

MYSA Small-Sided Games (SSG) Guidelines for 2004-05

Approved by MYSA Council, August 28, 2004

Under 10 - 6 v 6

Law 1, The field:

- a. Field Length 60-65 yards (Use longest length possible). (by MYSA: 60-yd minimum to 70-yd maximum.)
- b. Field Width 40 yards. (by USYS: 35-yd minimum to 45-yd maximum.)
- c. Goal Size 6-ft high by 18-ft wide up to 7-ft high by 21-ft wide. See NOTE 3, below.
- d. Goal Safety Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- e. Goal Area Conform to FIFA.
- f. 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, twelve (12) yards from the inside of each goal post. These lines extend into the field of play a distance of twelve (12) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.
- g. Halfway Line A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the center line.
- h. Penalty Mark Within the penalty area a penalty mark is made ten (10) yards from the midpoint between the goal posts and equidistant to them.
- i. Penalty Arc 8-yard radius.
- j. Center Circle 8-yard radius drawn from the center mark.
- k. Corner Arc Conform to FIFA.
- l. Flag Posts Conform to FIFA.

Law 2, Ball Size:

Size four (4).

Law 3, Number of players:

A match is played by two teams, each consisting of not more than six (6) players, one of whom is the goalkeeper.

- a. Maximum Roster The minimum number of players should be eight (8) and should not exceed ten (10) for single-field teams, if total numbers in player pool permit.
- b. Substitutions At any stoppage of play and unlimited for Division II. Division III will substitute on quarters except for injured or cautioned players.
- c. Playing Time Each Division III player SHALL play a minimum of 50 percent of total playing time.
- d. Coed Teams Teams and games may be coed, but are considered boys teams.

Law 4, Player's Equipment:

Conform to FIFA. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. SHINGUARDS ARE MANDATORY.

Law 5, The Referee:

Registered referee, especially Grade 9. All rule infringements shall be briefly explained to the offending player.

Law 6, Assistant Referee:

Registered Referee, especially Grade 9. May use club linesmen/lineswomen if desired, except for State Cup Games, e.g., District Tournaments and State Recreation Tournament. Club linesman shall not call offside violations.

Law 7, Duration of Game:

For Division III, the match shall be divided into four (4) equal, twelve (12) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Division II will conform to FIFA with exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There will be a halftime interval of five (5) minutes.

Law 8, Start/Restart of Play:

Conform to FIFA with the exception of the opponents of the team taking the kick being eight (8) yards from the ball until it is in play.

Law 9, Ball in & Out of Play:

Conform to FIFA.

Law 10, Method of Scoring:

Conform to FIFA with the exception that the goalkeeper punting/kicking the ball from his/her goal area, may NOT score directly into the opponent's goal. Balls played from the goalkeeper MUST be touched by another player on the field in order to score.

Law 11, Offside:

Conform to FIFA.

Law 12, Fouls & Misconduct:

Conform to FIFA. Briefly explain ALL rule infringements to the offending player.

Law 13, Free Kicks:

Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

Law 14, Penalty Kicks:

Conform to FIFA with the exception that the penalty mark is at ten (10) yards from the goal line and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

Law 15, Throw-in:

Conform to FIFA.

Law 16, Goal Kick:

Conform to FIFA.

Law 17, Corner Kick:

Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

NOTE 3: USYS recommends goal size of 6-ft high by 18-ft wide in 6v6 U10. MYSA permits use of 7-ft x 21-ft goals in U10 to allow organizations to defer purchase of 6-ft x 18-ft goals. When new goals are acquired for U10, they shall be 6-ft x 18-ft. NOTE: Many goal vendors do not offer 6-ft-high goals. The alternate height of 6.5 ft (2-m high, often referred to as European goals) is an acceptable alternative.

MYSA Small-Sided Games (SSG) Guidelines for 2004-05

Approved by MYSA Council, August 28, 2004

Under 12 - 8 v 8

Law 1, The field:

- a. Field Length 70-80 yards (Use longest length possible). (by USYS: 70-yd minimum to 80 yd maximum)
- b. Field Width 50 yards. (by USYS: 45-yd minimum to 55 yd maximum)
- c. Goal Size 7-ft high by 21-ft wide. See Note 4, below.
- d. Goal Safety Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- d. Goal Area Conform to FIFA.
- e. 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, fourteen (14) yards from the inside of each goal post. These lines extend into the field of play a distance of fourteen (14) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.
- f. Halfway Line A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the center line.
- g. Penalty Mark Within the penalty area a penalty mark is made 10 yards from the midpoint between the goal posts and equidistant to them.
- h. Penalty Arc 8 yd radius drawn from the penalty mark.
- i. Center Circle 8-yd radius drawn from the center mark.
- j. Corner Arc Conform to FIFA.
- k. Flag Posts Conform to FIFA.

Law 2, Ball Size:

Size four (4).

Law 3, Number of players:

A match is played by two teams, each consisting of not more than eight (8) players, one of whom is the goalkeeper.

a. Maximum Roster

The recommended minimum roster size is ten (10) and the maximum recommended size is twelve (12 for single-field teams, if total numbers in player pool permit.

USYS rule 205 (3) states that a team playing less than eleven (11) a side (e.g., U11 or U12) may not have more than two times the number of players played or less than one time the number of players played plus one on its roster at any time during the seasonal year. NOTE: U11/U12 teams can roster 9 to 16 players. The maximum size by this rule is not recommended for Division III recreation teams, but U11/U12 Division I and Division II teams can roster to the maximum size).

b. Substitutions

At any stoppage of play and unlimited for Division I and Division II. Division III will substitute on quarters except for injured or cautioned players.

c. Playing Time

Each player SHALL play a minimum of 50 percent of total playing time.

Law 4, Player's Equipment:

Conform to FIFA. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. SHINGUARDS ARE MANDATORY.

Law 5, The Referee:

USSF registered referee.

Law 6, Assistant Referee:

USSF registered referees. For Division III use club linesmen/lineswomen in the absence of registered referees except for State Cup Games, e.g., District Tournaments and State Recreation Tournament and President's Cup. Club linesman shall not call offside violations.

Law 7, Duration of Game:

For Division III, the match shall be divided into four (4) equal, fifteen (15) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Division I and Division II will conform to FIFA with exception of the match being divided into two (2) equal halves of thirty (30) minutes each. There will be a halftime interval of five (5) minutes.

Law 8, Start of Play:

Conform to FIFA with the exception of the opponents of the team taking the kick being eight (8) yards from the ball until it is in play.

Law 9, Ball in & Out of Play:

Conform to FIFA.

Law 10, Method of Scoring:

Conform to FIFA.

Law 11, Offside:

Conform to FIFA.

Law 12, Fouls & Misconduct:

Conform to FIFA.

Law 13, Free Kicks:

Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

Law 14, Penalty Kicks:

Conform to FIFA with the exception that the penalty mark is at ten (10) yards from the goal line and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

Law 15, Throw-in:

Conform to FIFA.

Law 16, Goal Kick:

Conform to FIFA.

Law 17, Corner kick:

Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

NOTE 4: USYS recommends 6-ft-high by 18-ft-wide goal for U12. MYSA specifies 7-ft x 21-ft goals for U12 because they are available in the inventory of MYSA organizations and are appropriately scaled to U12 players. NOTE: Many goal vendors do not offer 6-ft-high goals. The alternate height of 6.5 ft (2-m high, often referred to as European goals) is an acceptable alternative.