

SAY PASSERS (8-U) CONDENSED RULES

The Field

The field size is 55-36 yards long, 35-45 yards wide

The Markings

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 8-yd. radius

Goal Area - 4 x 8 yards

Penalty Area - 12 x 24 yards

Penalty Mark - 10-yds. from goal line

Penalty Arc - extends 8-yd. radius from penalty mark

Offside Line - width of field equidistant between the top of the penalty area and the halfway line

The Goals

6 to 7 feet high and 12 to 18 feet wide; must be securely anchored before beginning play.

The Ball

Size 4 ball

The Players

Number - Seven (7) per team on field, one of which is goalkeeper (minimum of five (5) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)
Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game

Two 20-minute halves or four 10-minute periods; halftime interval 5-minutes, 1-minute between other periods.

Referees

As per SAY Area directives; top priority is player safety

Every effort should be made to keep the game moving and safe;

Ball Out of Play

Ball is out of play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air;

Ball is also considered to be out of play whenever the referee blows the whistle and the game is stopped;

Restarts

Player may not touch the ball again at the taking of a free kick, goal kick, corner kick, kick-off or throw-in until it has touched another player (restart is IFK to opponents).

Kick-Off

All players on both teams must be on own half of field; Opponents must also be outside the center circle;

Ball is in play when it is kicked and clearly moves in any direction; Kicker may stand in opponent's half of field

Dropped Ball

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle.

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with an IFK;

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks

All free kicks restarts to be indirect free kicks (IFK) - two touches required for a goal to be allowed;

Opponents must be at least 8-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Penalty Kicks

No penalty kicks in Passers (8-U)

Misconduct:

Misconduct is rare for Passers (10-U) games; no need to publically caution or send-off players.

Corner Kicks

Restart when ball goes over goal line (end line) last touched by a defending player;
Opponents must remain 8-yds. from the corner area
Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Offside

No offside in Passers (8-U)

Throw-Ins

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;
Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;
Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;
When an improper throw-in is taken, the referee should stop play, explain the proper procedure and allow throw-in to be retaken;
A goal cannot be scored directly from a throw-in.

Goal Kicks

Restart when ball goes over goal line (end line) last touched by an attacking team player;
Ball is in play when it is kicked and leaves the penalty area into the field-of-play;
If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;
Goal may be scored directly from a goal kick.

Corner Kicks

Restart when ball goes over goal line (end line) last touched by a defending player;
Opponents must remain 8-yds. from the corner area
Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls

In accordance with criteria defined in **Law XII**.
Offense involving contact committed on the field-of-play and while the ball is in play;
Non-contact fouls and technical offenses.

Handball

An offense when a player deliberately plays the ball with their hand or arm;
Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;
Instinctive, self-protective reactions are not to be penalized.

Build-Out Area

Opponents must move outside Build-Out Area on all free kick and goal kick restarts;
Opponents must move outside Build-Out Area whenever the goalkeeper gains possession of the ball;
Opposing players must remain outside Build-Out Area until ball is back in play as per SAY Playing Rule VIII;
Goalkeepers may not punt or drop-kick the ball

SAY WINGS (10-U) CONDENSED RULES

The Field

The field size is 55-36 yards long, 35-45 yards wide

The Markings

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 8-yd. radius

Goal Area - 4 x 8 yards

Penalty Area - 12 x 24 yards

Penalty Mark - 10-yds. from goal line

Penalty Arc - extends 8-yd. radius from penalty mark

Offside Line - width of field equidistant between the top of the penalty area and the halfway line

The Goals

6 to 7 feet high and 12 to 18 feet wide; must be securely anchored before beginning play.

The Ball

Size 4 ball

The Players

Number - Seven (7) per team on field, one of which is goalkeeper (minimum of five (5) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)
Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game

Two 24-minute halves or four 12-minute periods; halftime interval 5-minutes, 1-minute between other periods.

Referees

As per SAY Area directives; top priority is player safety

Every effort should be made to keep the game moving and free from stoppages for doubtful infractions

Ball Out of Play

Ball is out of play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air;

Ball is also considered to be out of play whenever the referee blows the whistle and the game is stopped;

Restarts

Player may not touch the ball again at the taking of a free kick, goal kick, corner kick, kick-off or throw-in until it has touched another player (restart is IFK to opponents).

