

# **Woburn Youth Soccer Association**

## **Rules of Play**

### **Male and Female**

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both males and females.

### **Rule 1 – The Field:**

The field of play shall be rectangular.

- U7D: approximately half the size of an U8 field
- U7: maximum 60 x 40 yards
- U8: maximum 60 x 40 yards
- U10: maximum 130 x 100 yards
- U12: maximum 130 x 100 yards
- U14+: maximum 130 x 100 yards

Size of Goals:

- U7D: Pug style size
- U7: 6 ft H x 10 ft W
- U8: 6 ft H x 10 ft W
- U10: 8 ft H x 24 ft W
- U12: 8 ft H x 24 ft W
- U14+: 8 ft H x 24 ft W

### **Rule 2 – The Ball:**

- U7D: Size 3
- U7: Size 3

- U8: Size 3
- U10: Size 4
- U12: Size 4
- U14: Size 5

### **Rule 3 – The Number of Players:**

Number of players on the field at any one time:

- U7D: Five (5) maximum, four (4) minimum. There will be no goalkeeper.
- U7: Six (6) maximum, five (5) minimum with one being a goalkeeper.
- U8: Seven (7) maximum, five (5) minimum with one being a goalkeeper.
- U10: Nine (9) maximum, seven (7) minimum with one being a goalkeeper.
- U12: Boys: Eleven (11) maximum, seven (7) minimum with one being a goalkeeper.
- U12: Girls: Nine (9) maximum, seven (7) minimum with one being a goalkeeper.
- U14: Boys: Eleven (11) maximum, seven (7) minimum with one being a goalkeeper.
- U14: Girls: Nine (9) maximum, seven (7) minimum with one being a goalkeeper.

All players on a team are to be given an equitable opportunity to play during each game. As a minimum, each player must play the equivalent of at least one complete half (50%) of each game he or she attends.

### **Substitutions:**

#### **U7D:**

- Both teams will substitute all players not playing after five (5) minutes has expired in each quarter.
- The referee will blow the whistle at the five (5) minute mark to stop play and indicate to both coaches it is substitution time.

- If play is stopped due to a player being injured on the field, the injured player must be taken off the field and a substitute put in. The injured player taken off the field may be placed back in the game at the next stoppage of play.

### **U7 and U8 age groups:**

Substitutions by both teams are made at the end of each quarter.

If play is stopped due to a player being injured on the field, the injured player must be taken off the field and a substitute put in. The injured player taken off the field may be placed back in the game at the next stoppage of play.

### **U10, U12 and U14 age groups:**

If play is stopped due to a player being injured on the field, the injured player must be taken off the field and a substitute put in. The injured player taken off the field may be placed back in the game at the next available substitution opportunity for his team.

Either team may substitute:

- After a goal has been scored.
- At half-time.
- To replace an injured player. The opposing team may also substitute one (1) player.
- On a goal kick.
- The team with possession of the ball may substitute when throwing in.
- The team without possession of the ball on a throw-in may substitute only if the team with possession is substituting.
- A player receiving a caution (yellow card) must be substituted and may reenter at the next available substitution opportunity for his team.
- No substitution may be made for a player who has been ejected from the game and shown the red card.

Coaches wishing to substitute must get the approval of the referee.

#### **Rule 4 – Player’s Equipment:**

- No player will be allowed to play without wearing the full uniform provided by WYS, shirt, shorts and socks.
- No player will be allowed to play without wearing shin pads.
- Street shoes will not be permitted as part of the uniform. Only non-metallic cleated sport shoes or sneakers may be worn. Footwear with a toe cleat such as baseball or football type cleats are not permitted.
- A player must not use equipment or wear anything, which is dangerous to himself or another player. Players cannot wear any kind of jewelry, watches, necklaces, rings, earrings or bracelets.
- Casts, splints, metal reinforced braces or other such devices shall not be worn, padded or unpadded.
- Players who must wear eye glasses while playing are encouraged to wear a safety strap and safety lenses.
- The goalkeeper must wear a jersey which distinguishes him from his own team members as well as opposing team members.

#### **Rule 5 – Referees:**

A. The Referee may be a

- USSF Certified Referee
- USSF Associate Referee
- WYS Registered Referee
- Any non-licensed, non-registered person in the case the assigned referee does not show.

