

**D|Y|S|L**

Discovery Youth Soccer League

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**YOUTH SOCCER LEAGUE  
INFORMATION AND  
RULE BOOK**

## **DISCOVERY YOUTH SOCCER LEAGUE MISSION STATEMENT**

Discovery Youth Soccer League is reinvigorating developmental youth soccer by creating a unified and sanctioned soccer league for all recreational players to compete.

### **Objective and Goals:**

The Discovery Youth Soccer League youth soccer program is designed to give all boys and girls, through participation in practices and competitive games, the opportunity to learn and improve their fundamentals in the game of soccer.

### **Coaches:**

- Shall, first and foremost have the welfare of each child as their main objective.
- Must have reasonable knowledge of the game.
- Should always serve as a positive role model for their team in all league matters.
- Main focus should be teaching the rules and fundamentals, participation, and personal enjoyment of the experience.
- Shall strive to give each player present an equal share of playing time.
- Will all be screened by complimentary and mandatory background checks

### **Sportsmanship:**

All members of the team as well as, coaches and spectators will behave appropriately toward other players, coaches, spectators, and officials at all times. Unsportsmanlike conduct from team members and/or associates, including spectators, can result in one or more of the following in this order:

- Player, coach or spectator ejection from the game
- Player, coach or spectator suspension from future games
- Player, coach or spectator ejection from the league

Serious infractions can warrant a yellow card. This serves as a caution that the infraction will not be tolerated again. If the same offender has another serious infraction, they can receive a red card which forces them to be removed from the game. At any point during the game, the officials have the authority to eject players, coaches and spectators. The DYSL Board of Directors has the final authority on determining the duration of suspension or other penalty. Anyone ejected from the game must leave the playing area immediately. Failure to do so may result in forfeit of the game. Anyone ejected from a game will be suspended for the next game.

## Administration:

The Discovery Youth Soccer League Staff facilitates the youth soccer program. Decisions that are rendered by the DYSL Staff are final. The Federation International de Football Association (FIFA) provides the governing body of rules for our league unless superseded by specific rules as set forth by the Discovery Youth Soccer League.

## Uniforms & Equipment:

- Conform to FIFA with the following exceptions:
- Shin guards are mandatory for all players
- Soccer cleats must be worn, no baseball or football cleats allowed
- Teams must have matching jersey colors with player numbers on the back. No duplicate numbers on jerseys allowed
- A player must not use equipment or wear anything that is dangerous to herself/himself or another player (this includes any kind of jewelry).

## General League Rules:

Fouls and Misconduct: Conform to FIFA laws of the game. The referee should explain, or a minimum identify infractions to the players.

Team Composition: We offer Girls and Boys divisions. Co-ed teams are permitted in Pre-K and K divisions.

The Start and Restart of Play: Before a kick-off at the start of the match, there will be a coin toss. The team that wins the toss will either pick which goal it will attack in the first half or if they would like to start with the ball.

## Game Time:

Games will start at the scheduled time. It is required that a team has the minimum number of uniformed players to start or continue a game. There will be a 5 minute grace period from the scheduled starting time. The referee's watch serves as the official time.

## Weather Policy:

The referee and facility supervisor will have final say on whether a game will be temporarily suspended or postponed due to inclement weather or poor field conditions. If lightning is in the immediate area, the game will be suspended immediately and will resume when the lightning is deemed out of the area by the Field Marshall or Referee. If

the lighting delay continues for more than 30 minutes the game will be called off and rescheduled.

If a game must be suspended because of these conditions, the head referee or league supervisor shall declare it an official game if at least one complete half or more of the game has been played. If less than one-half has been played, the game will resume from point of interruption. If the game is unable to resume that day and is not considered a complete game, the game will be rescheduled and will be treated as a new game.

### **Weather Hotline:**

All DYSL facilities and their current playing status can be found on the link below:

[www.rainoutline.com](http://www.rainoutline.com)

# Pre-K and K Rules for 4v4

## **General:**

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

## **Field Markings:**

Distinctive lines not more the five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated by a circular stripe at the midpoint of the halfway line. Four corner arcs each with a two (2) foot radius.

### **The Goal Area:**

None: All goal kicks will be kick ins from anywhere along their own defensive goal line

### **The Penalty Area:**

None: No penalty kicks will be taken. Any infractions for a restart will be an indirect free kick from the spot of the foul.

## **The Number of Players (4v4):**

A match is played by two teams, each consisting of not more than Four (4) players. There are NO goalkeepers for Pre-K and K. The maximum number of players on a roster should not exceed eight (8).

## **Substitutions:**

Are appropriate at any stoppage with the permission of the referee and are unlimited. If the referee stops the clock for an apparent injury to a player and a coach enters the field to check on said player, the player must come off the field.