Kick-Off

All players on both teams must be on own half of field; Opponents must also be outside the center circle;

Ball is in play when it is kicked and clearly moves in any direction; Kicker may stand in opponent's half of field

Dropped Ball

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle.

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with an IFK;

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks

Opponents must be at least 8-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Direct Free Kick (DFK) - a goal may be scored on the first touch

Indirect free kick (IFK) - two touches required for a goal to be allowed

Penalty Kicks

May be awarded in Wings (10-U) games; results when a DFK is committed inside a player's own penalty area

All players (except kicker and goalkeeper) to be outside penalty area, penalty arc and behind the ball;

Ball must be clearly kicked in a forward direction.

Misconduct:

Misconduct is relatively rare for Wings (10-U) games; avoid carding players as much as possible.

Offside

No offside offense in the area between the halfway line and the offside lines;
Players can only be in offside position in the opponent's Build-Out Area;
Offside offense occurs when a player in offside position interferes with play or an opponent as per Law XI;
Restart is an IFK at location where the player in the offside position commits the interference.

Throw-Ins

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;
Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;
Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;
When an improper throw-in is taken, the referee should stop play and award throw-in to opponents;
A goal cannot be scored directly from a throw-in.

Goal Kicks

Restart when ball goes over goal line (end line) last touched by an attacking team player;
Ball is in play when it is kicked and leaves the penalty area into the field-of-play;
If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;
Goal may be scored directly from a goal kick.

Corner Kicks

Restart when ball goes over goal line (end line) last touched by a defending player;
Opponents must remain 8-yds. from the corner area
Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls

In accordance with criteria defined in **Law XII**.
Offense committed on the field-of-play and while the ball is in play; typically involves contact
Contact fouls result in a direct free kick (DFK) restart
Non-contact fouls and technical infraction result in an indirect free

Handball

A DFK offense when a player deliberately plays the ball with their hand or arm;
Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;
Instinctive, self-protective reactions are not to be penalized.

Build-Out Area

Opponents must move outside Build-Out Area on all free kick and goal kick restarts;
Opponents must move outside Build-Out Area whenever the goalkeeper gains possession of the ball;
Opposing players must remain outside Build-Out Area until ball is back in play as per SAY Playing Rule VIII;
Goalkeepers may not punt or drop-kick the ball
Players can only be in an offside position when they are in their opponent's Build-Out Area.

SAY STRIKERS (12-U) CONDENSED RULES

The Field

The field size is 70-80 yards long, 45-55 yards wide

The Markings

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 8-yd. radius

Goal Area - 5 x 16 yards

Penalty Area - 14 x 36 yards

Penalty Mark - 10-yds. from goal line

Penalty Arc - extends 8-yd. radius from penalty mark

The Goals

6 to 7 feet high and 18 to 21 feet wide; must be securely anchored before beginning play.

The Ball

Size 4 ball

The Players

Number - Nine (9) per team on field, one of which is goalkeeper (minimum of six (6) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)
Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game

Two 30-minute halves or four 15-minute periods; halftime interval 5-minutes, 1-minute between other periods.

Referees

As per SAY Area directives; top priority is player safety

Every effort should be made to keep the game moving and free from stoppages for doubtful infractions

Ball Out of Play

Ball is out of play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air;

Ball is also considered to be out of play whenever the referee blows the whistle and the game is stopped;

Restarts

Player may not touch the ball again at the taking of a free kick, goal kick, corner kick, kick-off or throw-in until it has touched another player (restart is IFK to opponents).

Kick-Off

All players on both teams must be on own half of field; Opponents must also be outside the center circle;

Ball is in play when it is kicked and clearly moves in any direction; Kicker may stand in opponent's half of field

Dropped Ball

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle.

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with an IFK;

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks

Opponents must be at least 8-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Direct Free Kick (DFK) - a goal may be scored on the first touch

Indirect free kick (IFK) - two touches required for a goal to be allowed

Penalty Kicks

May be awarded in Strikers (12-U) games; results when a DFK is committed inside a player's own penalty area

All players (except kicker and goalkeeper) to be outside penalty area, penalty arc and behind the ball;

Ball must be clearly kicked in a forward direction.

Misconduct:

Cautions (yellow card) and send-offs (red card) should be administered as conditions dictate to manage play.

