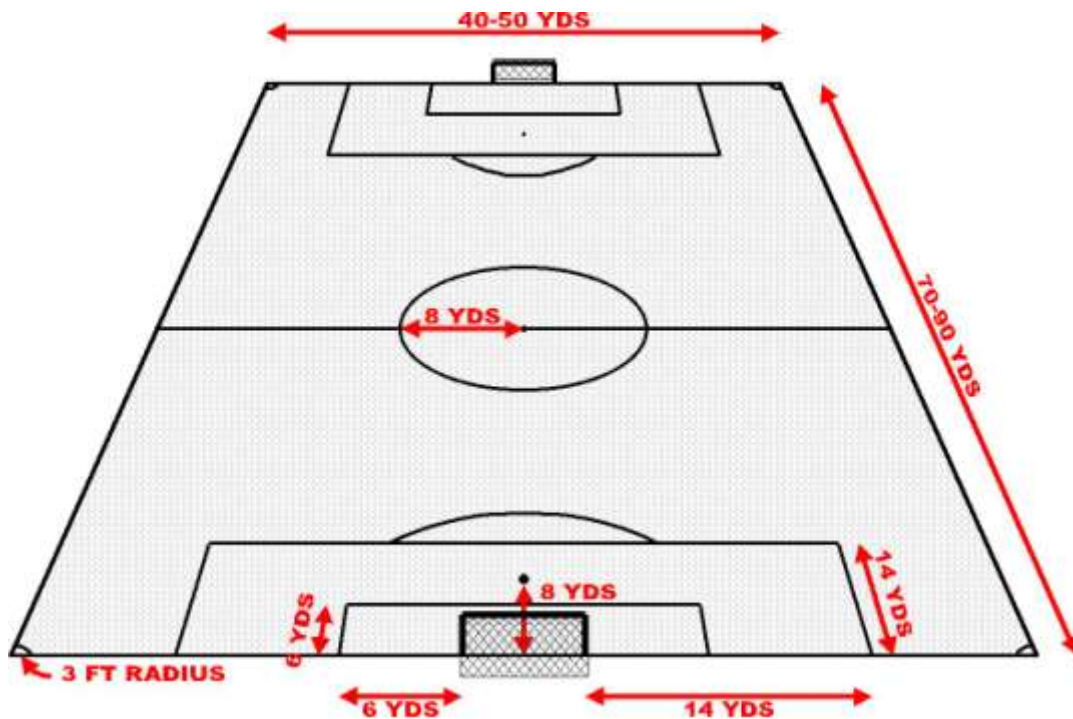
Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of four (4) yards is marked around it.

GOAL SIZE

U10 – U12 Goals: the goal, 6 x 18 feet, is the same for the U10 and U12 age groups. By using the same size goal for both age groups clubs will have to buy fewer goals.

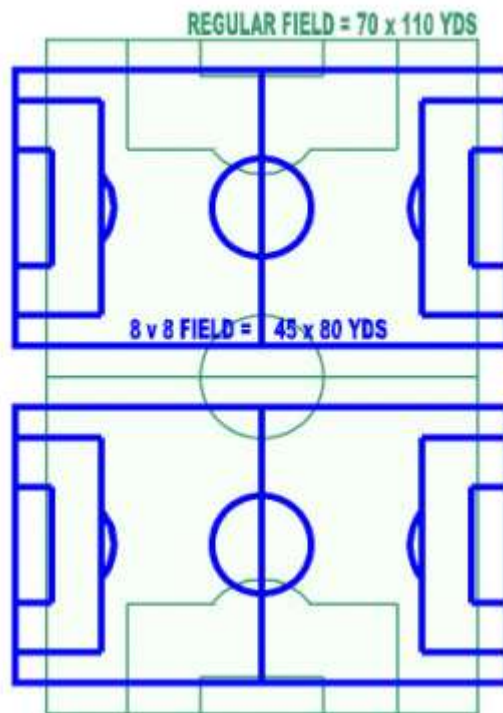
U6 – U8 Goals: the goal, 6 x 18 feet or smaller, is the same for the U6 to U8 age groups. By using the same size goal for these age groups clubs will have to buy fewer goals and there will be greater flexibility in the use of fields. A big goal without a goalkeeper should mean a few more goals for kids whose shooting technique is primitive along with their eye-foot coordination. Manufactured goals are not mandatory for U6 Small Sided Games. Clubs are free to use cones, Pug goals or other items to designate the goal for this age group. Indeed, even the entire goal line could be considered the 'goal' and a ball kicked over the goal line is considered a goal. Any goal must be properly anchored to the ground.

