



Recreational Youth Soccer Development League (RYSDL) League Rules & Procedures

RYSDL RULES OF THE GAME

Game will be played according to [FIFA LAWS OF THE GAME](#) with the following modifications and clarifications:

Law 1: The Field of Play

Dimensions

The length of the field must always exceed the width:

- 2nd/3rd Grade (7v7): Width: 30-45 yards, Length: 45-75 yards (Recommended: 40 x 60 yards)
- 4th/5th/6th Grade (9v9): Width: 45-55 yards, Length: 75-85 yards (Recommended: 50 x 80 yards)

Goals

Both goals must be identical in size:

- 2nd/3rd Grade: 6' x 18' or 6.5' x 18.5'
- 4th/5th/6th Grade: 7' x 21' recommended (6' x 18' or 6.5' x 18.5' allowed with waiver)

Technical Area

Coaches must only coach from their own technical area generally bordered by the touchline, the midline, and the penalty box. Coaches may not:

- cross the midpoint into the opposing team's technical area
 - enter the field of play unless invited by the referee (e.g., injured player)
 - coach alongside the penalty box that surrounds the goal
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Law 2: The Ball

Ball Size

- 2nd/3rd Grades: Size 4 ball
 - 4th/5th/6th Grades: Size 4 ball
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Recreational Youth Soccer Development League (RYS DL) League Rules & Procedures

Law 3: The Players

Eligible Players

- Players and Club Pass Players must be registered with their club.
- Players and Club Pass Players must be enrolled in the correct grade for their age group or younger.
- Age group exemption requests may be submitted to the League Administrator to be reviewed and reviewed and approved or declined by the League Executive Committee.
- Playing ineligible players may result in sanctions, including:
 - Game forfeiture
 - Coach, Player, Spectator, Club may be suspended from one game or up to end of season
 - Other disciplinary actions deemed by the Rules & Disciplinary Committee

Team Size

- No maximum roster size.
- However, when rostering a team, clubs should take into consideration fairness and playing time.
- It is the aim of the league that all players play at least half the game.

Roster Requirements

- Each team must have a distinct roster. See ***RYS DL Roster Template*** posted on league website.
- Players may only be rostered to one team.
- Teams must have an electronic or printed roster at all games.
- Opponents may request roster verification before or after a match.
- Failure to show a roster is grounds for a forfeit review.

Players on the Field

- 2nd/3rd Grade (7v7): 6 field players + 1 goalkeeper (Minimum to start: 5)
- 4th/5th/6th Grade (9v9): 8 field players + 1 goalkeeper (Minimum to start: 6)

Substitutions

- Unlimited substitutions allowed at stoppages with referee approval, regardless of possession.
- A substitute can only enter the field at the halfway line and after receiving a signal from the referee.
- Players entering at a penalty kick stoppage may not take the penalty kick.

Club Pass Players

- If playing Club Pass Players, teams must adhere to additional eligibility and roster requirements, roster, match limitations, and game day procedures. See ***Procedures: Club Pass Players***.
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Law 4: The Players' Equipment

Safety

- Play must not wear jewelry, sharp accessories, or unapproved medical devices.
- Casts, braces, or other medical accessories are allowed under the following conditions:
 - Securely attached and adequately padded.
 - Not used to gain an unfair advantage.
- Pre-Game Approval & Adjustments:
 - Team with a player wearing medical accessories must approach the opposing coach and referee during warm-up for approval.
 - Both coaches and referee must approve medical accessories before the match.
 - Players should have extra padding, tape, or securing materials for adjustments.
- In-Game Adjustments:
 - If padding or securing material becomes loose or unsafe during play, the player must leave the field until it is corrected.
- Gaining an Unfair Advantage:
 - If a player misuses a medical device, the referee will issue a warning.
 - Continued misuse may result in removal from the game.

Compulsory Equipment

- Players must wear a jersey, shorts, socks, shin guards, and appropriate footwear. Metal stud cleats are prohibited. **See Procedures: Uniforms** for clarification of jersey requirements.
- Socks must fully cover shin guards.

Colors

- The Home Team must change jerseys in case of a color conflict.
 - Teams should have an alternate jersey or similar color shirts available.
 - See **Procedures: Uniforms** for clarification of jersey requirements.
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Recreational Youth Soccer Development League (RYSDL) League Rules & Procedures

Law 5: The Referee

Number of Assigned Referees

- 2nd/3rd Grade (7v7): Center referee only, club linesmen optional
- 4th/5th/6th Grade (9v9): Center referee only, club linesmen optional

What To Do When There Is No Referee

If a referee is absent, teams are encouraged to find a solution to avoid game cancellations.