## **Playing time:**

All coaches should make an effort to allow every player on the team to play an equal amount of the total playing time.

## **The Duration of the Match:**

The match shall be divided into four (4) quarters, each 10 minutes in length. 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 halftime interval of five (5) minutes.

**Kick-off:**

During kick-off all players must be in their own half of the field of play. The opponents of the team taking the kick-off should be at least 4 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is considered in play when it is kicked and moves forward. The kicker must not touch the ball again until it has touched another player.

**Free Kicks:**

Free kicks are all indirect. The ball must be stationary when the player takes a kick and the kicker must not touch the ball again until it has touched another player. Opponents must be four (4) yards away from the ball until it is considered in play.

**Throw Ins:**

There will not be any throw ins at this age. Players will kick the ball in from sideline.

**Head Balls:**

Head balls are not allowed at this age. If a player intentionally strikes the ball with their head, then an indirect free kick will be awarded to the opposing team. It is the discretion of the referee (coach) to determine intent. If unintentional, then play may resume.

**Slide Tackling:**

Not permitted in challenging for a ball; however, a player may slide to save a ball from going out of bounds if it does not endanger other players. Illegal slide tackles are restarted with an indirect free kick at the spot of the infraction.

**Indoor Play:**

If the ball touches the ceiling or any structure above, then play is restarted with an indirect kick to the opposing team where the ball was last played.

**Build Out Line:**

None

# 1<sup>st</sup>- 2<sup>nd</sup> Grade Rules for 5v5

## **General:**

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

## **Field Markings:**

Distinctive lines not more the five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated by a circular stripe at the midpoint of the halfway line. Four corner arcs each with a two (2) foot radius.

### **The Goal Area:**

None: All goal kicks will be kick ins from anywhere along their own defensive goal line

### **The Penalty Area:**

None: No penalty kicks will be taken. Any infractions for a restart will be an indirect free kick from the spot of the foul.

## **The Number of Players (5v5):**

A match is played by two teams, each consisting of not more than five (5) players (1 GK + 4 field players). Minimum number of players to start or continue a game is four (4) and one of them must be a goalkeeper. The maximum number of players on a roster should not exceed ten (10).

## **Substitutions:**

Are appropriate at any stoppage with the permission of the referee and are unlimited. If the referee stops the clock for an apparent injury to a player and a coach enters the field to check on said player, the player must come off the field.

## **Playing time:**

All coaches should make an effort to allow every player on the team to play an equal amount of the total playing time.

## **The Duration of the Match:**

The match shall be divided into two (2) halves, each 20 minutes in length. There shall be a halftime interval of five (5) minutes.

## **Kick-off:**

During kick-off all players must be in their own half of the field of play. The opponents of the team taking the kick-off should be at least 4 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is considered in play when it is kicked and moves forward. The kicker must not touch the ball again until it has touched another player.

**Free Kicks:**

Free kicks are all indirect. The ball must be stationary when the player takes a kick and the kicker must not touch the ball again until it has touched another player. Opponents must be four (4) yards away from the ball until it is considered in play.

**Throw Ins:**

Players will throw the ball in at this age group. If the original throw is incorrect, then they will be allowed one opportunity for a retry; otherwise, the second foul throw in will be a turnover to the opponent at the original throw in spot.

**Head Balls:**

Head balls are not allowed at this age. If a player intentionally strikes the ball with their head, then an indirect free kick will be awarded to the opposing team. It is the discretion of the referee to determine intent. If unintentional, then play may resume.

**Slide Tackling:**

Not permitted in challenging for a ball; however, a player may slide to save a ball from going out of bounds if it does not endanger other players. Illegal slide tackles are restarted with an indirect free kick at the spot of the infraction.

**Indoor Play:**

If the ball touches the ceiling or any structure above, then play is restarted with an indirect kick to the opposing team where the ball was last played.

**Goalkeepers:**

Punting and drop kicks are not allowed. One warning is allowed in which the ball will be returned to the goalkeeper to restart play. Additional infractions will result in an indirect free kick at the spot of the infraction.

**Build Out Line:**

Opposing players must retreat behind the build out line before the taking of a goal kick or if the goalkeeper gains possession.

- The build out line promotes playing the ball out of the back in a less pressured setting.
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play. The goalkeeper may drop the ball to his or her feet and kick the ball back into play (not punting or dropped kicked).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- The ball is in play once the goalkeeper passes, throws, or kicks the ball.
- For goal kicks, the ball is in play once it is kicked and moved.
- A team may put the ball in play before the opposing team has retreated past the build out line; however, the attacking team does it at their own risk.



## 3<sup>rd</sup>- 4<sup>th</sup> Grade Rules for 7v7

### **General:**

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

### **Field Markings:**

Distinctive lines not more the five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated by a circular stripe at the midpoint of the halfway line. Four corner arcs each with a two (2) foot radius.

