

Minnesota Youth Soccer Association

Leagues and Championships Policy Manual



POLICIES OF MYSA LEAGUES AND CHAMPIONSHIPS

1.0 MYSA Modifications to the Laws of the Game

IFAB “Laws of the Game” shall apply to all games played within the jurisdiction of the MYSA, except as specifically modified by USSF and MYSA policies and rules.

1.1 LAW 1 – The Field of Play

1.1.1 9U/10U

- a. Dimensions: The field of play shall be rectangular, its length being not more than 65 yards or less than 55 yards and its width not more than 45 yards or less than 35 yards.
- b. Markings: A center circle with 8-yard radius; four corner arcs with a 3-foot radius.
- c. Penalty area: 8 yards out from the goal line x 22 yards wide. No penalty spot, or penalty arc.
- d. Goal area: The penalty area shall also serve as the goal area.
- e. Goals: Minimum: 6 feet high and 12 feet wide, maximum: 6.5 feet high and 18.5 feet wide.
- f. Build Out Lines: Equidistant between the top of the penalty area and halfway line. On artificial turf fields where lines can't be altered, cones or flags shall be placed 1 yard off of both touchlines to indicate where Build Out Lines would intersect. Where other markings cannot be redrawn, existing markings should be used and the game played under normal rules.

1.1.2 11U/12U

- a. Dimensions: The field of play shall be rectangular, its length being not more than 80 yards or less than 70 yards and its width not more than 55 yards or less than 45 yards.
- b. Markings: A center circle and two penalty arcs with 8-yard radius; four corner arcs with a 3-foot radius.
- c. Penalty area: 10 yards out from the goal line x 28 yards wide. A penalty mark on the penalty area line, 10 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 8 yards from the penalty mark is drawn outside the penalty area.
- d. Goal area: Within each penalty area, a goal area 5-yards out from the goal line x 14 yards wide.
- e. Goals: Minimum 6.5 feet high x 18.5 feet wide, Maximum 7 feet high x 21 feet wide.

1.2 LAW 2 – The Ball

- a. 9U–12U: Size 4
- b. 13U–19U: Size 5

1.3 LAW 3 – The Players

1.3.1 9U/10U

- a. Number of Players
 1. Maximum: 12 players on match roster
 2. Maximum: 7 players on the field, one of whom must be the goalkeeper
 3. Minimum: 5 players on the field, one of whom must be the goalkeeper
- b. Substitution: substitutions allowed at any stoppage of play, with permission of the referee, in any small-sided game

1.3.2 11U/12U

- a. Number of Players
 1. Maximum: 16 players on match roster.
 2. Maximum: 9 players on the field, one of whom must be the goalkeeper
 3. Minimum: 7 players on the field, one of whom must be the goalkeeper

- b. Substitution – substitutions allowed at any stoppage of play, with permission of the referee, in any small-sided game.

1.3.3 13U-19U

- a. Number of Players
 - 1. Maximum: 18 players on match roster
 - 2. Maximum: 11 players on the field, one of whom must be the goalkeeper
 - 3. Minimum: 7 players on the field, one of whom must be the goalkeeper
- b. Substitutions for League Play - Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee at the following times:
 - 1. Prior to a throw in, by the team with possession of the ball, if the team in possession is substituting, both teams may substitute.
 - 2. Prior to a goal kick, by either team.
 - 3. After a goal, by either team.
 - 4. After an injury, by either team, when the referee stops play.
 - 5. At half time.

1.4 LAW 4 – The Players’ Equipment

- a. The referee has the final decision on the safety of players’ equipment or clothing. The referee shall not permit a player to wear or use any equipment or clothing which, in the opinion of the referee, would likely risk injury to the player or others.
- b. Visible undergarments must be the predominant color of the uniform of the player's team.
- c. Players must have their own numbers on jerseys with no numbers being shared by players on the same team.
- d. Jerseys must be tucked in at all times.
- e. Players must be uniform in appearance with respect to jersey, shorts, and socks (socks on both legs must be the same color; player cannot wear one color on one leg and another color on the other leg).