If the assigned Referee has not appeared for the game after a 10-minute delay, the game must be played as scheduled with a referee agreed upon by the two coaches involved. This referee could be a spectator of appropriate age, (13 years old or older), a parent, a Coach or Assistant Coach.

A. The Referee:

- Enforces the WYS Rules of Play and the FIFA Laws of the Game.

- Controls the match in co-operation with the assistant referees, if assigned.
- Ensures that any ball used meets the requirements of Rule 3.
- Ensures that the players' equipment meets the requirements of Rule 4 by inspecting each player prior to the start of the game.
- Team colors must be separate and distinct.
- Goalkeepers must have distinctive shirt colors.
- Acts as timekeeper and keeps a record of the match.
- Stops, suspends or terminates the match, at his discretion, for any infractions of the Rules and or Laws.
- Stops, suspends or terminates the match because of outside interference of any kind.
- Stops the match if, in his opinion, a player is injured and ensures that he is removed from the field of play.
- Ensures that any player bleeding from a wound leaves the field of play. The player may only return after receiving a signal from the referee and who must be satisfied that the bleeding has stopped.
- May apply the Advantage Rule. The Advantage Rule allows play to continue for the team that a foul has been committed against will benefit from such an advantage and penalizes the original foul if the anticipated advantage does not develop at that time.
- Punishes the more serious foul when a player commits more than one foul at the same time.
- Takes disciplinary action against players guilty of cautionable and sending-off offenses. He is not obligated to take this action immediately but must do so when the ball next goes out of play.
- Enforces the Zero Tolerance rule.
- Acts on the advice of assistant referees regarding incidents, which he has not seen.
- Ensures that no unauthorized persons enter the field of play.

- Restarts the match after it has been stopped.
- Provides the Referee Director with a match report that includes information on any disciplinary action taken against players, team coaches and/or spectators and any other incidents that occurred before, during or after the match.

### **Decisions of the Referee:**

- The decisions of the referee regarding facts connected with play are final.
- The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.
- The referee shall not change a decision based on the reaction of a coach and or spectators.

### **Rule 6 – Assistant Referees:**

When assigned two assistant referees are appointed whose duties, subject to the decision of the referee, are to:

- Assist the referee to control the match in accordance with the WYS Rules of Play and the FIFA Laws of the Game.
- Indicate when the whole ball has passed out of the field of play.
- Indicate which side is entitled to a corner kick, goal kick or throw-in.
- Indicate when a player may be penalized for being in an offside position.
- Indicate when a substitution is requested.
- Indicate when misconduct or any other foul and/or incident has occurred out of the view of the referee.
- Indicate when fouls have been committed whenever the assistants are closer to the action than the referee (this includes, in particular circumstances, fouls committed in the penalty area).
- Indicate whether, at penalty kicks, the goalkeeper has moved forward before the ball has been kicked and if the ball has crossed the line.

## **Rule 7 – Duration of the Game:**

- U7D: Four (4) equal periods of ten (10) minutes. There will be short breaks (one minute) after five (5) minutes has expired in each quarter for substitutions.
- U7: Four (4) equal periods of ten (10) minutes.
- U8: Four (4) equal periods of twelve (12) minutes.
- U10: Two (2) equal periods of twenty-five (25) minutes.
- U12: Two (2) equal periods of thirty (30) minutes.
- U14: Two (2) equal periods of thirty-five (35) minutes.
- The half time duration will be five (5) minutes for all games.
- The clock shall not be stopped for any reason unless the Referee is instructed to do so by a present WYS Board Member.
- Duration of games may be lessened due to weather, darkness deteriorating field conditions, or for other reasons at the discretion of the Referee or a present WYS Board Member.
- The referee shall extend the time of a game to permit a penalty kick to be taken.

## **Rule 8 – The Start and Restart of Play:**

- Choice of field is decided by the toss of a coin. The visiting team calls the toss, with the winning team having the choice of which end it will attack. The other team takes the kick-off.
- The team that wins the toss takes the kick-off to start the second half of the game.
- In the second half of the game the teams change ends and attack the opposite goals.

### **Kick-off**

A kick-off is a way of starting or restarting play:

- At the start of the game.
- After a goal has been scored.