#### **The Goal Area:**

Two lines are drawn at right angles to the goal line five (5) yards from each goal post and extend five (5) yards into the field of play joined by a line drawn parallel with the goal line.

#### **The Penalty Area:**

Two lines are drawn at right angles to the goal line twelve (12) yards from each goal post and extended twelve (12) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goal posts

### **The Number of Players (7v7):**

A match is played by two teams, each consisting not more than seven (7) players (1 GK + 6 field players). Minimum number of players to start or continue a game is five (5) and one of them must be a goalkeeper. The maximum number of players on a roster should not exceed twelve (12).

### **Substitutions:**

At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

### **Playing time:**

All coaches should make an effort to allow every player on the team to play an equal amount of the total playing time.

### **Duration of the Match:**

Conform to FIFA except for the match being divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a halftime interval of ten (10) minutes.

### **Kick-off:**

All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is considered in play when it is kicked and moves forward. The kicker must not touch the ball again until it has touched another player.

**Free Kicks:**

Free kicks are either direct or indirect depending on the infraction and restart. The ball must be stationary when the player takes the kick, and the kicker must not touch the ball again until it has touched another player. Opponents must be eight (8) yards away from the ball until it is in play.

**Throw Ins:**

Players will throw the ball in at this age group. If the original throw is incorrect, then they will be allowed one opportunity for a retry; otherwise, the second foul throw in will be a turnover to the opponent at the original throw in spot.

**Head Balls:**

Head balls are not allowed at this age. If a player intentionally strikes the ball with their head, then an indirect free kick will be awarded to the opposing team. It is the discretion of the referee to determine intent. If unintentional, then play may resume.

**Slide Tackling:**

Not permitted in challenging for a ball; however, a player may slide to save a ball from going out of bounds if it does not endanger other players. Illegal slide tackles are restarted with an indirect free kick at the spot of the infraction.

**Goalkeepers:**

Punting and drop kicks are not allowed. One warning is allowed in which the ball will be returned to the goalkeeper to restart play. Additional infractions will result in an indirect free kick at the spot of the infraction.

**Indoor Play:**

If the ball touches the ceiling or any structure above, then play is restarted with an indirect kick to the opposing team where the ball was last played.

**Build Out Line:**

Opposing players must retreat behind the build out line before the taking of a goal kick or if the goalkeeper gains possession.

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play. The goalkeeper may drop the ball to his or her feet and kick the ball back into play (not punting or dropped kicked).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- The ball is in play once the goalkeeper passes, throws, or kicks the ball.
- For goal kicks, the ball is in play once it is kicked and moved.
- A team may put the ball in play before the opposing team has retreated past the build out line; however, the attacking team does it at their own risk.

# 5<sup>th</sup>- 6<sup>th</sup> Grade Rules for 9v9

## **General:**

See DYSL Age and Rules Matrix for range of acceptable field dimensions, ball size, goal size and other pertinent rules.

## **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 by a circular stripe at the midpoint of the halfway line. Four corner arcs each with a two (2) foot radius.

### **The Goal Area:**

Two lines are drawn at right angles to the goal line six (6) yards from each goal post and extend six (6) yards into the field of play joined by a line drawn parallel with the goal line.

### **The Penalty Area:**

Two lines are drawn at right angles to the goal line eighteen (18) yards from each goal post and extended eighteen (18) yards into the field of play joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goal posts Goals.

## **The Number of Players (9v9):**

A match is played by two teams, each consisting of not more than nine (9) players (1 GK + 8 field players). Minimum number of players to start or continue a game is seven (7) and one of them must be a goalkeeper. The maximum number of players on a roster should not exceed sixteen (16).

## **Substitutions:**

At any stoppage with the permission of the referee and unlimited. If the referee stops the clock for an apparent injury to a field player or goalkeeper, and a coach enters the field to check on said player, the player must come off the field.

## **Playing time:**

All coaches should make an effort to allow every player on the team to play an equal amount of the total playing time.

## **The Duration of the Match:**

Conform to FIFA except for the match being divided into two (2) equal halves of thirty (30) minutes each. There shall be a half-time interval of ten (10) minutes.

## **Kick-off:**

All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 10 yards from the ball until it is in play. The ball must be stationary on the center mark. The ball is considered in play when it is kicked and moves forward. The kicker must not touch the ball again until it has touched another player.

**Free Kicks:**

Free kicks are either direct or indirect. The ball must be stationary when the player takes a kick and the kicker must not touch the ball again until it has touched another player. Opponents must be ten (10) yards away from the ball until it is in play.

