

SAY / USSF Rule Differences

Law	SAY	USSF Youth
1	Dimensions: Minimum Length = 80 yds .	Dimensions: Minimum Length = 100 yds .
	Recommended Youth Field Sizes	The length and width of the field can be different depending on age of players
	Flagposts at least 1-in. in diameter	No size requirement
	Center Circle: U12 and older = 10 yd. radius U10 = 8 yd. radius U8 = 6 yd. radius	Center circle: All ages = 10 yd. radius
	Penalty Area: U12 and older = 18 yds. x 44 yds. U10 = 14 yds. x 36 yds. U8 = No Penalty Area	Penalty Area: All ages = 18 yds. x 44 yds.
	Goalkeeper Area: U8 = 12 yds. x 32 yds.	Not applicable
	Goals: U12 and older = 8-ft. high x 24-ft. wide U10 = 7-8 ft. high x 18-24 ft. wide with GK 4-ft. high x 6-ft. wide without GK U8 = 6-8 ft. high x 12-24 ft. wide with GK 4-ft. high x 6-ft. wide without GK	Goals: All ages = 8-ft. high x 8-yds. wide Smaller goals may be used for younger ages (No recommendations given)
2	No Differences	No Differences
3	No. of Players: 11 v 11 = 11 max. & 7 min. w/ GK 10 v 10 = 10 max. & 6 min. w/ GK 9 v 9 = 9 max. & 6 min. w/ or w/o GK 8 v 8 = 8 max. & 5 min. w/ or w/o GK 7 v 7 = 7 max. & 5 min. w/ or w/o GK	No. of Players: All ages 11 v 11 = 11 max. & 7 min. w/ GK Number of players may be reduced for younger ages. (No specific recommendations)
	Small-sided games may be played with or without a GK (See League Rules)	One of the players on the field must be the GK
	Substitutions (Unlimited): Either Team: With Referee's permission 1) on a goal kick; 2) after a goal; 3) between periods; 4) during an extended time out (ex. Injury); 5) at a stoppage for a caution or a send-off Team in Possession: With permission of Referee on a throw-in (If and only if the team in possession chooses to substitute, the opposing team may then also substitute any number of players).	Substitutions (Unlimited):: Either Team: At any stoppage in play with permission of Referee (Also, see league rules) Team in Possession: At any stoppage in play with permission of Referee (Also, see league rules)
	A substitute becomes a player when the are acknowledged by the Referee.	Substitution is not complete until substitute steps on the field after beckoned by the referee
	All players present at start of a game shall play the equivalent of approximately one-half of that game.	No minimum playing time requirement.

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4	Numbers on shirts are required	Numbers on shirts are not required (See league Rules)
	Illegal/Unsafe Equipment: 1) Shinguards with sharp edges; 2) jewelry or watches; 3) face or spectacle guards; 4) helmets of hard material; 5) any type of cast or splint; 6) knee brace unless covered with a soft padding; 7) foreign objects in mouth other than orthodontic devices; 8) anything that the Referee considers dangerous to anyone on the field.	Unsafe Equipment: A player cannot wear something that can hurt anyone on the field (solely in the opinion of the Referee).
5	Systems of Officiating: One Referee (one whistle) System Two Referee (two whistles) System - Referees have equal authority Three Officials System: 1) Diagonal System of Control (one whistle) with one Referee and two Assistant Referees; 2) Modified Diagonal System (three whistles) - Three Referees each with equal authority.	System of Officiating: Only the Diagonal System of Control (one whistle) with one Referee and two Assistant Referees.
	Use adopted SAY Referee Hand Signals to describe all fouls and to indicate restarts.	Use USSF Referee Hand Signals to indicate restarts only.
	Referee Uniform Shirt: Any jersey approved and worn by USSF, High School or Collegiate officials Any referee shirt approved and/or provided by the local SAY Area	Referee Uniform Shirt: Gold, Black, Red, Blue or Green jersey with thin vertical stripping.
	Referee Badge May wear any designated SAY Referee badge earned by the official. May wear any designated local SAY Area/District Referee badge provided to the official. No Referee badge need be worn (USSF or NFHS badge should not be worn during a SAY match).	Referee Badge Must wear designated USSF grade badge only.
6	No Differences	No Differences
7	Games may be played in either four (4) equal quarters or two (2) equal halves	Games shall be played in two (2) equal halves only.
	Time between quarters will be one (1) minute and any halftime interval shall be five (5) minutes.	Halftime interval shall not exceed fifteen (15) minutes (See league rules)
	Youth Playing Times: U8 = 20-min. halves or 10-min. quarters U10 = 24-min. halves or 12-min. quarters U12 = 30-min. halves or 15-min. quarters U14 = 30-min. halves or 15-min. quarters U16 = 40-min. halves or 20-min. quarters U19 = 40-min. halves or 20-min. quarters	Youth Playing Times: U8 = 20-min. halves U10 = 25-min. halves U12 = 30-min. halves U14 = 35-min. halves U16 = 40-min. halves U19 = 45-min. halves