1.5 LAW 5 – The Referee

- a. All officials must be currently certified.
- b. Referees will be subject to disciplinary action if they allow violations of MYSA policies.
- c. A three-person system (diagonal system of control) must be used except for 9U and 10U age levels, which must have at least 1 certified referee.
- d. The referee must not referee at his/her age level or above except by individual written permission from the SYRA.

1.6 LAW 6 – The Other Match Officials

Use of club assistant referees (club lines) is allowed in the event that certified officials are not available.

1.7 LAW 7 – The Duration of the Match

- a. 9U/10U: Two 25-minute halves
- b. 11U/12U: Two 30-minute halves
- c. 13U/14U: Two 35-minute halves
- d. 15U/16U: Two 40-minute halves
- e. 17U–19U: Two 45-minute halves
- f. All games shall be complete when at least one half (of the game) and 50 percent of the second half have been played. The referee is the official timekeeper and sole judge on the amount of time played.
- g. All ties during the regular season will remain ties with no overtime halves.

1.8 LAW 8 – The Start and Restart of Play

9U–12U: Opponents of the team taking the kick-off must be at least 8 yards from the ball until it is in play.

1.9 LAW 9 – The Ball In and Out of Play

No MYSA modifications.

1.10 LAW 10 – Determining the Outcome of the Match

No MYSA modifications.

1.11 LAW 11 – Offside

9U/10U: The Build Out Line also serves as an offside line. Attackers cannot be penalized for an offside offense between the halfway line and the Build Out Line.

1.12 LAW 12 – Fouls and Misconduct

1.12.1 9U/10U

All free kicks classified as indirect.

1.12.2 9U-11U

- a. Heading: When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
- b. Build Out Zones: When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must drop back behind the Build Out Line. After the ball is put into play, the opposing team can then cross the Build Out Line and play resumes as normal. At any time, the goalkeeper may put the ball into play, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Referees may issue misconduct if players do not drop back in a timely manner or encroach over the Build Out Line prior to the ball being put into play. In enforcing the 6-second rule counting the time of possession should only begin when all opponents have moved behind the Build Out Line. Where no Build Out Lines are marked on the field, e.g. turf and 11U fields, the nearest point of the center circle should be used as a reference point. Cones or flags should be placed just off the touchlines to indicate where Build Out Lines would intersect.
- c. Punting: An indirect free kick is awarded to the opposing team at the spot of the offense if a goalkeeper punts or drop-kicks the ball. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

1.13 LAW 13 – Free Kicks

9U–12U: Opponents must be 8 yards away from the point of kick. Free kick by the attacker within the Goal Area must be placed on top of the Goal Area Line parallel to the goal line and closest to the point of infraction.

1.14 LAW 14--The Penalty Kick

1.14.1 9U/10U

No penalty kicks awarded.

1.14.2 11U/12U

Taken from the penalty mark 10 yards from the goal line. The players other than the kicker and goalkeeper must be 8 yards from the penalty mark.

1.15 LAW 15 – The Throw-In

No MYSA modifications.

1.16 LAW 16 – The Goal Kick

9U–11U: Opponents must drop back behind the Build Out Line until the ball is in play. The ball is in play when it is kicked directly out of the penalty area. The team taking the goal kick may choose to restart play before the opponents have retreated behind the Build Out Line but they do so accepting the positioning of the opponents and the consequences of how play resumes. Where no Build Out Lines are marked on the field, e.g. turf and 11U fields, the nearest point of the center circle should be used as a reference point. Cones or flags should be placed just off the touchlines to indicate where the Build Out Lines would intersect.

1.17 LAW 17 – The Corner Kick

9U–12U: Opponents must be 8 yards away from the ball.

