

MSA Small-Sided Games Rules

6 & Under – 4v4

Includes 5 & Under for organizations that have single-age groups

Law 1 The field:

- a. Field Length – Minimum 25 yards to 35 yards maximum
- b. Field Width - Minimum 15 yards to 25 yards maximum
- c. Goal Size: 4-ft high by 6-ft wide
- d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- e. Goal Area: None
- f. Penalty Area: None
- g. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the halfway line.
- h. Center Circle: Four (4)-ft radius drawn from the center mark.
- i. Corner Arc: Conform to IFAB (1-yd radius from the intersection of the touchline and goal line
- j. Flag Posts: None

Law 2 Ball Size: Size three (3)

Law 3 Number of players: Maximum number of players on field at one time is four (4).

- a. Roster Size: Minimum roster size should not be less than six (6) and the maximum not exceed eight (8).
- b. Goalkeepers: None.
- c. Substitutions: At any stoppage of play and unlimited.
- d. Playing Time: Each recreational player SHALL play a minimum of 50% of total playing time.
- e. Coed teams: Teams and games may be coed, but are considered boys teams.

Law 4 Player's Equipment: Conform to IFAB. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Players may use tennis shoes or soft-cleated soccer shoes.

SHINGUARDS ARE MANDATORY

Law 5 The Referee: An OFFICIAL (Game Manager, Coordinator, Parent or Coach) may be used. All infringements shall be briefly explained to the offending player.

Law 6 Assistant Referee: None.

Law 7 Duration of Game: Four equal quarters of 8 minutes each with 5-minute halftime break and a break of 2-minutes each between the quarters per half.

Law 8 Start/Restart of Play: Conform to IFAB. With the exception that opponents of the team taking the kick are at least four (4) yards away from the ball until it is in play.

Law 9 Ball in & Out of Play: Conform to IFAB.

Law 10 Method of Scoring: Conform to IFAB.

Law 11 Offside: None.

Law 12 Fouls & Misconduct: All fouls shall result in an indirect free kick. The game manager/coach/parent must explain ALL infringements to the offending player.

Law 13 Free Kicks: Conform to IFAB with the exception that all free kicks are indirect with the opponents four (4) yards from the ball until it is in play.

Law 14 Penalty Kicks: None.

Law 15 Kick-In: The Kick-In is considered as an indirect free kick with the opponents four (4) yards from the ball until it is in play.

Law 16 Goal Kick: The goal kick should be taken within 2 to 3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be four (4) yards away from the ball until it is in play.

Law 17 Corner kick: Conform to FIFA with the exception that opponents remain at least four (4) yards from the ball until it is in play.

****SPECIAL NOTE: Teams 8 & under may not deliberately head a ball at any time during a game.**

MSA Small-Sided Games Rules

8 & Under - 5 v 5

Includes 7 & Under for organizations that have single-age groups

Law 1 The field:

- a. Field Length – 25 yards minimum to 35 yards maximum
- b. Field Width- 15 yards minimum to 25 yards maximum
- c. Goal Size: 4ft. high by 6-ft wide
- d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- e. Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, three (3) yards from the inside of each goal post. These lines extend into the field of play a distance of three (3) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
- f. Penalty Area None
- g. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the halfway line.
- h. Center Circle: 4-yard radius drawn from center mark.
- i. Corner Arc: Conform to IFAB. (1 yard radius from the intersection of the touchline and goal line)
- j. Flag Posts: None.

Law 2 Ball Size: Size three (3)

Law 3 Number of players: Maximum number of players on field at one time is five (5).

- a. Maximum Roster Minimum roster size should not be less than seven (7) and the maximum not exceed nine (9).
- b. Goalkeepers None. ***NO player(s) should be stationed in or around the goal box. All players are considered field players and should be involved in the game at all times.
- c. Substitutions: At quarter breaks and half time break or injury.
- d. Playing Time: Each recreational player SHALL play a minimum of 50% of total playing time.
- e. Coed teams: Teams and games may be coed, but are considered boys teams.

Law 4 Player's Equipment: Conform to IFAB. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Players may use tennis shoes or soft-cleated soccer shoes.

SHINGUARDS ARE MANDATORY.