- **Alternative officiating options:**
 - A parent or spectator may referee.
 - One or both coaches may referee.
 - Coaches may act as referees from the sideline.
 - A parent, spectator, or coach may act as a linesmen.
 - **Club Linesmen Limitations:**
 - Club linesmen may only call the ball in or out of play.
 - Club linesmen may not make other calls, including offsides or fouls.
 - **Game Results and Complaints:**
 - Once an agreement is reached, the game result stands and cannot be contested.
 - Calls made during the match cannot be used as grounds for complaints to the league.
 - **Respect for Volunteer Referees:**
 - Any individual stepping in as a referee should be treated with respect and appreciation.
 - Referee abuse (verbal or physical) will result in strict sanctions.
 - Volunteer referees should report any abuse to their Club Representative immediately.
 - **Reporting of No Referee:**
 - Report absentee referees **via the RYSDL Absent Referee Report** posted on the League website.
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Law 7: Duration of the Match

Periods of Play

- 2nd/3rd Grade: 2 x 25-minute halves | 5-minute halftime
 - 4th/5th/6th Grade: 2 x 30-minute halves | 5-minute halftime
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Recreational Youth Soccer Development League (RYS DL) League Rules & Procedures

Law 10: Determining the Outcome of a Match

Unbalanced Score Rule (All Age Levels)

- If a team leads by 5 goals, the opposing team may add one extra player.
 - If the lead increases to 6 goals, the opposing team may add another player (total of 2 extra players).
 - If the lead reaches 7 goals, the opposing team may add another player (total of 3 extra players).
 - Additional players remain on the field until the goal differential is reduced to 3.
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Law 11: Offside

Build-Out Line & Punting (2nd/3rd Grade)

- A build-out line will be established midway between the penalty area and the halfway line.
 - The build-out line should be painted or marked by cones placed just outside the sideline.
 - The build-out line defines where offside will be called.
 - Defenders must retreat beyond the build-out line:
 - When the opposing team is awarded a goal kick.
 - When the goalkeeper comes into possession of the ball.
 - Defending players may advance once the ball is put back into play.
 - Goalkeepers may not punt or drop-kick the ball.
 - All other methods of putting the ball into play are permitted.
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Law 12: Fouls and Misconduct

No Heading Rule (2nd/3rd & 4th/5th/6th Grades)

- If the ball strikes a player's head, play is stopped.
 - Deliberate heading:
 - Restart with an Indirect free kick for the opposing team.
 - If the infraction occurs in the penalty area, the free kick is taken from the goal area line nearest to the infraction.
 - Inadvertent heading: Restart with a dropped ball.
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Recreational Youth Soccer Development League (RYSDL) League Rules & Procedures

Law 15: The Throw-in

Adapted Throw-ins (2nd/3rd Grade)

- In the event of a foul throw-in, a second attempt shall be given to the same player.
 - If the second attempt is also a foul throw, possession is awarded to the opposing team.
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Recreational Youth Soccer Development League (RYSDL) League Rules & Procedures

RYSDL PROCEDURES

The League will be managed following these procedures.

League Code of Conduct

- RYSDL will enforce **MSYSA's Behavior Expectation Policy** and **MSYSA's Code of Conduct**.
 - Any action deemed contrary to the League Code of Conduct may result in league sanctions as determined by the Rules & Disciplinary Committee. See ***Procedures: Guidance and Enforcement Committees*** for more information.
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Guidance and Enforcement Committees

- The League will form two voluntary committees to guide the direction, conflict resolution, and discipline for the league. Committee membership is open to all Club Representatives.
 - **RYSDL Executive Committee**
 - Comprised of one representative from each Club in the League.
 - Clubs must be in good standing with the League for inclusion on committee.
 - All Club Representatives are invited to participate via the Club Enrollment form.
 - Works with the League Administration on any changes to Rules & Procedures, league operations, acceptance of new Clubs, and future direction of league.
 - **RYSDL Rules & Disciplinary Committee**
 - In accordance with the League Rules & Procedures, this committee monitors and adjudicates league violations, including Red Cards and Sit-Outs, any action deemed contrary to the League Code of Conduct, and other violations.
 - One Club Representative from each Club is invited to participate via the Club Enrollment form *posted on the League website*.
 - Representative from the club in violation will be excused from the review of the violation.
 - Clubs must be in good standing with the League for inclusion on committee.
 - The league will give clubs the first opportunity to act when informed of a violation, but it reserves the right to impose additional sanctions if necessary, including:
 - Game forfeiture
 - Coach, Player, Spectator, Club suspension of one game to end of season
 - Other disciplinary actions deemed by the Rules & Disciplinary Committee
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Recreational Youth Soccer Development League (RYS DL) League Rules & Procedures

Uniforms

- A "Jersey" is defined as any shirt or pinnie of similar color, even if colors vary in shade/hue) worn by all team players on the field.
- Jerseys can have varying designs, pictures, slogans, etc.
- Jerseys do not require numbers.
- Teams are encouraged to coordinate an alternate jersey color.
- In case of jersey color conflict, the Home Team must change jerseys.

