

# BWSA Division Specific Rules

Effective Spring 2024

## General Notes:

- \* Coaches need to communicate with each other and let the referee know if there are any medical concerns among their players PRIOR to the start of the match.
- \* If teams are short players, the number of players playing at once can be adjusted. Coaches must come to an agreement and let the referee know.
- \* Before, during, and after the match, the referee has control of the field and is expected to enforce both the Laws of the Game and the rules/regulations of BWSA. The referee's decisions are final and not to be openly or directly challenged.

## Pre-K

- \* Size 3 ball
- \* Match is played with 4 players per side
  - \* There are no goal keepers – players may not position themselves in front of the goal
- \* Matches are 32 minutes long, divided into quarters that are 8 minutes long, and subs every 4 minutes. Substitution breaks are meant to be a quick change of players, while stops at the quarter and half are meant to be a 2-3 minute break.
- \* Do not swap sides at halftime.
- \* One coach from each team may stand in their half of the field to direct players, help with mechanics, etc.
- \* Coaches are the “master of the ball” – they are to restart play, determine possession, etc.
  - \* There are no throw-ins, goal/corner kicks, heading, sliding, tackling, etc
  - \* Focus should be on dribbling, passing, ball control

## Kindergarten

- \* Size 3 ball
- \* Match is played with 5 players per side
  - \* There are no goal keepers – players may not position themselves in front of the goal
- \* Matches are 40 minutes long, divided into quarters that are 10 minutes long, and subs every 5 minutes. Substitution breaks are meant to be a quick change of players, while stops at the quarter and half are meant to be a 2–3-minute break.
- \* Do not swap sides at halftime.
- \* One coach from each team may stand in their half of the field to direct players, help with mechanics, etc.
- \* Coaches are to help determine possession
  - \* Kids may kick the ball in to restart play.
  - \* There are no throw-ins, goal/corner kicks, heading, sliding, tackling, etc
  - \* Focus should be on dribbling, passing, ball control

## U8 – 1<sup>st</sup> and 2<sup>nd</sup> Grade

- \* Officials team: 1 unlicensed referee
  - \* The referee will check players before the start of play, keep time during the match, determine possession, call basic fouls/restarts, and help with mechanics.
- \* Size 3 ball
- \* Match is played with 6 players per side – 1 player in goal, and 5 field players
- \* Matches are 48 minutes long, divided into quarters that are 12 minutes long, and subs every 6 minutes. Substitution breaks are meant to be a quick change of players, while stops at the quarter and half are meant to be a 2-3 minute break.
- \* Do not swap sides at halftime.
- \* Coaches are not permitted on the field during play.
- \* Focus should be on more advanced mechanics:
  - \* Throw-ins: teach players to stay behind the touchline; they can have multiple tries
  - \* Goal Kicks: can be taken anywhere inside the box. The opposing team **MUST** move back to the halfway line to allow the attacking team a chance to play the ball.
  - \* Always protect the keeper and give him the benefit of doubt.
  - \* Keepers can **NOT** punt or drop kick the ball – they must roll it or kick it
  - \* Corner Kicks: must be kicked low and not launched into the goal box.
  - \* There is no heading, tackling, or reckless behavior permitted
  
- \* Mercy Rule is enforced – if a team goes up by 4 goals, that team must take a player off the field OR allow the opposing team to add a player on the field. Once the goal difference returns to 1, the number of players should return to normal.

## U10 – 3<sup>rd</sup> and 4<sup>th</sup> Grade

- \* Officials team: 1 unlicensed referee
  - \* The referee will check players before the start of play, keep time during the match, determine possession, call basic fouls/restarts, and help with mechanics.
- \* Size 4 ball
- \* Match is played with 7 players per side – 1 player in goal, and 6 field players
- \* Matches are 50 minutes long, divided into 2 halves of 25 minutes. (5-6 minute halftime.)
- \* There is no “regular” stoppage for substitutions. Subs may be made when play stops for goal kicks, after goals, and possession throw-ins.
- \* Swap sides at the half.
- \* Coaches are not permitted on the field during play.
- \* Build Out Line will be used to determine offside.
  - \* When keeper has possession of the ball, opposing players must move back behind the build out line until the keeper releases the ball.
- \* Focus should be on more advanced mechanics:
  - \* Throw-ins: players need to stay behind the touchline; they get 2 tries to make a proper throw-in, then the other team will take possession with a throw-in at that spot.
  - \* Goal Kicks: can be taken anywhere inside the box. The opposing team **MUST** move back to the build out line to allow the attacking team a chance to play the ball.
  - \* Always protect the keeper and give him the benefit of doubt.
  - \* Keepers may **NOT** punt or drop kick the ball – they must roll it or kick it
  - \* Corner Kicks: must be kicked low and not launched into the goal box.
  - \* There is no heading, tackling, or reckless behavior permitted.
  
- \* Mercy Rule is enforced – if a team goes up by 4 goals, that team must take a player off the field OR allow the opposing team to add a player on the field. Once the goal difference returns to 1, the number of players should return to normal.

## U12 – 5<sup>th</sup> and 6<sup>th</sup> Grade

- \* Officials team: 2 referees
  - \* The referees will check players before the start of play, keep time during the match, and enforce all FIFA laws.
- \* Size 4 ball
- \* Match is played with 9 players per side – 1 player in goal, and 8 field players
- \* Matches are 50 minutes long, divided into 2 halves of 25 minutes. (5-6 minute halftime.)
- \* There is no “regular” stoppage for substitutions. Subs may be made when play stops for goal kicks, after goals, and possession throw-ins.
- \* Swap sides at the half.
- \* Coaches are not permitted on the field during play.
- \* Focus should be on more advanced mechanics:
  - \* Throw-ins: players need to stay behind the touchline; only 1 try.
  - \* Goal Kicks: can be taken anywhere inside the box.
  - \* Always protect the keeper and give him the benefit of doubt.
  - \* Keepers may punt the ball and receive pass backs.
  - \* Heading is allowed
  - \* There is no tackling or reckless behavior.
  - \* Offside is enforced
  
- \* Mercy Rule is enforced – if a team goes up by 4 goals, that team must take a player off the field OR allow the opposing team to add a player on the field. Once the goal difference returns to 1, the number of players should return to normal.

### **Middle School (MSSA, U13+)**

- \* Officials team: 2-3 licensed referees
- \* FIFA Laws of the Game are fully enforced
- \* Size 5 ball
- \* Matched is played with 11 players per side
- \* Match is 70 minutes long, divided into 2 halves of 35 minutes.
- \* There is no “regular” stoppage for substitutions. Subs may be made when play stops for goal kicks, after goals, and possession throw-ins.
- \* Swap sides at the half.
- \* Coaches are not permitted on the field during play.
- \* Heading and slide tackling are permitted
- \* Offside is enforced.