Law 5 The Referee: An OFFICIAL (Game Manager or Coordinator or Parent or Coach or certified referee) may be used. All infringements shall be briefly explained to the offending player.

Law 6 Assistant Referee: None.

Law 7 Duration of Game: The match shall be divided in to four (4) equal, ten (10) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Law 8 Start/Restart of Play: Conform to IFAB with the exception that opponents of the team taking the kick are at least four (4) yards away from the ball until it is in play.

Law 9 Ball in & Out of Play: Conform to IFAB.

Law 10 Method of Scoring: Conform to IFAB.

Law 11 Offside: None

Law 12 Fouls & Misconduct: Conform to IFAB with exception that all fouls shall result in an indirect free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

Law 13 Free Kicks: Conform to IFAB with the exception that all kicks are indirect and all opponents are at least four (4) yards from the ball until it is play.

Law 14 Penalty Kicks: None.

Law 15 Throw-in/Kick-in: Conform to IFAB with exception that an improperly performed throw-in can be retaken once. The Kick-In is considered as an indirect free kick with the opponents four (4) yards from the ball until it is in play.

Law 16 Goal Kick: Conform to IFAB with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

Law 17 Corner kick: Conform to IFAB with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

****SPECIAL NOTE: Teams 8 & under may not deliberately head a ball at any time during a game.**

MSA Small-Sided Games Rules 8 & Under only – 5 v 5

- Law 1 **The field:**
- a. Field Length -25 yards minimum to 35 yards maximum
 - b. Field Width- 15 yards minimum to 25 yards maximum
 - c. Goal Size 4-ft high by 6-ft wide
 - d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
 - e. Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, two (2) yards from the inside of each goal post. These lines extend into the field of play a distance of two (2) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
 - f. Penalty Area: A penalty area is defined at each end of the fields as follows: Two lines are drawn at right angles to the goal line, (5) yards from the inside of each goal post. These lines extend into the field of play a distance of five (5) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.
 - g. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the halfway line.
 - h. Build out line: The build out line will be marked halfway between the penalty area line and the halfway line and from one touch line to the other across the field of play. The line will be of a different color than the other markings on the field and will be painted as a dotted (or dash) line.
 - i. Center Circle: 4-yard radius drawn from center mark.
 - j. Corner Arc: Conform to IFAB. (1 yd radius from the intersection of the touchline and goal line)
 - k. Flag Posts: None.
- Law 2 **Ball Size:** Size three (3)
- Law 3 **Number of players:** Maximum number of players on field at one time is five (5) one of whom is the goalkeeper.
- a. Maximum Roster: Minimum roster size should not be less than seven (7) and the maximum not exceed ten (10).
 - b. Goalkeepers: Four goalkeepers will be used in each game. Each keeper will only play one (1) quarter per game. There will be **no punting/drop kicking** of the ball by the goalkeeper, the ball may be thrown or placed on the ground and kicked back in to play, both will be considered indirect and must touch another player before entering opponents goal.
 - c. Substitutions: At each quarter and half time break or injury.
 - d. Playing Time: Each recreational player SHALL play a minimum of 50% of total playing time in recreational programs.
 - e. Coed teams: Teams and games may be coed, but are considered boys teams.
- Law 4 **Player's Equipment:** Conform to IFAB. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Players may use tennis shoes or soft-cleated soccer shoes. **SHINGUARDS ARE MANDATORY.**
- Law 5 **The Referee:** An OFFICIAL (Game Manager or Coordinator or Parent or Coach or certified referee) may be used. All infringements shall be briefly explained to the offending player.
- Law 6 **Assistant Referee:** None.
- Law 7 **Duration of Game:** The match shall be divided in to four (4) equal, ten-minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.
- Law 8 **Start/Restart of Play:** Conform to IFAB with the exception that opponents of the team taking the kick are at least four (4) yards away from the ball until it is in play.
- Law 9 **Ball in & Out of Play:** Conform to IFAB.
- Law 10 **Method of Scoring:** Conform to IFAB with the exception of Law 3-B
- Law 11 **Offside:** None
- Law 12 **Fouls & Misconduct:** Conform to IFAB with exception that all fouls shall result in an indirect free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.
- Law 13 **Free Kicks:** Conform to IFAB with the exception that all kicks are indirect and all opponents are at least four (4) yards from the ball until it is play.
- Law 14 **Penalty Kicks:** None.
- Law 15 **Throw-in:** Conform to IFAB with exception that an improperly performed throw-in can be retaken once.
- Law 16 **Goal Kick:** Conform to IFAB with the exception that opponents must remain outside the build out line
- Law 17 **Corner kick:** Conform to IFAB with the exception that opponents must remain at least four (4) yards from the ball until it is in play.

