# **HYSA 8U Rules**

### The Field:

### Markings:

- A center circle with a five (5) yard radius.
- Goal area shall be four (4) yards in depth and two (2) yards out from each
- goal post in width.
- Penalty area shall be eight (8) yards in depth and four (4) yards out from
- each goal post in width.

#### Goals:

- Recommended: six (6) feet high and twelve (12) feet wide. Allowed: six (6) feet high and eighteen (18) feet wide.
- Goals must be securely anchored to the ground.

### **Duration of Play and Ball Size:**

 Match will consist of two 20 min halves and a 5 min halftime. Ball will be a size 3.

### **Number of Players:**

- Maximum number of players on the field is seven (7). One of whom shall be the goalkeeper.
- A team must have five (5) players to start or continue a match
- All rostered players must enter the game in each half to ensure quality playing time. Players not participating due to illness or other reasons should be noted on the match report.

#### OFFSIDE:

• There will be no offside.

### **Heading:**

• There is NO intentional heading at this age group. (NCYSA 2016 Mandate). Infractions will result in an indirect freekick for the opposing team.

### **Build Out Line:**

- A solid or dotted horizontal line drawn from touchline to touchline equidistant between the penalty area line (8 yd line) and the halfway line.
- Build-out lines will encourage possession and play the ball out of the back.
- When a goalkeeper has the ball in hand or takes a goal kick, the opposing team remains behind the build-out line until the ball is put into play.

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## Punting:

• No punting is allowed.

### **Substitution Guidelines:**

Substitutions may be made, with the approval of the referee, at the following times:

- Prior to a throw-in, by the team in possession. <u>If the team in possession elects</u>
  <u>to substitute</u>, <u>then the opposing team may also substitute</u>. (For NCYSA League
  Play ONLY)
- Prior to a goal kick, by either team.
- After an injury, by either team.
- At half-time.
- Before the taking of a kick-off.
- In any case, a substitute may not enter the middle of the field of play until he/she has been given a signal to do so by the referee and the player being replaced has come off the field.