2.0 MYSA Match Protocols

2.1 Pre-Game

2.1.1 HOME TEAM RESPONSIBILITIES

- a. The home team is responsible for scheduling referees through a registered referee assignor, marking fields, placing corner flags, anchoring goals, securing nets, and providing a ball that is acceptable for play.
- b. The technical area for both teams will be on the same side of the field.
- c. In the case that the color of uniforms conflicts (as determined by the referee), the home team must change to an alternate color.

2.1.2 ROSTERS, PASSES AND CLUB PASS PLAYERS

- a. Each team must present rosters and member passes in approved MYSA format to the referee before the start of each game. Rosters must include player jersey numbers.
- b. Each team must have a minimum of one registered adult administrator with a pass at the field.
- c. Club Pass Players: An age eligible player may be added to the roster to play for another team than that to which they are registered an unlimited number of times under the following conditions:
 1. Both teams are registered with the same Affiliate or Extraterritorial Member
 2. A player must get approval from his/her club Director of Coaching or designee before playing for another team.
 3. There may not be more than five Club Passes in a single game.

2.1.3 PROTESTS

- a. A team may play a game under protest due to field conditions or referee qualifications.
- b. A team must tell the referee that it is playing under protest before the initial kickoff. The referee will note the protest and the reason for the protest in the report to MYSA.
- c. MYSA will take appropriate action regarding the protest.

2.2 During Game

- a. Spectators shall be at least one yard from the touch line and at least 20 yards from the goal line.
- b. Team personnel are to remain in the technical area and at least one yard from the touchline.
- c. No spectator, coach or player may place himself or herself behind a goal.

2.3 Post-Game

- a. The referee must report the score and any disciplinary actions.
- b. The designated home club is ultimately responsible for reporting the score through their assigned referee.

3.0 MYSA-Administered Leagues

3.1 Levels and Seasons of Play

- a. Divisions 1, 2, and 3 leagues at 9U–19U, with Division 1 being the highest play level. Divisions 1, 2, and 3 league games may be scheduled in Fall and Spring Seasons.
- b. US Youth Soccer Minnesota Conference Qualifier League at 13U-19U. Qualifier League games for 13U-14U ages may be scheduled in Fall and Spring Seasons, and games for 15U-19U ages may be scheduled between November and July of the Soccer Year.

3.2 League Placement

- a. Divisions 1, 2, and 3: Self-Select
- b. USYS Minnesota Conference Qualifier League: Requires Qualification
 1. Eligibility and Placement
 - a. MYSA teams at ages 13U-19U are eligible for consideration.
 - b. Teams will be promoted into the Conference Qualifier League based on performance in an MYSA-sanctioned Division 1 League or MYSA-sanctioned event.
 - c. Roster Continuity: Teams are required to have a roster continuity count of no fewer than 9 players from the previous season (Fall or Spring) in order to keep their placement in the Conference Qualifier League
 - d. MYSA reserves the right to make final decisions on league placement.

3.3 League Scheduling

3.3.1 NUMBER OF GAMES

MYSA provides leagues with a minimum of five games for fall season and a minimum of eight games for summer season.

3.3.2 START AND END DATES

All games must be scheduled and played within the timeframe set by MYSA.

3.3.3 RESCHEDULING

- a. All rescheduling for anticipated conflicts must be made within the preseason period determined by MYSA.
- b. Games can only be rescheduled after the preseason period for cases of: adverse weather, referee availability, a decision by the owner to close the scheduled field, or unforeseen circumstances as determined by MYSA.
- c. Willful refusal to play any game will be subject to sanctions as determined by MYSA.