- After a team scores a goal, the other team takes the kick-off.
- At the start of the second half of the game.
- At the start of each overtime period, where applicable.
- A goal may be scored directly from the kick-off.
- All players must be in their own half of the field.
- The opponents of the team taking the kick-off are at least 10 yards from the ball until it is in play.
- The ball is stationary on the center mark.
- The referee gives a signal by blowing the whistle.
- The ball is in play when it is kicked and moves forward. It cannot be passed backwards into the kickers half of the field until the second kick or touch of the ball.
- The kicker does not touch the ball a second time until it has touched another player. If the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to the opposing team to be taken from the place where the ball was touched.
- For any other infraction of the kick-off procedure, the kick-off is retaken.

### **Dropped Ball**

- A drop ball shall be used to start play after an injury or any other temporary suspension of play not mentioned elsewhere in the WYS Rules of Play or the FIFA Laws of the Game.
- The ball will be dropped where it was when play was suspended, unless it was in the goal area, in which case it will be dropped just outside the goal area.
- A goal can be scored directly from a dropped ball.
- A player shall not play the ball until it has touched the ground. The ball shall be deemed in play when it has touched the ground.
- If a dropped ball is played incorrectly for any of the above reasons, it shall be retaken.



## **Rule 9 – The Ball In and Out of Play:**

The ball is out of play when:

- It has completely crossed the goal line or touch line whether on the ground or in the air.
- Play has been stopped by the referee.

The ball is in play at all other times, including when:

- It rebounds from a goalpost, crossbar or corner flag post and remains in the field of play.
- It rebounds from either the referee or an assistant referee when they are on the field of play.

## **Rule 10 – The Method of Scoring:**

- A goal is scored when the ball completely passes over the goal line, between the goalposts and under the crossbar, provided that no infraction of the Laws of the Game has been committed previously by the team scoring the goal.
- A goal cannot be scored from a throw-in unless a second player touches the ball before it crosses the goal line.
- A goal cannot be scored from an indirect free kick unless a second player touches the ball before it crosses the goal line.

## **Rule 11 – Offside:**

**This Law only applies to the U10, U12 and U14 Age Groups.**

- It is not an offence in itself to be in an offside position.
- A player is in an offside position if he is nearer to his opponents' goal line than both the ball and the second last opponent.
- A player is not in an offside position if he is in his own half of the field of play or he is level with the second last opponent or he is level with the last two opponents.
- A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his teammates, he is, in the opinion of the referee, involved in active play by:

- Interfering with play or
- Interfering with an opponent or
- Gaining an advantage by being in that position.
- There is no offside offence if a player receives the ball directly from:
  - A goal kick
  - A throw-in
  - A corner kick

For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the offside occurred.

## **Rule 12 – Fouls and Misconduct:**

### **U10, U12 and U14 Age Groups**

A direct free kick is awarded to the opposing team if a player commits any of the following ten fouls in a manner considered by the referee to be careless, reckless or using excessive force.

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Slide tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from where the offence occurred.

## **Penalty Kick**

A penalty kick is awarded if any of the above ten fouls is committed by a player inside his own Penalty-Area, irrespective of the position of the ball, provided the ball is in play.

## **U7D, U7 and U8 Age Groups**

- An indirect free kick is awarded to the opposing team if a player commits any of the above ten fouls in a manner considered by the referee to be careless, reckless or using excessive force.
- No penalty kicks will be awarded to or taken by either team.
- All fouls committed by a player inside his own Penalty-Area, irrespective of the position of the ball, provided the ball is in play will be moved outside the Penalty-Area to the point closest to where the foul was committed and an Indirect free kick will be awarded.

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following offenses:

- Takes more than six seconds while controlling the ball with his hands before releasing it from his possession
- Touches the ball again with his hands after it has been released from his possession and it is not touched any other player
- Touches the ball with his hands after it has been deliberately kicked to him by a teammate
- Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate
- Wastes time.

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- Impedes the progress of an opponent (obstruction)
- Prevents the goalkeeper from releasing the ball from his hands
- Plays the ball while lying on the field (WYS City League only)
- Slide tackling (WYS City League only)

- Lifting a foot above his knee to kick the ball while opponents are within playing distance of the ball
- Plays in a dangerous manner not mentioned above.
- Commits any other foul, not previously mentioned in Rule 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from where the offence occurred except as noted above.