Roster Requirements

- Minimum team roster requirements (electronic and/or printed):
 - Player Last Name
 - Player First Name
 - Player's Birthdate
 - Current Grade
 - Parent's Full Name
 - League Verification Statement confirming club verification of roster eligibility: "This roster has been provided by and verified by the club for this team. If challenged, the club must provide further proof of a player(s) being properly rostered. This can include, but is not limited to, any official school document from the current school year indicating the school grade of the player."
- Use ***RYS DL Roster Template*** posted on the *League website*.

Field Permits

- ▶ All clubs must have a field permit for each age group enrolled in the league.
- ▶ Clubs must submit field permits to League by season deadlines or risk having no home games via the ***Home Field Permit Link*** posted on the League website.
- ▶ Clubs must submit reasonable field usage times taking considering sunset, lights, access, etc.
- ▶ Reminder: Games will not be scheduled before noon on Sundays (with Flex Scheduling exemptions)

Pre-Game Procedures

- The Home Team should contact the Away Team before the game to:
 - Confirm jersey colors to avoid jersey color conflict
 - Provide field-specific details (directions, bathrooms, parking, etc.).
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Recreational Youth Soccer Development League (RYSDL) League Rules & Procedures

Game Day Procedures

- Check Live Field Closure Listing posted on the league website for any field closures.
 - Home Teams ensure field setup (goals, corner flags, lines).
 - Both teams check in with the referee before kickoff to review League Rules provided on summary *Game Day Clipboard posted on the League website*, including:
 - Length of game
 - Number of field players
 - Unbalanced score rule
 - 2nd/3rd Grade specific rules
 - Coaches must inform referees and opponents of:
 - Medical accessories (casts, braces, padding).
 - Coaches must inform opponents of:
 - Club Pass Players.
 - Home Teams must resolve any jersey color conflict.
 - Spectators must remain opposite the team benches and at least 3 yards from the sideline.
 - No spectators or team personnel are allowed behind the goal line unless the space allows them to be 15 yards beyond the goal.
 - Teams must vacate the field promptly after the match.
 - Game Reports are submitted (see Procedures: Game Reporting).
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Game Reporting

- Winning team (or Home Team in case of a draw) will submit a *Game Report*.
 - Additionally, when:
 - **Red Card is issued:**
 - Coach of team receiving a Red Card will submit a ***RYSDL Red Card Report & Sit-Out Report***.
 - **Red Card Sit-Out is completed:**
 - Coach of opposing team of the sit-out player or coach will verify the sit-out for the league via the same ***RYSDL Red Card Report & Sit-Out Report***. (see *Procedures: Red Card Sit-outs*)
 - **Referee coverage is missing:**
 - Both coaches will submit a ***RYSDL Absent Referee Report***.
 - **Game halted before halftime:**
 - Both coaches will submit a ***RYSDL Incomplete Game Report***.
 - All Game Reporting Forms are posted on the League website.
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Recreational Youth Soccer Development League (RYSDL)

League Rules & Procedures

Red Card Sit-Outs

- A player or coach receiving 1 Red Card or 2 Yellow Cards for the same player/coach in the same game will be required to sit-out the next upcoming game.
 - Coach of team with the Red Card or 2 Yellow Cards for the same player in the same game will report the Card to the league via ***RYSDL Red Card Report & Sit-Out Report posted on the League website.***
 - That coach will forward the resulting email to the opposing coach of the next upcoming game where the Sit-Out will be served, asking the opposing coach to act as the observer of the Sit-Out being served.
 - Sit-out will occur. Player or coach does not need to be present to serve the sit-out.
 - The observer will report the sit-out verification to the league via the ***RYSDL Red Card Report & Sit-Out Report posted on the League website.***
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Field Closures

League Notification

- Clubs must notify the league at least 2.5 hours before the first scheduled game or by 10:00 AM, whichever is earlier.
- Field closures are determined at the club level and must be submitted via the ***Club Administration: Field Closure Reporting link*** on the league website. Link is password protected.
- The league administrator will update the website accordingly.