3.4 League Standings

- a. League Standings are posted for 11U and older.
- b. To determine league standings, the following criteria shall be used in sequence:
 1. Highest number of points. Win = 3 points, Tie = 1 point, Loss = 0 points.
 2. Winner of head-to-head competition (this criterion is not used if more than two teams are tied, even if one team is not participating in post-league play).
 3. Winner of most games.
 4. Goal differential (goals scored minus goals against) in all games, with a maximum of a three-goal differential per game.
 5. Fewest goals allowed.
 6. Most goals scored in all games, with a maximum of three goals per game.
 7. Kicks from the penalty mark.
- c. A forfeit will result in a 3–0 loss for the forfeiting team.

- d. In the event that an unequal number of games are played, standings will be determined by point percentage. The total number of points will be divided by number of games played.

3.5 Team Roster Limits

- a. 9U/10U Divisions 1, 2, and 3 teams: must have at least 7 and no more than 12 players to register as a team. Club presidents may grant over roster waivers for a maximum of one player. Registration of additional players requires formation of two teams.
- b. 11U/12U Divisions 1, 2, and 3 teams: must have at least 9 and no more than 16 players to register as a team. Club presidents may grant over roster waivers for a maximum of two players. MYSA may grant over roster waivers beyond two players.
- c. 13U–15U Divisions 1, 2, and 3 teams: must have at least 11 and no more than 18 players to register as a team. Club presidents may grant over roster waivers for a maximum of two players. MYSA may grant over roster waivers beyond two players.
- d. 16U–19U Divisions 1, 2, and 3 teams: must have at least 11 and no more than 22 players to register as a team. MYSA may grant over roster waivers.
- e. 13U–19U Minnesota Conference Qualifier Teams: must have at least 11 and no more than 22 players to register as a team. Over rostering will not be allowed.

4.0 MYSA Championships

4.1 Eligibility and Qualification

4.1.1 ELIGIBILITY

Only 11U and older teams that participate in the MYSA Divisions 1, 2, and 3, or other level approved by MYSA are eligible to register.

4.1.2 QUALIFICATION

- a. Fall State Championship qualification is determined by league standings as follows:
 - 1. The highest finishing team in each bracket registered for Championship play.
 - 2. Wildcards as determined by MYSA may be awarded.
- b. Summer State Championship qualification is determined by league standings or other criteria as determined by MYSA.

4.2 Format

4.2.1 POOL PLAY FORMAT

- a. To determine standings, the following criteria shall be used in sequence:
 - 1. Highest number of points
 - a. Win = 6 points
 - b. Tie = 3 points
 - c. 1 point for each goal (maximum three per game)
 - d. 1 point for a shutout (0-0 tie equals 4 points)
 - e. 10 points maximum per game
 - 2. Winner of head-to-head competition (unless more than two teams are tied).
 - 3. Winner of most games.
 - 4. Goal differential (goals scored minus goals against) with a maximum of three goals differential per game.
 - 5. Fewest goals allowed.
 - 6. Most goals scored in all games, with a maximum of three goals per game.
 - 7. Kicks from the penalty mark following IFAB “Laws of the Game” procedures.
- b. A forfeit will result in a 3–0 loss for the forfeiting team.

- c. In the event that an unequal number of games are played, standings will be determined by point percentage. The total number of points will be divided by number of games played.

4.2.2 SINGLE ELIMINATION FORMAT

Games that cannot end in a tie must be determined by overtime play of two 5-minute periods. At the end of two 5-minute overtimes, if the game is still tied, it will be decided by kicks from the penalty mark following IFAB “Laws of the Game” procedures.

4.3 Miscellaneous

- a. Brackets may be reduced or dropped after the published deadline if not enough teams register.
- b. Rosters
 - 1. Rosters will be frozen before the start of Championship play.
 - 2. No player may be rostered on more than one team participating in State Championships.
 - 3. Teams may add up to five club passed players onto one Championship team roster.
 - 4. No team shall drop an available registered player from its team to allow for another player to be added to its Championship roster.
- c. The MYSA President or his/her designee shall appoint a three-member Rules Committee. Only this Committee can adjudicate a rules dispute during the MYSA Championships.