**Field Dimensions for U10; U11; and U12s.
Following the small-sided game format.**



FIELD DIMENSIONS

- Length of field = 70 to 90 yards
- Width of field = 40 to 50 yards
- USYS recommendation = 80 x 45 yards
- Center circle radius = 8 yards
- Penalty arc radius = 8 yards measured from the penalty mark
- Corner arcs = 3 foot radius
- Goal area = 6 yards from goalpost and 6 yards into the field of play
- Penalty area = 14 yards from goalpost and 14 yards into the field of play
- Penalty mark = 8 yards from the goal line
- Goals = 6 feet high and 6 yards wide up to 7 feet high and 7 yards wide



The following is for full size fields but contains other important information.

LAW 1 – The Field of Play

Field Surface

Matches may be played on natural or artificial surfaces, according to the rules of the competition.

Dimensions

The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line.

Length: minimum 90 m (100 yds)
maximum 120 m (130 yds)

Width: minimum 45 m (50 yds)
maximum 90 m (100 yds)

International Matches

Length: minimum 100 m (110 yds)
maximum 110 m (120 yds)

Width: minimum 64 m (70 yds)
maximum 75 m (80 yds)

Field Markings

The field of play is marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

All lines are not more than 12 cm (5 ins) wide.

The field of play is divided into two halves by a halfway line.

The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 9.15 m (10 yds) is marked around it.

The Goal Area

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 5.5 m (6 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 5.5 m (6 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area

A penalty area is defined at each end of the field as follows:

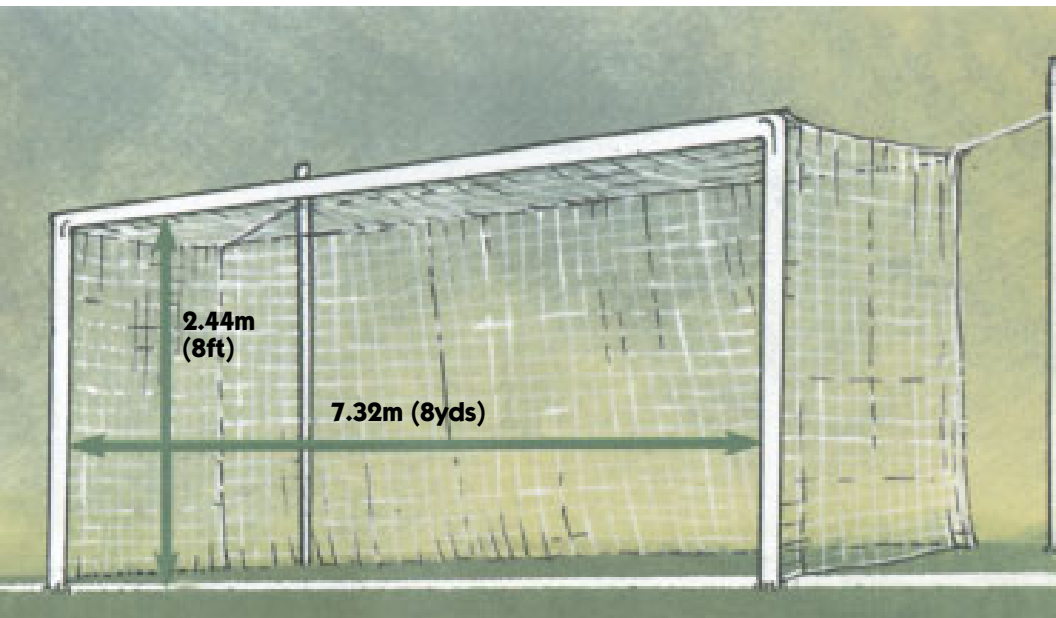
Two lines are drawn at right angles to the goal line, 16.5 m (18 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5 m (18 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area a penalty mark is made 11 m (12 yds) from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 9.15 m (10 yds) from each penalty mark is drawn outside the penalty area.

Flagposts

A flagpost, not less than 1.5 m (5 ft) high, with a non-pointed top and a flag is placed at each corner.

Flagposts may also be placed at each end of the halfway line, not less than 1 m (1 yd) outside the touch line.



The Corner Arc

A quarter circle with a radius of 1 m (1 yd) from each corner flagpost is drawn inside the field of play.

Goals

Goals must be placed on the center of each goal line.

They consist of two upright posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar.

The distance between the posts is 7.32 m (8 yds) and the distance from the lower edge of the crossbar to the ground is 2.44 m (8 ft).

