

2009 Fall CRYSA RECREATIONAL SOCCER LEAGUE

CHANGES

New 5 goal Policy

When a team has a 5 or more goal advantage, the losing team will have the option of adding 1 extra player or two extra players when the advantage is 7 or more goals. Winning team can also move weaker players to a forward position to help keep the game competitive

RELATED INFO:

- Players/coaches on one side of field, parents on the other
- Home team changes jersey color in case of conflict
- NO SLIDE TACKLING
- 5 Goal Blow-Out Policy in effect
- Referee may remind coaches of 5 goal rule
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AGE GROUPS & RELATED INFO:

U8

4 v 4 (no keeper)

Small field (25yd x 35yd) small goals w/ 2 yd mark near goal

4 - 12 minute quarters + 2 - 2 minute breaks between quarters

Game scheduling interval 1 hr

no corner kicks, throw-in only

NO PENALTY KICKS – all indirect kicks

No Goalie, No player can stay within 2yds of the goal unless they are part of the play

Size 4 ball

U9

6 v 6 (including keeper)

Small field – 30yd x 50yd and small/medium sized goals if possible

Two 25 minute halves + 5 minute half-time

Game scheduling interval 1 hr 15 minutes

NO PENALTY KICKS – all indirect kicks

Mandatory goalie change at half time

Size 4 ball

U10

U11

8 v 8 (including keeper)

Medium field – 50yd x 80yd and medium/large goals

Two 30 minute halves + 5 minute half-time

Game scheduling interval 1 hr 30 minutes

Goalie change strongly recommended at half time

Size 4 ball

U12 and

U13/U14 combined

11 v 11 (including keeper)

Large field – 60yd x 100yd and large goals

U12 Two 30 minute halves, U13/14 Two 35 minute halves + 5 minute half-time

Game scheduling interval 1 hr 30 minutes

Goalie change strongly recommended at half time
 Size 4 ball U12; size 5 ball U13/14

CRYSA Fall Soccer 2009

Below information was taken from USYSF recommendations

Fall Games Sept 8th – Nov 8th

<u>Team</u> <u>Age</u> <u>Bracket</u>	<u>Ball</u> <u>size</u>	<u>Team</u> <u>size on</u> <u>field</u>	<u>Game</u> <u>Length</u>	<u>Field</u> <u>size</u>	<u>Game</u> <u>Times</u>	<u>Notes</u>
U6/7	3	3v3	Four 10 min quarters	2- 20x30	1 hr apart	no keeper, no PK, all indirect
U8	4	4v4 no goalie	four 12 min quarters	25x35	1 hr apart	no keeper, no PK, all indirect, no corner, no offside
U9	4	6v6 w/goalie	two 25 min halves	30x50	1.25 hr apart	must rotate keeper at half, no PK, all indirect
U10	4	8v8 w/goalie	two 30 min halves	50x80	1.30 hr apart	recommend to rotate keeper at half, PKs, direct
U11	4	8v8 w/goalie	two 30 min halves	50x80	1.30 hr apart	recommend to rotate keeper at half, PKs, direct
U12	4	11v11 w/goalie	two 30 min halves	50x100	1.30 hr apart	recommend to rotate keeper at half, PKs, direct
U13/14	5	11v11 w/goalie	two 35 min halves	50x100	1.50 hr apart	recommend to rotate keeper at half, PKs, direct

Following OYSA Team Size policy for 2008 Fall

Checked on US Youth Soccer web site for small sided game goal size and the only recommended goal size for all age groups is 6 x 18 feet. I have included the links here for recommended information from US Youth for the different age groups:

Goals: the goal, 6 x 18 feet or smaller, is the same for the U6 to U8 age groups. By using the same size goal for these age groups clubs will have to buy fewer goals and there will be greater flexibility in the use of fields. A big goal without a goalkeeper should mean a few more goals for kids whose shooting technique is primitive along with their eye-foot coordination. Let's give them the broad side of the barn at which to shoot, the more goals the merrier. Finally the shooting odds for the U6 age group are one versus five, so let's give them a chance by having a larger target. However, manufactured goals are not mandatory for U6 Small Sided Games. Clubs are free to use cones, pop-up goals or other items to designate the goal for this age group. Indeed, even the

entire goal line could be considered the 'goal' and a ball kicked over the goal line is considered a goal. Any goal must be properly anchored to the ground.
Goals: the goal, 6 x 18 feet, is the same for the U10 and U12 age groups. By using the same size goal for both age groups clubs will have to buy fewer goals.

<http://www.usyouthsoccer.org/coaches/RulesSmallGames.asp>

[http://www.usyouthsoccer.org/assets/coaches/US Youth Soccer Official Under 12 Playing Recommendations.pdf](http://www.usyouthsoccer.org/assets/coaches/US_Youth_Soccer_Official_Under_12_Playing_Recommendations.pdf)

[http://www.usyouthsoccer.org/assets/Under 12 Appendix Field of Play.pdf](http://www.usyouthsoccer.org/assets/Under_12_Appendix_Field_of_Play.pdf)

[http://www.usyouthsoccer.org/assets/coaches/US Youth Soccer Official Under 10 Playing Recommendations.pdf](http://www.usyouthsoccer.org/assets/coaches/US_Youth_Soccer_Official_Under_10_Playing_Recommendations.pdf)

http://www.usyouthsoccer.org/assets/under8_official_rules.pdf

Here are some of the reasons why we believe, as soccer coaches, administrators and parents must guarantee that our young soccer players play small-sided games:

1. Because we want our young soccer players to touch the soccer ball more often and become *more skillful* with it! (Individual technical development)
2. Because we want our young soccer players to make *more, less-complicated decisions* during the game! (Tactical development)
3. Because we want our young soccer players to be more physically *efficient* in the field space they are playing in! (Reduced field size)
4. Because we want our young soccer players to have more *individual teaching time* with the coach! Less players on the field and less players on the team will guarantee this! (Need to feel worthy and need to feel important)
5. Because we want our young soccer players to have *more, involved playing time* in the game! (More opportunity to solve problems that only the game presents)
6. Because we want our young soccer players to have *more opportunity to play on both sides of the ball!* (More exposure to attacking and defending situations)
7. Because we want our young soccer players to have *more opportunities to score goals!* (Pure excitement)

These are the reasons why we adults must foster "Small-Sided Games" in our youth soccer programs. The "Small-Sided" environment is a *developmentally appropriate environment* for our young soccer players. It's a FUN environment that *focuses on the young soccer player.*

It just makes sense doesn't it?