



Christian Youth Athletic Association

Motto: "God First. Sports Second.™"

CYAA SOCCER RULES & SHORT-SIDED GUIDELINES

A. THE FIELD

1. Dimensions:

- | | |
|--------------------------------------|-------------------------------------|
| A. Field #1 100 x 50 (yards) Approx. | D. Field #4 25 x 50 (yards). |
| B. Field #2 100 x 50 (yards) Approx. | E. Field #5 A and B 15 x 30 (yards) |
| C. Field #3 60 x 30 (yards). | |
1. Halfway line the width of the field, marked equal distance between the goal lines.
 2. Center circle with a six yard radius in the center of the field.
 3. Corner arcs with a one yard radius at each corner of the field.

2. Goals:

- | | |
|----------------------------|----------------------------|
| A. Field #1 H: 8' x W: 24' | D. Field #4 H: 6' x W: 12' |
| B. Field #2 H: 8' x W: 24' | E. Field #5 H: 4' x W: 8' |
| C. Field #3 H: 6' x W: 12' | |

B. THE BALL

- Div. 1 Size 5
- Div. 2 Size 4
- Div. 3 Size 4
- Div. 4 Size 4
- K Coed Size 3

C. NUMBER OF PLAYERS

- | | |
|---------------------------------------|-------------------------------|
| A. Coed Div. 1 (Ages 12-14): 11 v 11. | D. Div. 4 (Ages 6-7): 11 v 11 |
| B. Div. 2 (Ages 10- 11): 11 v 11. | E. K Coed (Ages 4-5): 5 v 5 |
| C. Div. 3 (Ages 8-9): 11 v 11. | |
1. Maximum number of players is flexible. Coaches must agree prior to each game.
 2. All divisions sub 1/2 way through first half, at half time and half way through second half. No free substitution.
 3. Substitution for Div. 4: All substitutions will be made each quarter and halftime.
 4. Coach may substitute for an injured player.

D. PLAYERS' EQUIPMENT:

- Footwear: Soft-cleated soccer shoes are preferred. No Football / Baseball cleats. Tennis shoes are permitted.
- Shin guards: MANDATORY for both practices and games.

E. REFEREE:

1. CYAA referee.
2. Referees should emphasize: FUN, FAIRNESS, SAFETY, and LEARNING.

NOTE: Referees should briefly explain any infringements to the player(s) and help players with instructions when time allows.

- Referee decisions are final and must not be questioned by coaches, parents or players.



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F. DURATION OF GAME:

Halftime break five minutes.

- A. Coed Div. 1 (Ages 12-14): 35 min/half.
- B. Div. 2 (Ages 10- 11): 30 min/half.
- C. Div. 3 (Ages 8-9): 25 min/half.
- D. Div. 4 (Ages 6-7): 25 min/half.
- E. K Coed (ages 4-5) 4 x 10 minute periods.

G. SPECIAL RULES:

K Coed

1. NO GOALKEEPER.
2. The offensive players must stay in attacking zone half of field, while defensive players must stay in their defensive half of field.
3. Defense may advance the ball by kicking it past the half-line, not by dribbling it (good luck on this).
4. There are Field A and Field B. Teams are divided into two balanced groups. On second quarter (half game) Visitor switches field.

Coed Div1

1. Making Ball LIVE. A Goal cannot be scored until the ball is live. Ways to make the ball live is when a FEMALE player has touched the ball on the opposite team's side of the field; If the ball comes back pass the middle line the ball needs to be made live again, if a female throw-in happens on the opposite team side of the field or if a female corner kick happens.

H. BALL IN AND OUT OF PLAY:

No change from regular play.

I. METHOD OF SCORING:

No change from regular play.