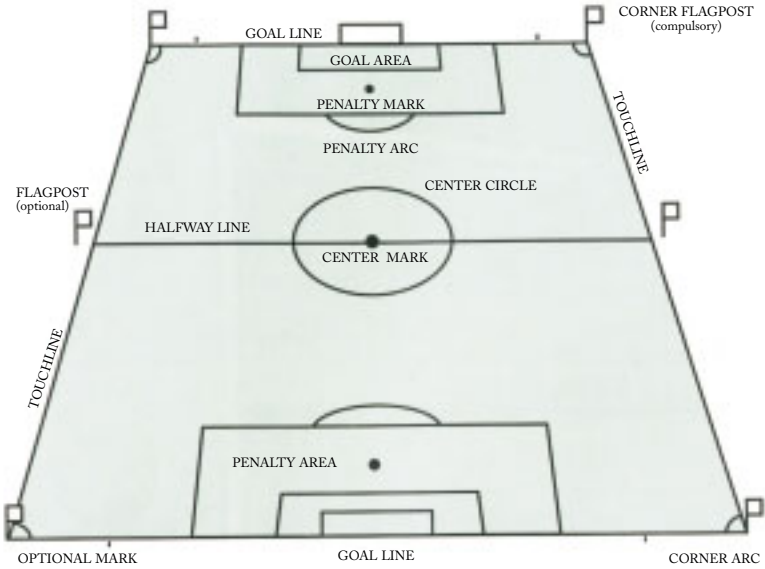
Both goalposts and the crossbar have the same width and depth which do not exceed 12 cm (5ins). The goal lines are the same width as that of the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.

The goalposts and crossbars must be white.

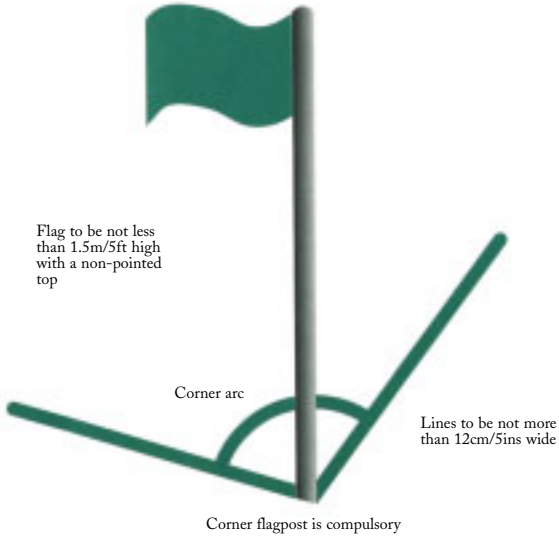
Safety

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

The Field of Play



Corner Flagpost



Decisions of the International F.A. Board

• Decision 1

If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If a repair is not possible, the match is abandoned. The use of a rope to replace the crossbar is not permitted. If the crossbar can be repaired, the match is restarted with a dropped ball at the place where the ball was located when play was stopped.* (see page 3)

• Decision 2

Goalposts and crossbars must be made of wood, metal or other approved material. Their shape may be square, rectangular, round or elliptical and they must not be dangerous to players.

• Decision 3

No kind of commercial advertising, whether real or virtual, is permitted on the field of play and field equipment (including the goal nets and the areas they enclose) from the time the teams enter the field of play until they have left it at half-time and from the time the teams re-enter the field of play until the end of the match. In particular, no advertising material of any kind may be displayed on goals, nets, flagposts or their flags. No extraneous equipment (cameras, microphones, etc.) may be attached to these items.

• Decision 4

There should be no advertising of any kind on the ground within the technical area or within one meter of the touchline. Further, no advertising shall be allowed in the area between the goal line and the goal nets.

• Decision 5

The reproduction, whether real or virtual, of representative logos or emblems of FIFA, confederations, national associations, leagues, clubs or other bodies, is forbidden on the field of play and field equipment (including the goal nets and the areas they enclose) during playing time, as described in Decision 3.

• Decision 6

A mark may be made off the field of play, 9.15 meters (10 yds) from the corner arc and at right angles to the goal lines to ensure that this distance is observed when a corner kick is being taken.

• Decision 7

Where artificial surfaces are used in either competition matches between representative teams of national associations affiliated to FIFA or international club competition matches, the surface must meet the requirements of the FIFA Quality Concept for Artificial turf or the International Artificial Turf Standard, unless special dispensation is given by FIFA.

• Decision 8

Where a technical area exists, it must meet the requirements approved by the International FA Board, which are contained in this publication.