### **Cautionable Offenses – The showing of a yellow card**

A player is cautioned and shown the yellow card if he commits any of the following eight offenses:

- Is guilty of unsportsmanlike conduct
- Shows dissent by word or action
- Persistently causes fouls
- Delays the restart of play
- 2<sup>nd</sup> slide tackling offense (WYS City League only)
- Fails to respect the required distance when play is restarted with any free kick (Encroachment)
- Enters or re-enters the field of play without the referee's permission
- Deliberately leaves the field of play without the referee's permission
- Unfairly distracts or impedes an opponents throw-in
- Simulates any action anywhere on the field which is intended to deceive the Referee

The cautioned player must be taken off the field and a substitute put in. The cautioned player taken off the field may be placed back in the game at the next available substitution opportunity for his team at the coach's discretion.

### **Sending-Off Offenses – The showing of a red card**

A player is sent off and shown the red card if he commits any of the following offenses:

- 3<sup>rd</sup> slide tackling offense (WYS City League only)
- Is guilty of serious foul play
- Is guilty of violent conduct
- Fighting
- Spits at an opponent or any other person
- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by a foul punishable by a free kick or a penalty kick
- Uses offensive or insulting or abusive language and/or gestures
- Receives a second caution in the same game
- A tackle from behind which endangers the safety of an opponent
- A player sent-off must be taken off the field and is suspended for the remainder of the game. He cannot be replaced by another player; the team must play short handed.
- A player sent-off cannot play in the next game but must attend the game in uniform and sit with the team.
- A player sent off for fighting will be suspended for three (3) games for the first offense. If a second offense occurs the player will be suspended for the remainder of the season. The player has the right to appeal.
- All players, coaches and parents that are ejected, sent off, shown the red card, etc. are subject to a disciplinary meeting with the WYS Sportsmanship Committee for further disciplinary action. All have the right to appeal.
- Players, Coaches or Parents may be sent off and shown the red card for violating the WYS Zero Tolerance Rule.

## **Rule 13 – Free Kick:**

- Free kicks are either direct or indirect.
- The free kick is taken from the place where the foul occurred except as noted below.
- For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.
- All opponents must be at least 10 yards from the ball until it is in play, unless they are on their own goal line between the goalposts. If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick may be retaken.
- For the U7D, U7 and U8 Age Groups, no free kicks will be taken within the penalty area. All free kicks will be moved outside the penalty area to the point closet to where the foul was committed and will be an Indirect free kick. All opponents must be at least 7 yards from the ball.
- The ball is in play when it is kicked and moves.
- A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area.
- When a free kick is awarded to the defending team inside its own penalty area, all opponents must remain outside the penalty area. The ball is in play after it leaves the penalty area.
- If, after the ball is in play, the kicker touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infraction occurred.

### **Direct Free Kick**

- A direct free kick can be awarded to the opposing team in the U10, U12, and U14 Age Groups.
- A direct free kick cannot be awarded to the opposing team in the U7D, U7 and U8 Age Groups.
- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.

- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

### **Indirect Free Kick**

- An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infraction occurred.
- The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.
- A goal can only be scored if the ball subsequently touches another player before it enters the goal.
- If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded.
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.
- An indirect free kick awarded to the attacking team is taken from where the offence occurred unless it was inside the defending team's goal area, in which case it is taken just outside the goal area.

### **Rule 14 – Penalty-Kick:**

- Penalty-kicks will only be awarded to teams in the U10, U12, and U14 Age Groups.
- A penalty kick is awarded against a team that commits one of the offences listed in Rule 12 in the direct free kick section inside its own penalty area and while the ball is in play.
- A goal may be scored directly from a penalty kick.
- Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.
- The ball is placed on the penalty mark.
- The player taking the penalty kick is properly identified.
- The defending goalkeeper remains on his goal line, facing the kicker, between the goalposts until the ball has been kicked.