Offside

Offside offense occurs when a player in offside position interferes with play or an opponent as per Law XI;

Restart is an IFK at location where the player in the offside position commits the interference.

Throw-Ins

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;

Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;

Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;

When an improper throw-in is taken, the referee should stop play and award throw-in to opponents;

A goal cannot be scored directly from a throw-in.

Goal Kicks

Restart when ball goes over goal line (end line) last touched by an attacking team player;

Ball is in play when it is kicked and leaves the penalty area into the field-of-play;

If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;

Goal may be scored directly from a goal kick.

Corner Kicks

Restart when ball goes over goal line (end line) last touched by a defending player;

Opponents must remain 8-yds. from the corner area

Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls

In accordance with criteria defined in **Law XII**.

Offense committed on the field-of-play and while the ball is in play; typically involves contact

Contact fouls result in a direct free kick (DFK) restart

Non-contact fouls and technical infraction result in an indirect free

Handball

A DFK offense when a player deliberately plays the ball with their hand or arm;

Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;

Instinctive, self-protective reaction is not a deliberate attempt to play the ball and should not be penalized.

SAY KICKERS (14-U) & OLDER CONDENSED RULES

The Field

The field size is 80-130 yards long, 50-100 yards wide

Field Markings

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 10-yd. radius

Goal Area - 6 x 20 yards

Penalty Area - 18 x 44 yards

Penalty Mark - 12-yds. from goal line

Penalty Arc - extends 10-yd. radius from penalty mark

The Goals

8 feet high and 24 feet wide; must be securely anchored before beginning play.

The Ball

Size 5 ball

The Players

Number - Eleven (11) per team on field, one of which is goalkeeper (minimum of seven (7) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)
Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game

Kickers (14-U) - two 30-minute halves or four 15-minute periods;

Minors (16-U) - two 40-minute halves or four 20-minute periods;

Seniors (19-U) - two 40-minute halves or four 20-minute periods;

Halftime interval 5-minutes and 1-minute between other periods.

Referees

As per SAY Area directives; top priority is player safety

Every effort should be made to keep the game moving and free from stoppages for doubtful infractions

Ball Out of Play

Ball is out of play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air;

Ball is also considered to be out of play whenever the referee blows the whistle and the game is stopped;

Restarts

Player may not touch the ball again at the taking of a free kick, goal kick, corner kick, kick-off or throw-in until it has touched another player (restart is IFK to opponents).

Kick-Off

All players on both teams must be on own half of field; Opponents must also be outside the center circle;

Ball is in play when it is kicked and clearly moves in any direction; Kicker may stand in opponent's half of field

Dropped Ball

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle.

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with IFK;

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks

Opponents must be at least 10-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Direct Free Kick (DFK) - a goal may be scored on the first touch

Indirect free kick (IFK) - two touches required for a goal to be allowed

Penalty Kicks

May be awarded in Kickers (14-U) thru Seniors (19-U) games; results when a DFK is committed inside a player's own penalty area
All players (except kicker and goalkeeper) to be outside penalty area, penalty arc and behind the ball;
Ball must be clearly kicked in a forward direction.

Misconduct:

Cautions (yellow card) and send-offs (red card) should be administered as conditions dictate to manage play.

Offside

Offside offense occurs when a player in offside position interferes with play or an opponent as per Law XI;
Restart is an IFK at location where the player in the offside position commits the interference.

Throw-Ins

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;
Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;
Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;
When an improper throw-in is taken, the referee should stop play and award throw-in to opponents;
A goal cannot be scored directly from a throw-in.

Goal Kicks

Restart when ball goes over goal line (end line) last touched by an attacking team player;
Ball is in play when it is kicked and leaves the penalty area into the field-of-play;
If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;
Goal may be scored directly from a goal kick.

Corner Kicks

Restart when ball goes over goal line (end line) last touched by a defending player;
Opponents must remain 10-yds. from the corner area
Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls

In accordance with criteria defined in **Law XII**.
Offense committed on the field-of-play and while the ball is in play; typically involves contact
Contact fouls result in a direct free kick (DFK) restart
Non-contact fouls and technical infraction result in an indirect free

Handball

A DFK offense when a player deliberately plays the ball with their hand or arm;
Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;
Instinctive, self-protective reaction is not a deliberate attempt to play the ball and should not be penalized.