

MAYSA League Rules of the Competition - Fall 2018/Spring 2019 Updated 8.1.2018

The most up-to-date Rules of the Competition will be posted at www.masru.org

General MAYSA League Overview

1. MAYSA Leagues are typically blocked into two-year age brackets (10U leagues, 12U leagues, 14U leagues, etc.) Each age group is further identified by Tiers.
2. Team rosters are required for every game but, player passes are only required for MAYSA Tier 1 and Tier 2 league games where there is a “No pass, No play” policy.
3. MAYSA League referee fees are paid entirely by the home team before the game. The most current referee fee schedule is at www.masru.org under “Resources”

MAYSA League 9U/10U Modifications/Rules of the Competition

All current IFAB Laws of the Game are enforced as written with the following exceptions:

1. The Field: Field size is smaller; goal size is smaller
2. The Field: Build-Out Line 1. At all goal kicks, opposing players must move beyond the build-out line until the ball leaves the penalty area. For further information, please review www.masru.org under “Resources.”
3. The Field: Build-Out Line 2. At all goalkeeper possessions, opposing players must move behind the build-out line until the goalkeeper releases the ball from his/her hands. For further information, please review www.masru.org under “Resources.”
4. The Ball: Size 4
5. The Players: 7v7 Including Goalkeepers. Minimum 5 players to start or continue a game
6. The Players: Substitutions are unlimited but, only permitted at the following restarts:
 - a. The substituting team’s own throw-ins
 - b. At the opposing team’s throw-in, only if the opposing team is also substituting
 - c. At any goal kick
 - d. After a goal is scored
 - e. At halftime
 - f. At any injury stoppage
7. The Duration of the Match: 2 x 25 minute halves. Two periods of 25 minutes with a break of approximately 5 minutes between each period
8. Offside: The definition of offside position at 9U/10U games incorporates the Build-Out Line: A player can only be in an offside position if they are within the opposing build-out area and closer to the opposing goal line than two opponents and the ball when a teammate plays or touches the ball.
9. Fouls and Misconduct: No Deliberate Heading. The sanction is an indirect free kick to opposing team. For further information, please review www.masru.org under “Resources.”
10. Fouls and Misconduct: No Goalkeeper Punts. If a goalkeeper punts the ball, the referee should stop play and restart with an indirect free kick to the opposing team where the goalkeeper punted the ball. Punting includes drop-kicks, bouncing the ball off of the ground, and/or tossing the ball into the air to kick it.
11. Free Kicks: Minimum required distance for opposing players = 8 yards

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MAYSA League 11U Modifications/Rules of the Competition

All current IFAB Laws of the Game are enforced as written with the following exceptions:

1. The Field: Field size is smaller; goal size is smaller
2. The Ball: Size 4
3. The Players: 9v9 Including Goalkeepers. Minimum 6 players to start or continue a game.
4. The Players: Substitutions are unlimited but, only permitted at the following restarts:
 - a. The substituting team's own throw-ins
 - b. At the opposing team's throw-in, only if the opposing team is also substituting
 - c. At any goal kick
 - d. After a goal is scored
 - e. At halftime
 - f. At any injury stoppage
5. The Duration of the Match: 2 x 30 minute halves. Two periods of 30 minutes with a break of approximately 5 minutes between each period
6. Fouls and Misconduct: No Deliberate Heading for 11U players and younger. The sanction is an indirect free kick to opposing team. For further information, please review www.masru.org under "Resources."
7. Free Kicks: Minimum required distance for opposing players = 8 yards

MAYSA League 12U Modifications/Rules of the Competition

All current IFAB Laws of the Game are enforced as written with the following exceptions:

7. The Field: Field size is smaller; goal size is smaller
8. The Ball: Size 4
9. The Players: 9v9 Including Goalkeepers. Minimum 6 players to start or continue a game.
10. The Players: Substitutions are unlimited but, only permitted at the following restarts:
 - a. The substituting team's own throw-ins
 - b. At the opposing team's throw-in, only if the opposing team is also substituting
 - c. At any goal kick
 - d. After a goal is scored
 - e. At halftime
 - f. At any injury stoppage
11. The Duration of the Match: 2 x 30 minute halves. Two periods of 30 minutes with a break of approximately 5 minutes between each period
12. Free Kicks: Minimum required distance for opposing players = 8 yards

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MAYSA League 13U/14U Modifications/Rules of the Competition

All current IFAB Laws of the Game are enforced as written with the following exceptions:

1. The Players: Substitutions are unlimited but only permitted at the following restarts:
 - a. The substituting team's own throw-ins
 - b. At the opposing team's throw-in, only if the opposing team is also substituting
 - c. At any goal kick
 - d. After a goal is scored
 - e. At halftime
 - f. At any injury stoppage
2. The Duration of the Match: 2 x 35 minute halves. Two periods of 35 minutes with a break of approximately 5 minutes between each period

MAYSA League 15U/16U Modifications/Rules of the Competition

All current IFAB Laws of the Game are enforced as written with the following exceptions:

1. The Players: Substitutions are unlimited but only permitted at the following restarts:
 - a. The substituting team's own throw-ins
 - b. At the opposing team's throw-in, only if the opposing team is also substituting
 - c. At any goal kick
 - d. After a goal is scored
 - e. At halftime
 - f. At any injury stoppage
2. The Duration of the Match: 2 x 40 minute halves. Two periods of 40 minutes with a break of approximately 5 minutes between each period

MAYSA League 17U and older Modifications/Rules of the Competition

All current IFAB Laws of the Game are enforced as written with the following exception:

1. The Players: Substitutions are unlimited but only permitted at the following restarts:
 - a. The substituting team's own throw-ins
 - b. At the opposing team's throw-in, only if the opposing team is also substituting
 - c. At any goal kick
 - d. After a goal is scored
 - e. At halftime
 - f. At any injury stoppage