5.0 Sanctions

5.1 Individual Sanctions

5.1.1 PLAYER EJECTIONS

- a. Minimum 1-game suspension
 - 1. Sent off by the referee for receiving a second caution.
 - 2. Sent off by the referee for denying a goal-scoring opportunity by deliberately handling the ball.
- b. Minimum 2-game suspension: Sent off by the referee for any reason except in (a) above.

5.1.2 COACH/MANAGER DISMISSALS

- a. A coach or manager dismissal will result in a minimum 2-game suspension.
- b. A 90-day probation must be served after completion of the suspension. Any violation while on probation will double the sanction.

5.1.3 USE OF INELIGIBLE PLAYERS

- a. Any coach, manager or club official using or attempting to use an ineligible player shall be subject to sanction or suspension.
- b. Any player who participates or attempts to participate as an ineligible player shall be subject to sanction or suspension.

5.1.4 ESCALATING SANCTIONS

- a. Multiple ejections or dismissals
 - 1. MYSA may impose additional sanctions for multiple ejections or dismissals including, but not limited to, longer suspensions and periods of probation.
 - 2. For a third ejection or dismissal within a soccer season, minimum suspension will be either for the remainder of the season, including post season play, or triple the suspension.
- b. Threats and Physical Assault: The sanctions listed below are in addition to any mandatory suspension. The length of the suspension for threats and physical assaults will be determined by MYSA and will be determined using the following criteria:
 - 1. Threats
 - a. Administrators:

- i. Minimum: 5-day suspension
 - ii. Maximum: 90-day suspension
 - iii. Probation: 365-days from completion of suspension
 - b. Players:
 - i. Minimum: 1-game suspension
 - ii. Maximum: 8-game suspension
 - iii. Probation: 365-days from completion of suspension
- 2. Physical Assault
 - a. Administrators:
 - i. Minimum: 30-day suspension
 - ii. Maximum: 730-day suspension
 - iii. Probation: 365-days from completion of suspension
 - iv. Any adult who physically assaults a minor will receive an automatic 365-day suspension from all participation.
 - b. Players:
 - i. Minimum: 2-game suspension
 - ii. Maximum: 3-year suspension
 - iii. Probation: 365-days from completion of suspension
- c. Referee Assault: Conduct which amounts to assault upon an official will be punishable as defined by USSF. Any coach who assaults a referee who is less than 18 years old will receive an automatic three -year suspension from all participation.

5.1.5 SERVING SUSPENSIONS

- a. Suspensions must be served in MYSA League or Championship games.
- b. Suspensions will be carried over to the next season if not fulfilled in the current season.
- c. Player suspensions must be served for the team to which the player is officially registered. It shall be the responsibility of the player's coach and member club to assist in enforcing the suspension.
- d. Administrator suspensions must be served with the team with which the dismissal occurred. If a suspension crosses a seasonal boundary or a club transfer, that administrator will serve the remainder of the suspension with a team agreed upon by MYSA and the club President.

5.2 Team Sanctions

- a. A team that uses an ineligible player shall forfeit the games in which that player takes part.
- b. A team that fails to appear for a game (simple forfeit) shall forfeit the game and the club will be fined according to the schedule of fee and fines determined by MYSA.
- c. A team that refuses to play a game (willful forfeit) shall forfeit the game and the club will be fined according to the schedule of fee and fines determined by MYSA.

5.3 Club Sanctions

- a. A club may be sanctioned for any of the violations included in sections 1.5.1 and 1.5.2.
- b. A club that uses unprepared/inadequate fields may incur fines, forfeits, cancellation of schedule, and costs associated with moving games to adequate sites.
- c. A club that fails to assign certified referees through a certified referee assignor may incur fines, forfeits, cancellation of schedule, and costs associated with assigning certified referees.
- d. A club that fails to control spectator or coach behavior may incur fines, suspensions, forfeits, moving games or cancellation of schedule.