****SPECIAL NOTE: Recreational teams 8 & under may not deliberately head a ball at any time during a game.**

MSA Small-Sided Games Rules 10 & Under – 7 v 7

- Law 1 **The field:**
- a. Field Length- 55 yards minimum to 65 yards maximum
 - b. Field Width – 35 yards minimum to 45 yards maximum
 - c. Goal Size: 6.5-ft high by 18.5-ft wide
 - d. Goal Safety Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
 - e. Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, three (3) yards from the inside of each goal post. These lines extend into the field of play a distance of four (4) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
 - f. Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, seven (7) yards from the inside of each goal post. These lines extend into the field of play a distance of ten (10) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.
 - g. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the line.
 - h. Build out line: The build out line will be marked halfway between the penalty area line and the halfway line and from one touch line to the other across the field of play. The line will be of a different color than the other markings on the field and will be painted as a dotted (or dash) line.
 - h. Penalty Mark: Within the penalty area a round penalty mark is made seven (7) yards from the midpoint between the goal posts and equal distant to them.
 - i. Penalty Arc: 7-yard radius.
 - j. Center Circle: 7-yard radius drawn from the center mark.
 - k. Corner Arc: Conform to IFAB.
 - l. Flag Posts: Conform to IFAB.
- Law 2 **Ball Size:** Size four (4).
- Law 3 **Number of players:** A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the goalkeeper.
- a. Maximum Roster: The minimum number of players should be nine (9) and should not exceed fourteen (14).
 - b. Substitutions: At any stoppage of play and unlimited for Division II. Division III will substitute on quarters except for injured or cautioned players.
 - c. Playing Time: Each recreational player SHALL play a minimum of 50 percent of total playing time.
 - d. Coed Teams: Teams and games may be coed, but are considered boys teams.
 - e. There will be **no punting/drop kicking** of the ball by the goalkeeper. The ball may be thrown or placed on the ground and kicked back into play, both will be considered indirect and must touch another player before entering opponents goal.
- Law 4 **Player's Equipment:** Conform to IFAB. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. **SHINGUARDS ARE MANDATORY.**
- Law 5 **The Referee:** Certified referee. All rule infringements shall be briefly explained to the offending player.
- Law 6 **Assistant Referee:** Certified Referee. May use club linesmen/lineswomen if desired, except for State Cup Games, e.g., District Tournaments and State Recreation Tournament. Club linesman shall not call offside violations.
- Law 7 **Duration of Game:** For Recreational, the match shall be divided into four (4) equal, twelve (12) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes. Competitive and Rec-Plus will conform to IFAB with exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There will be a halftime interval of five (5) minutes.
- Law 8 **Start/Restart of Play:** Conform to IFAB with the exception of the opponents of the team taking the kick being seven (7) yards from the ball until it is in play.
- Law 9 **Ball in & Out of Play:** Conform to IFAB.
- Law 10 **Method of Scoring:** Conform to IFAB with the exception of Law 3-E.
- Law 11 **Offside:** Conform to IFAB with the exception that Players cannot be penalized for an offside offense between the halfway line and the build out line Players can be penalized for an offside offense between the build out line and goal line
- Law 12 **Fouls & Misconduct:** Conform to IFAB. Briefly explain ALL rule infringements to the offending player.
- Law 13 **Free Kicks:** Conform to IFAB with the exception that all opponents are at least seven (7) yards from the ball until it is in play.
- Law 14 **Penalty Kicks:** Conform to IFAB with the exception that the penalty mark is at seven (7) yards from the goal line.
- Law 15 **Throw-in:** Conform to IFAB.
- Law 16 **Goal Kick:** Conform to IFAB with the exception that all opponents are outside the build out line.
- Law 17 **Corner kick:** Conform to IFAB with the exception that all opponents are at least seven (7) yards from the ball until it is in play