- The players other than the kicker are located inside the field of play outside the penalty area behind the penalty mark at least 10 yards from the penalty mark.
- The Referee does not signal for a penalty kick to be taken until the players have taken up position according to the above.
- The Referee decides when a penalty kick has been completed.
- The player taking the penalty kicks the ball forward.
- He cannot play the ball a second time until it has touched another player.
- The ball is in play when it is kicked and moves forward.
- A goal is awarded if; the ball completely passes over the goal line, between the goalposts and under the crossbar, whether or not the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper.
- For any violation by the defending team the referee allows the kick to proceed and if the ball enters the goal, a goal is awarded. If the ball does not enter the goal, the kick is retaken.
- For any violation by the attacking team the referee allows the kick to proceed and if the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken.
- For any violation by the attacking team the referee allows the kick to proceed and if the ball rebounds from the goalkeeper, the crossbar or the goal post and is touched by any attacking team player, the referee stops play and restarts the play with an indirect free kick to the defending team.
- For any violation by the attacking team and by the defending team the referee stops play and the kick is retaken.
- If, after the penalty kick has been taken, the ball is touched by an outside agent as it moves forward, the kick is retaken.
- If, after the penalty kick has been taken, the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent the referee stops play and restarts with a dropped ball at the place where it touched the outside agent.



## **Rule 15 – Throw-In:**

- A throw-in is a method of restarting play.
- A throw-in is awarded to the opponents of the player who last touched the ball when the whole ball passes over the touchline, either on the ground or in the air from the point where it crossed the touchline.
- A goal cannot be scored directly from a throw-in.
- At the moment of delivering the ball, the thrower must face the field of play, has part of each foot either on the touchline or on the ground outside the touchline, uses both hands, and delivers the ball from behind and over his head in one continuous motion.
- If the player in the U12 and U14 Age Groups making the throw-in violates the method of delivering the ball the throw-in is awarded to the opposing team.
- If the player in the U7D, U7, U8, and U10 Age Groups making the throw-in violates the method of delivering the ball the same player or another player of the same team retakes the throw-in a second time. If the player making the throw-in a second time violates the method of delivering the ball, then a throw-in is awarded to the opposing team.
- The thrower may not touch the ball again until it has touched another player.
- The ball is in play immediately it enters the field of play.
- If an opponent unfairly distracts or impedes the thrower, he is cautioned for unsportsmanship behavior and shown the yellow card and an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infraction occurred.

## **Rule 16 – Goal Kick:**

- A goal kick is a method of restarting play.
- A goal kick is awarded when the whole ball, having been last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.
- A goal may be scored directly from a goal kick, but only against the opposing team.

- A player of the defending team may kick the ball from any point within the goal area.
- Opponents remain outside the penalty area until the ball is in play. The ball is in play when it is kicked directly beyond the penalty area.
- If the ball is not kicked directly into play beyond the penalty area the kick is retaken.
- The kicker cannot play the ball a second time until it has touched another player. If, after the ball leaves the Penalty Area, the kicker touches the ball a second time (except with his hands) before it has touched another player an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infraction occurred.
- If, after the ball leaves the Penalty Area, the kicker touches the ball a second time with his hands before it has touched another player a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infraction occurred.
- For any other infraction of this Law the kick is retaken.

#### **Rule 17 – Corner-Kick:**

- A corner kick is a method of restarting play.
- A corner kick is awarded when the whole ball, having been last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored.
- A goal may be scored directly from a corner kick, but only against the opposing team.
- The ball is placed inside the corner arc at the nearest corner flag post.
- The corner flag post cannot moved.
- Opponents must remain at least 10 yards from the ball until it is in play.
- A player of the attacking team kicks the ball.
- The ball is in play when it is kicked and moves.
- The kicker cannot play the ball a second time until it has touched another player.

- If, after the ball is in play, the kicker touches the ball a second time (except with his hands), before it has touched another player an indirect free kick is awarded to the opposing team or a direct free kick is awarded to the opposing team if touched by his hands with the kick to be taken from the place where the infraction occurred.
- For any other infraction the kick is retaken.

### **The Bench Area**

- Each team in the U10, U12 and U14 Age Groups must use one side of the field for their bench area, one team on one side of the midfield line and the opposing team on the other side of the midfield line. Parents and spectators must remain behind the opposite sideline of the teams until the Referee signals the end of the game. Substitutions must remain in the team bench area.
- Each team is allowed to have a head coach and no more than two assistant coaches in the team bench area.

