



## BISA U9 and Above - Modified Rules and Laws of the Game

Revised January 2020

**Law I Field of play:** The size varies by age group and each association

**Law II Ball Size:** U9 – U12 will play with size 4. U13 and up will play with size 5.

**Law III Number of Players:** U9/U10 is 7 (minimum of 5), U11/U12 is 9 (minimum of 7), U13 and up is 11 (minimum of 7). ALL players must play 50% of the game. Maximum roster size for; U9/U10 is 12 players, U11/U12 is 16 players, U13 and up is 18 players.

Substitutions are made with referee permission prior to a kick off, either team's goal kick, your team's throw in, any team's injury, and at water breaks. The coach must alert the center referee when he/she wants to substitute a player and the player must be ready at the half line. The player being substituted must leave the field at the closest touch line. The new player MUST wait for the player to leave the field before entering. The coach MUST notify the center referee that he/she is substituting the goalkeeper, even if he/she is switching a field player and the goalkeeper.

**Law IV Player's Equipment:** Kit must include uniform (see BISA uniform policy), shin guards, and soccer cleats. Shin guards must be covered by socks. Football or baseball cleats are not permitted. No jewelry permitted (including stud earrings).

**Laws V/VI The Referee & Assistant Referee:** The center referee is in charge and can overrule the assistant on any call.

**Law VII Duration of the Match:** U9/U10 plays 25 minute halves. U11/U12 plays 30 minute halves. U13/U14 plays 35 minute halves. U15/U16 plays 40 minute halves. U17 and up plays 45 minute halves. All groups observe a 10 minute halftime.

**Law VIII Start and Restart of Play:** Each half starts with a kick-off that may go in any direction. If play is stopped by the referee, a drop ball is given to the goalkeeper in their penalty area if, when play was stopped: the ball was in the penalty area or the last touch of the ball was in the penalty area. In all other cases, the referee drops the ball for one player of the team that last touched the ball at the position where it last touched a player. All other players must remain 4.5 yards from the ball until it is in play. The ball is in play when it touches the ground.

**Law IX Ball In and Out of Play:** The ball must be wholly over the touchline to be considered out.

**Law X Determining the Outcome of a Match:** The ball must completely cross the goal line to count as a goal.

**Law XI Offside:** A brief explanation is included here. Please see IFAB Laws of the Game for the full version of the law. A player is in an offside position if any part of their head, body, or feet is in the opponent's half and is nearer to the opponent's goal line than both the ball and the second-last opponent. An offside offence occurs if a player is in an offside position at the moment the ball is kicked and becomes involved in the play. This also includes gaining an advantage by playing the ball when it has rebounded off the goalpost, crossbar, or opponent. U9/U10 uses a buildout line located halfway between the half line and the goal line. Players cannot be in an offside position until they have crossed the buildout line.

**Law XII Fouls and Misconduct:**

Examples of fouls include:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at or into an opponent and is not playing the ball
- Charges or runs into an opponent with excessive force
- Strikes or attempts to strike an opponent
- Pushes an opponent – pushing is extending the arm with force into another player. Touching an opponent is not pushing with force.
- Spitting
- Holding an opponent's jersey, shorts, body part, etc.
- Handles the ball deliberately – defined as the arm from the shoulder down to the hand. If the ball is kicked into the player's arm there is no foul. If the arm is used to propel the ball in a deliberate manner or makes the body unnaturally bigger, a foul will be called. This call is at the discretion of the referee and is a not a black and white call to make. See IFAB Laws of the game for full explanation of the law.
- Playing in a dangerous manner – such as “high-kicks” and playing the ball while on the ground. This call is at the discretion of the referee as to whether the high kick or playing on the ground is dangerous. The act in of itself is not a foul.
- Impedes progress of opponent – gets in front of a player to stop them from getting to a ball and the ball is not within playing distance.
- Tackles an opponent without playing the ball or after the ball is gone.

A call may not be made right away if the referee applies “Advantage”. Advantage is applied when the ball stays in possession of the attacking team in a goal scoring opportunity. Advantage is shown by the referee extending his/her arm forward in a sweeping motion.

A player receiving a red card must leave the game and not be replaced. That player must also sit out of their next scheduled game.

Direct free kicks are awarded for fouls and hand ball offenses.

Indirect free kicks are awarded for preventing a goal keeper from releasing the ball, goalkeeper holding the ball for more than 6 seconds, goalkeeper handling a ball deliberately passed to them by a teammate.

**Law XIII Free Kick:** Direct free kicks can be taken on goal and indirect free kicks must first touch another player before entering the goal.

**Law XIV Penalty Kick:** See IFAB Laws of the Game for full description.

**Law XV Throw-In:** The ball must come from behind the head, feet outside the playing field (one foot one the line with part of it outside the field is a good throw) and both feet on the ground at the time of the release of the ball. The receiving player may be in the offside position during the throw. If the referee determines the throw is incorrect, a throw-in will be awarded to the opposing team.

**Law XVI Goal Kick:** Defending players must be lined up behind the buildout line in the U9/U10 age groups. Defending players must be lined up outside of the penalty area in U11 and up. The ball is in play as soon as the ball is kicked and defending players are free to move into any area of the field.

**Law XVII Corner Kick:** A direct free kick taken from the arc at the corner of the field. Defenders must line up 10 yards away from the ball. The ball is in play once it has been kicked forward. The kicker may not touch the ball again until another player has touched the ball.

**Additional modified rules:**

Deliberate heading of the ball is not allowed in the U9 – U12 age groups.

Punting is not allowed in the U9/U10 age groups. Drop-kick punts are also not allowed.

In the U9/U10 age groups, defending players must move behind the build out line when the goalkeeper gains possession of the ball. Defending players may cross the buildout line when the ball is put back into play. The goalkeeper does not have to wait for defenders to move being the buildout line and may quick play if they wish.