****SPECIAL NOTE: Recreational/Rec-Plus/Competitive teams 10 & under may not deliberately head a ball at any time during a game.**

MSA Small-Sided Games Rules
Recreational 14u & older only
7 v 7

- Law 1. Players on the field: 7 including the goalkeeper
- Law 2. Field size: Similar to 10u/12u: approximately 60/80 yards x 45/55 yards
- Law 3. Referee: One
- Law 4. Game Time: 14u: Two 20-minute halves, 5-minute halftime; 16u-19u: Two 25-minute halves, 5-minute halftime.
- Law 5. Substitution: At normal stoppage intervals. Players need referee permission. Players should enter and exit within 5 yards of the team's bench area.
- Law 6. Offside: none
- Law 7. Free Kicks: Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.
- Law 8. Penalty Kicks: Conform to FIFA with the exceptions that the penalty mark is at least ten (10) yards and players, other than the kicker and defending goalkeeper, are at least eight (8) yards from the penalty mark.
- Law 9. Corner Kicks: Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.
- Law 10. Roster: players can come from different teams within the same club during the league season only. Rosters are frozen on the same date as recreational rosters. All teams may compete in District Tournaments with the top two (2) in each division advancing to the MSA State Recreational Cup event.

MSA Small-Sided Rules
12 & Under – 9 v 9

Law 1 The field:

- a. Field Length- 70 yards minimum to 80 yards maximum
- b. Field Width- 45 yards minimum to 55 yards maximum
- c. Goal Size: 6.5 ft high by 18.5-ft wide.
- d. Goal Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- d. Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, four (4) yards from the inside of each goal post. These lines extend into the field of play a distance of four(4) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
- e. Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, eight (8) yards from the inside of each goal post. These lines extend into the field of play a distance of twelve (12) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.
- f. Halfway Line: A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the center line.
- g. Penalty Mark: Within the penalty area a round penalty mark is made 8 yards from the midpoint between the goal posts and equidistant to them.
- h. Penalty Arc: 8 yd radius drawn from the penalty mark.
- i. Center Circle 8-yd radius drawn from the center mark.
- j. Corner Arc: Conform to IFAB.
- k. Flag Posts: Conform to IFAB.

Law 2 Ball Size: Size four (4).

Law 3 Number of players: A match is played by two teams, each consisting of not more than nine (9) players, one of whom is the goalkeeper.

- a. Maximum Roster The recommended minimum roster size is eleven (11) and the maximum recommended size is eighteen (18)
- b. Substitutions: At any stoppage of play and unlimited for Division I and Division II. Division III will substitute on quarters except for injured or cautioned players.
- c. Playing Time: Recreational players SHALL play a minimum of 50 percent of total playing time.

Law 4 Player's Equipment: Conform to IFAB. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. SHINGUARDS ARE MANDATORY.

Law 5 The Referee: Certified referee.

Law 6 Assistant Referee: Certified referee. For Division III may use club linesmen/lineswomen in the absence of registered referees except for State Cup Games, e.g., District Tournaments and State Recreation Tournament and President's Cup. Club linesman shall not call offside violations.

Law 7 Duration of Game: For Recreational, the match shall be divided in to four (4) equal, fifteen (15) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Competitive and Rec-Plus will conform to IFAB with exception of the match being divided into two (2) equal halves of thirty (30) minutes each. There will be a halftime interval of five (5) minutes.

Law 8 Start of Play: Conform to IFAB with the exception of the opponents of the team taking the kick being eight (8) yards from the ball until it is in play.

Law 9 Ball in & Out of Play: Conform to IFAB.

Law 10 Method of Scoring: Conform to IFAB.

Law 11 Offside: Conform to IFAB

Law 12 Fouls & Misconduct: Conform to IFAB.

Law 13 Free Kicks: Conform to IFAB with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

Law 14 Penalty Kicks: Conform to IFAB with the exception that the penalty mark is at eight (8) yards from the goal line.

Law 15 Throw-in: Conform to IFAB.

Law 16 Goal Kick: Conform to IFAB.

Law 17 Corner kick: Conform to IFAB with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

****SPECIAL NOTE: Recreational teams 12 & under may not deliberately head a ball at any time during a game. Competitive/ Rec-Plus teams 11&u may not intentionally head a ball at any time during a game.**