**Head Balls:**

Head balls are not allowed at this age. If a player intentionally strikes the ball with their head, then an indirect free kick will be awarded to the opposing team. It is the discretion of the referee to determine intent. If unintentional, then play may resume.

**Slide Tackling:**

Permitted in challenging for a ball. A player may slide to save a ball from going out of bounds if it does not endanger other players. Illegal slide tackles are restarted with an indirect free kick at the spot of the infraction.

**Throw ins:**

Throw in if the ball completely crosses over the touch line. The throw in will be where the ball left the field of play. A foul throw in will result in a turnover to the opposition.

**Indoor Play:**

If the ball touches the ceiling or any structure above, then play is restarted with an indirect kick to the opposing team where the ball was last played.

**Build Out Line:**

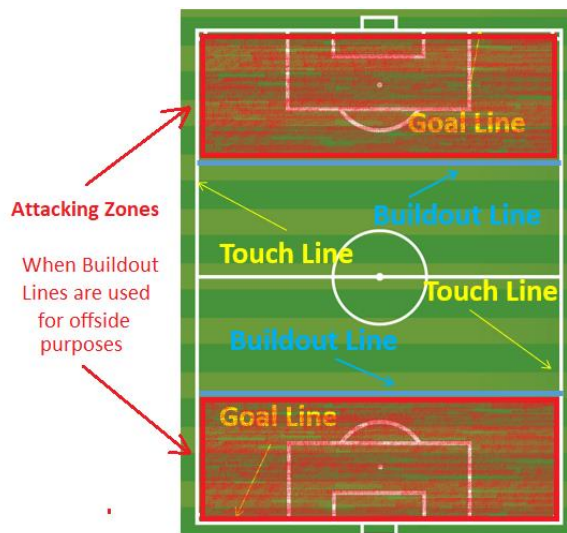
The build out line will NOT be used in the manner of 4v4 and 5v5 matches.

**Offside:**

The offside rule will be enforced at this age group. The build out line may be used to help determine an offside infraction.

**Build Out Line: For Offside Purposes ONLY in 9v9 play**

- The build out line will only be used to denote where an offside offense can be called.
- Players cannot be penalized for offside between the halfway line and build out line.
- Players can be penalized for an offside offense between the build out line and the goal line of their attacking half.
- A player cannot be across the build out line in their attacking half until the ball has crossed the build out line in their attacking half. This is to prevent gaining an unfair advantage.
- If the ball crosses back out of the attacking zone (over the build out line), the attacking team must retreat to the build out line until the ball has reentered back into the attacking zone.
- Players that have entered too early or had remained in the attacking area that had not had a chance to leave the area may not be considered offside IF:
  - They were not actively playing the ball
  - Gain an unfair advantage
  - Interfered with play or an opponent
- For any offside infraction, play will be restarted with an indirect free kick to the opposing team anywhere along the build out line nearest where the offense occurs.



The rationale of the build out line being used for offside is to prevent “cherry picking” and promote a developmental style of team play of building up attacks. The build out line is like the “City line” in hockey to determine offside. Players may be “caught” inside the build out line but may not be penalized if they had no bearing on the course or run of play.

#### Scenarios:

City is attacking in Fire’s zone. #3 on City entered too early from the far side of the field and is not involved in play; however, a goal is scored when City #5 had dribble down the middle of the field. Ruling: goal counts since #3 City had not interfered, touched, or gained an advantage during the play.

City is attacking in Fire’s zone. #3 on City entered too early from the far side of the field. As #5 City shoots, the ball hits the crossbar and bounces to #3 City who now touches the ball. Ruling: #3 City is considered offside since he gained an advantage from an offside position.

City is attacking in Fire’s zone. Fire #6 clears the ball out; however, City #3 had not left his attacking zone. The ball is now played back to him while still in the zone. Ruling: #3 City is offside since he gained an advantage from being in an offside position.

City is attacking in Fire’s zone. #3 City entered his zone too early; however, Fire #8 tries to clear the ball on a deliberate play, but it goes to #3 City who shoots and scores. Ruling: Not offside because the ball was deliberately played by a Fire player.

City is attacking in Fire’s zone. #3 City entered his zone too early. #4 City shoots, but the goalkeeper saves the shot and bounces to #3 City who shoots and scores. Ruling: Offside as a save from the goalkeeper is not a deliberate play by a defender.

City is attacking in Fire’s zone. #3 City entered his zone too early. The goalkeeper gains possession and begins to roll the ball out to his teammate (#6 Fire). #3 City intercepts the pass, shoots, and scores. Ruling: Goal as the pass from the goalkeeper was a deliberate play.

City is attacking in Fire’s zone. #3 City entered his zone too early; however, the ball deflects off of Fire #8 and now the ball goes to #3 City who shoots and scores. Ruling: Offside because the ball was not deliberately played by a Fire player.