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7	If less than full time is played, and at least one-half has been completed, it shall be considered an official game.	If less than full time is played, the game must be replayed in its entirety, unless the local rules of competition state otherwise.
8	If the ball is in clear possession of the GK or in clear control of one of the teams when a temporary stoppage by the referee occurs, play shall be restarted with an Indirect Free Kick (IFK) by the team in control. If no clear control by one of the teams exists, the game shall be restarted with a dropped ball.	When a temporary stoppage of a game by the referee occurs, play shall always be restarted with a dropped ball.
9	No Differences	No Differences
10	No Differences	No Differences
11	The Offside Law shall not apply to U8 (Passer) games.	No such provision in USSF (See local league rules)
12	In a U-8 (Passers) division, all DFK fouls shall result in an IFK restart.	No such provision in USSF
	It is a DFK foul if a player kicks or attempts to kick the ball while in the possession of the GK.	Not specified as such in USSF.
	It is a DFK foul if a player when tackling from behind to gain possession of the ball makes any contact with an opponent, even if first contact is with the ball.	Not stated as such in USSF.
	It is an IFK foul if a slide tackle is made on an opponent in control of the ball from the rear, where no contact is made with either the ball or the player.	No such provision in USSF
	It is an IFK foul if an opponent charges a GK in possession of the ball or charges the GK in the Goal Area, whether or not the ball is in the GK's possession.	Not specified as such in USSF.
	It is an IFK foul if a player fair charges (shoulder to shoulder) an opponent when the ball is not within playing distance.	Not specified as such in USSF.
	Intentionally obstructing an opponent, when not playing the ball, is an IFK foul.	Impeding the progress of an opponent, while not playing the ball, is an IFK foul.
	A dangerous play foul occurs when playing in a manner that could result in an injury to any player including a teammate or oneself.	Playing in a dangerous manner, usually only against an opponent, is an IFK foul
	These GK offenses are not considered as being fouls in either a U-8 (Passers) or U-10 (Wings) game.	An IFK shall be awarded to the opposing team if the GK commits any of the following four (4) offenses: 1) Controls the ball with his hands for more than six (6) seconds. 2) Touches the ball with his hands after releasing from his possession and before it has touched another player 3) Touches the ball with his hands after being deliberately kicked to him by a team-mate. 4) Touches the ball with his hands after he has received it directly from a team-mate's throw-in.
	Ejection for the denial of an obvious goal scoring opportunity is inappropriate for a U-8 (Passers) or a U-10 (Wings) division game.	No such provision in USSF

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12	Cautions and ejections also apply to coaches, who can be shown a yellow or red card for unruly behavior.	Coaches may be verbally warned or asked to leave the field for unruly behavior, but a yellow or red card cannot be displayed (See league rules).
13	All free kicks in a U8 (Passer) games shall be IFKs.	No such provision in USSF (See local league rules)
	On any free kick players should be at least the following distance from the ball: U8 = six (6) yds. U10 = eight (8) yds. U11 and older = ten (10) yds.	For all ages on any free kick players should be at least ten (10) yds. from the ball.
	For games being played on full-size fields in U8 division matches, any free kick awarded to the defending team inside its own Goal Area or any point located in front of the Goal Area within 12-yds. from the goal-line shall be taken from a spot directly in front of the Goal Area up to a distance of 12-yds. from the goal-line.	No such provision in USSF.
14	There shall be no penalty kicks in U8 (Passer) games.	No such provision in USSF.
15	In a U-8 (Passer) division game when an improper throw-in is taken, the referee should stop play, explain the proper procedure to the player and allow the throw-in to be retaken.	No such provision in USSF.
16	In a U-8 (Passer) division game on a full sized field a Goal Kick shall be taken from anywhere directly in front of the Goal Area and within 12-yds. from the goal-line.	No such provision in USSF.
17	Defending players must remain at least the following distance from the corner arc, until the ball is kicked: U8 = six (6) yds. U10 = eight (8) yds. U11 and older = ten (10) yds.	For all ages defending players must remain at least ten (10) yds. from the corner arc, until the ball is kicked.