## **Playoff Structure**

### **Overtime**

- If a playoff game is tied at the end of regulation the following format must be followed.
- Two 5-minute periods are to be played to completion. If either team is winning at the end of the first 5-minute overtime period, the second 5-minute period must still be played.
- If the score is still tied, one 5-minute period will be played.

**The first team to score during this 5-minute period wins the game.**

- If the score is still tied, the Play Down format is used to determine a winner.

### **Play-Down**

- The Play-down is started with the usual number of players on the field.
- Each team must have a designated goalkeeper as one of the players on the field during the Play-down.
- Once play has started the Referee will stop play every 2 minutes and each team will remove one player off the field.
- This will go on until there are only five (5) players per team left on the field.
- After 2-minutes of play there will be a 3-minute rest period.
- Once play is resumed the game will go with five (5) players per team playing for 5-minutes and resting for 3-minutes.

**The first team to score during the Play-down wins the game.**

- The Referee will put the ball into play by having a drop ball at the point of where the ball was last played when the Referee blew the whistle at the end of the 2-minute portion of the play-down.
- Each 5-minute period will start with a drop ball at midfield.
- During the play-down each team may only substitute at the end of each 5-minute period or if a player is injured on the field.

- In extreme circumstances or weather conditions, such as excessive heat, cold, darkness, rain, etc. the Referee Director, the Referee and the President shall decide before the start of the game to use the Play-down structure or to use the alternative format, the Break Away Rule.

### **Break-Away Rule**

- The Break-Away Rule is a method of determining the winning team where competition rules require there to be a winning team after a match has ended in a tie.
- At the Conclusion of the game or overtime periods only the players who are on the field of play at the end of the game are allowed to take the break-aways.
- Only these eligible players and one of the coaches are permitted to remain on the field of play when break-aways are taken.
- The coaches and all players, except the player taking the break-away and the two goalkeepers, must remain within the center circle.
- The Referee chooses the goal at which the break-aways will be taken.
- The Referee tosses a coin, the visiting team captain makes the call, and the team whose captain wins the toss takes the first break-away.
- Each Coach will select the first five (5) eligible players and the order they will be taken and give it to the Referee.
- The referee keeps a record of the break-aways being taken.
- The teams take the break-aways alternately.
- Each break-away is taken by a different player and all eligible players must take a break-away before any player can take a second break-away.
- The ball is placed at the top of the center circle or on the center spot at midfield if the center circle is not present.
- The Referee will signal the start of the break-away by blowing his whistle. The attacking player (shooter) shall begin toward the goal, keeping in motion toward the goal; he cannot retreat. Once in motion, the shooter cannot stop, and then resume motion. Once in motion, the ball may not be drawn back then put in forward motion again. The shooter

must keep ball under his control (playing distance) during his attempt. The ball may be flipped over goalkeeper and retrieved if kept within playing distance. Only one shot is permitted. The break-away attempt is over after the shooter has made his attempt. The shooter is not allowed to play rebounds off the goalkeeper, goal posts or crossbar (any touch by the goalkeeper is considered a rebound).

- A goal is awarded if; the ball completely passes over the goal line, between the goalposts and under the crossbar, whether or not the ball touches either or both of the goalposts and/or the crossbar.
- A ball that enters the goal directly after being touched by the goalkeeper will be recorded as a goal scored.
- All rules of soccer will apply during the break-away except where amended by this procedure. Any indirect fouls by the defensive team will result in a take-over of that attempt (by the same shooter). Any handballs by the goalkeeper outside of the penalty area will result in a take-over of that attempt.
- The Goalkeeper must stay on the goal line within the Penalty Area until the shooter moves the ball.
- The team with the most goals after each team has completed the five (5) attempts is declared the winner.
- If the game is still tied after the first five (5) attempts are through, each Coach will select from the remaining eligible players the order they will take and give it to the Referee.
- Each team gets alternate attempts until one team has scored one goal more than the other from the same number of attempts.
- If the score remains tied after all the eligible players have taken their first attempts then each team gets a second set of alternate attempts until one team has scored one goal more than the other from the same number of attempts. This process is to be repeated until a winner is determined or the game is terminated by the Referee and appropriate WYS Board Members or officials appointed by the WYS Board.