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

General MAYSA League Changes

1. MAYSA Leagues now combine what was called 'classic' and 'recreational' teams into one league.
2. Player passes are required for Tier 1 and 2 league games. No pass, no play.
3. MAYSA Leagues are blocked into two-year age brackets (U10 leagues, U12 leagues, U14 leagues, etc.)
4. MAYSA League game official fees are paid by the home team. The most current referee fee schedule is at www.masru.org under "Resources"

MAYSA League U8 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 and at least the minimum required distance away. On fields without marked build-out lines, use an imaginary line parallel to the goal line intersecting with the part of the center circle closest to the goal line. Opposing players must remain on the other side of the build-out line until the ball is in play. The sanction is to retake the goal kick. The ball is in play once it clears the penalty area. The ball is not required to clear the build-out line to be in play. At U8 games the build-out line is not relevant for any restart other than goal kicks.
3. The Ball: Size 3
4. The Players: 4v4 with No Goalkeepers. This is not changed from previous years.
5. 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: 4 x 10 minute periods. Four periods of 10 minutes with a break of approximately 2-3 minutes between each period
6. Offside: Offside will not be enforced at U10 and younger age groups.
7. Fouls and Misconduct: No Deliberate Heading. The formal rule: "When a player deliberately heads the ball in a game, an Indirect Free Kick (IFK) 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. If a player does not deliberately head the ball, then play should continue." For further information, please review www.masru.org under "Resources."

MAYSA League U10 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 and at least the minimum required distance away. On fields without marked build-out lines, use an imaginary line parallel to the goal line intersecting with the part of the center circle closest to the goal line. Opposing players must remain on the other side of the build-out line until the ball is in play. The sanction is to retake the goal kick. The ball is in play once it clears the penalty area. The ball is not required to clear the build-out line to be in play. At U10 games the build-out line is not relevant for any restart other than goal kicks.
3. The Field: Build-Out Line 2. At all goalkeeper possessions, opposing players must move behind the build-out line. Opposing players must remain on the other side of the build-out line until the goalkeeper releases ball from their hands. The sanction is an IFK to the goalkeeper's team where the build-out line infringement occurred. The six-second goalkeeper possession rule is not enforced until all opposing players are behind the build out line. Build-out lines may be marked with paint or disc cones on the field. On fields without marked build-out lines, use an imaginary line parallel to the goal line intersecting with the part of the center circle closest to the goal line. The ball is not required to clear the build-out line to be in play.
4. The Ball: Size 4
5. The Players: 7v7 Including Goalkeepers. This is a change to the Numbers of Players from past seasons where these games were played 6v6 including goalkeepers.
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: Offside will not be enforced at U10 and younger age groups.
9. Fouls and Misconduct: No Deliberate Heading. This has been enforced beginning with the spring 2016 season. The sanction is an indirect free kick to opposing team. The formal rule: When a player deliberately heads the ball in a game, an Indirect Free Kick (IFK) 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. If a player does not deliberately head the ball, then play should continue. 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.

MAYSA League U11/U12 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. This is a change from previous seasons in which games were played 8v8 including goalkeepers.
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

MAYSA League U14 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 U16 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 U17 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