



Age Group	Field Size (min)	Goal Size (min)	Ball Size	# Players Includes Goalie	Length of Game (Q=Quarters) (H=Halves)	Off-Sides	Direct Kicks	Headers & Drop Kicks	Game Day Max	Roster Max
2016 (U8)	25 x 35	6 x 12	3	5v5	4Q x 10 = 40 min	No	No	No	12	12
2015 (U9)	35 x 45	6 x 18	4	7v7	2H x 25 = 50 min	Yes	Yes	No	14	14
2014 (U10)	35 x 45	6 x 18	4	7v7	2H x 25 = 50 min	Yes	Yes	No	14	14
2013 (U11)	45 x 70	7 x 21	4	9v9	2H x 30 = 60 min	Yes	Yes	No	14	16
2012 (U12)	45 x 70	7 x 21	4	9v9	2H x 30 = 60 min	Yes	Yes	No	14	16
2011-10 (U13/14)	50 x 100	8 x 24	5	11v11	2H x 35 = 70 min	Yes	Yes	Yes	18	18
2009-08 (U15/16)	50 x 100	8 x 24	5	11v11	2H x 40 = 80 min	Yes	Yes	Yes	18	22
2007-05 (U17-19)	50 x 100	8 x 24	5	11v11	2H x 45 = 90 min	Yes	Yes	Yes	18	22

- No headers or drop kicks for 2012 (U12) and younger.
- Build Out Line: 2015 (U9) & 2014 (U10)
- Score reporting needs to be done by both teams within 24 hours of play in the Affinity System.
- Any yellow or red cards issued to players and coaches must be entered when reporting the score.
- Red cards issued to staff or players, the team manager or coach must email their name, date, and game number to [danaeh@washingtoneyouthsoccer.org](mailto:danaeh@washingtoneyouthsoccer.org)
- Forfeit fee is \$650.

### **CLUB PASSING PLAYERS:**

- Managers or Club Registrars can move the club pass players in Affinity.
- Limited to 4 players club passing from your club, no play downs.
- A roster should be set/created 72 hours prior to the game.
- Club pass players will need to be done for each game, as once scores are entered for the games, they will fall off the roster.

### **GAME DAY ROSTERS/PROCEDURES:**

- All players and staff must be on the roster to play.
- Both your team and the opposing team's roster will print out of Affinity
- Bring 2 pictured rosters, give 1 to the referee and 1 to the opposing team.
- Pictures and jersey numbers need to be completed for all players and staff.
- The referee should document the score and sign the roster you get back at the end of the match.
- All Staff should be RMA (Background Check) cleared on the roster.
- Home color is light and away color is dark.

\*\*\*Emergent Issues, please call Danae Heuett at [danaeh@washingtoneyouthsoccer.org](mailto:danaeh@washingtoneyouthsoccer.org) (509) 638-2009