J. OFFSIDE:

1. No offsides for K Coed and Div 4 (no cherry picking allowed).
2. Offsides in effect for Div. 1, Div. 2, and Div. 3.

K. FOULS & MISCONDUCT:

No change from regular play except:

1. Direct and indirect kicks will be awarded for fouls. Opponents need to be 10 yards from ball.
2. Referees will work cooperatively with the coaches and eliminate the need for cautions and send-offs. However, referee can temporarily sit a player for 5 minutes.
3. CYAA Soccer Red/Yellow Card Rules:
 - All Refs will carry yellow cards.
 - For the 1st offense, player will be given a warning.
 - For the 2nd offense, player will be given five minutes off the field. This does not have to be the same offense. It can be given for any additional unsportsmanlike behavior from the same player.
 - The 3rd offense from the same player will result in that player being removed from the game completely.
 - Red cards will be kept at the CYAA table and will require CYAA Board Member approval to be used.



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L. FREE KICKS:

1. Direct and indirect kicks will award based on the infraction.
Opponents must be at least 10 yds. from the ball - No change from regular play.

M. PENALTY KICKS:

Penalties occurring inside defending team's goal box will be granted a direct kick from outside the penalty box (18 yd. line).

N. THROW-IN:

A second throw-in should be allowed if the player commits a foul on the initial attempt. For Div. 4 & 3. Not for Div. 2 or 1. The referee should explain the proper method before allowing the player to re-throw.

O. GOAL KICK:

1. May be taken from any point inside the goal area.
2. Opponents must be outside of goal box.

P. CORNER KICK:

No change from regular play, except that opponents must be ten (10) yards from the ball.

Q. MERCY RULE:

Any team ahead by four (4) point must immediately move scoring players to the backfield (keeper or fullbacks).

CYAA RECOMMENDATIONS

1. Game scores are recorded. Season standings are not kept.
2. Coaches and players should have a devotional time prior to each game and practice.
3. Coaches and players from both teams exchange handshakes and pray together before and/or after each game. Home team opens with prayer, visitors close prayer.
4. All players receive "Worthy of Praise" card after each game.
5. Spectators are not allowed behind either goal or within three (3) yards outside the touchline.





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SOCCER TERMS

Dear Player/Parent:

To ensure your player gets the most out of the season, please review the following terms:

Goal Kick - A goal kick is taken by any defending player to restart the game after the ball goes out of play, past the goal line (unless it is a valid goal) when it was last played or touched by an attacking player.

Free Kick - 2 types: Direct or Indirect

Indirect Kick - A goal can be scored only if the ball is touched or played by one or more players (either team) after it is kicked into play and before it enters goal.

Direct Kick – A goal can be scored directly without being touched or played by one or more players.

Corner Kick - Is taken by any attacking player to restart the game after the ball goes out of play past the goal line (unless it is a valid goal) when last played or touched by a defending player.

Penalty Kick – Is awarded to the offended team when a player within his own penalty area commits a penal foul. A goal can be scored directly from a penalty kick.

Touch Line - Ball is out of play when it is completely outside the outside edge of the line.

Goal Line - Boundary lines of the playing field where the goal appears.

Corner Arc - Ball placement area. Ball must be within the line and opponents must be 5 yards away.

Goal Area - Area in front of the goal used for goal kicks.

Goal - Is scored only if the entire ball goes completely over the outside edge of the goal line.

Center Circle - 10 yards where 1st and 2nd halves and after a goal are started. Defensive players must remain outside the center circle until the ball is played.

Throw-In - A throw-in is taken to restart the game after the ball goes out of play past the touchline. It is taken within one meter of where the ball crossed the line. Both feet must either be touching or behind the line.

Drop Ball - Restarting of game. Ball cannot be kicked until it hits the ground. First player may dribble (touch the ball a second time before any other player touches the ball).

Offside - A player is in an offside position if he is nearer to his opponents' goal line (on opponents half of field) than are both the ball and the second last opponent. (Except throw-in corner kick or goal kick).

Note: Being in an offside position is by itself, it is not a violation of the offside law and should not be penalized unless the player has participated in the area of active play.

10 Penal Fouls - Foul if committed recklessly: kicking, striking, pushing, charging, tripping, and jumping. Foul if committed: tackling, spitting, holding, handling (hand, arm up to shoulder).

*Indirect free kick awarded to opposing team.

Non Penal Fouls - Dangerous play, impeding the progress of an opponent (when not playing the ball). Preventing goalkeeper from releasing the ball from his hands. Goalkeeper (more than 4 steps, time-wasting).