Team Notification:

- Home clubs must inform affected Home Teams and opponents.
 - Field closures are determined at the club level, not by individual teams.
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Lightning Safety

- If lightning is seen, the field must be cleared immediately.
 - Within 5 minutes of hearing thunder, teams must determine the proximity of lightning.
 - If lightning is within 10 miles, play is suspended for 30 minutes after the last strike.
 - Games will not be restarted in case other games are scheduled on the field later that day.
 - If the game is halted before halftime, both coaches will submit a ***RYSDL Incomplete Game Report.*** See ***Procedures: Incomplete Game Reporting.***
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Recreational Youth Soccer Development League (RYSDL) League Rules & Procedures

Incomplete Game Reporting

Games stopped **at or after halftime**:

- Score at stoppage time is recorded as final.
- Any sit-outs served during the game are considered complete.

Games stopped **before halftime**:

- Incomplete games must be reported to the league via the ***RYSDL Incomplete Game Report*** form *posted on the League website*.
 - Games will be rescheduled and replayed in full.
 - Any sit-out being served during the incomplete game is still owed in the next game, not necessarily in the replay of this game.
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Recreational Youth Soccer Development League (RYSDL)

League Rules & Procedures

Auto-Rescheduling

- **Games will be automatically rescheduled for:**
 - Field closures
 - Weather interruptions
 - **Auto-scheduling protocol**
 - The next available date for both teams, typically a Sunday.
 - At the Home Team's field unless unavailable, then scheduled at Away Team's field.
 - **Auto-Communication:**
 - Auto-generated email will be sent with new game information.
 - Do not reply to this one-way communication.
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Flex Rescheduling

Rescheduling games after publication of the league schedule is discouraged due to its impact on multiple teams and referee availability. When requesting a rescheduled game, be mindful of game block coverage by referees to minimize impacts to referee coverage for your game and other games.

- Requests to reschedule games not automatically approved,
- Team is not obligated to agree to change or provide a reason to refuse.
- After review, League may require adjustments to manage referee coverage.
- When registering team for League, list blackout dates to avoid need for flex rescheduling later.

Deadlines

- Rescheduling requests must be submitted by the following deadlines for **Fall 2025**:
 - by August 22 for September games (opening weekend games cannot be rescheduled)
 - by September 12 for October games
- Flex Scheduling requests following a Field Closure or Weather Cancellation must be emailed to the League Administrator by 5pm on Tuesday following the auto-rescheduling of the cancelled game.

Game Change Request Process

- Reschedules start with Home Team Club to ensure home field availability.
 - If Home Team is requesting reschedule, work first work with your Club Rep.
 - If Away Team is requesting reschedule
 - contact Home Team to determine willingness.
 - If willing, Home Team contacts Home Team Club Rep for field availability.
 - Both teams must agree on the date, time, and location by email
 - Home Team Club Rep emails change request to League, including:
 - Copy both Teams on the email
 - Game number
 - Current game date, time, field
 - Requested game date, time, field
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Recreational Youth Soccer Development League (RYS DL) League Rules & Procedures

Club Pass Players

Intent and Fair Play

- The Club Pass rule is designed to support player development and prevent forfeits, not to give teams an unfair advantage.
- Clubs and teams found misusing the rule to stack teams may face sanctions, including restrictions on future Club Pass usage.

Eligibility

- Players may play for another team within their club if they:
 - Are of the appropriate age group or younger.
 - Do not miss their originally rostered team's game to play as a Club Pass player.
 - Participate in no more than two games per day.

Match Limitations

- While league roster sizes are unlimited, teams using Club Pass Players must not exceed United States Youth Soccer (USYS) game-day roster limits:
 - 7v7: Maximum 12 players
 - 9v9: Maximum 16 players

Verification & Roster

- Club Pass players must be announced at the pre-game meeting between head coaches.
- Coaches must provide a hard copy or electronic copy of the Club Pass player's originating roster upon request.
- Failure to present a roster upon request may result in a forfeit review.
- If a team refuses to show a roster when requested, this should be reported to the league administrator, including game details and teams involved.

Penalties for Violations

- Teams and clubs found misusing Club Pass Players may be sanctioned by the Rules & Disciplinary Committee, including:
 - Limiting the number of Club Pass Players allowed
 - Suspending the use of Club Pass Players
 - Game forfeiture
 - Coach or player suspensions
 - Other more stringent actions as determined by the Rules & Disciplinary Committee (see ***Procedures: Guidance and Enforcement Committees*** for more information)