



# New US Youth Soccer Initiatives

FALL 2016



# Changes Coming for 2016-2017 Soccer Year

## Field Changes

Dimensions

Goal Size

Number of Players

Duration of Game

Birth Year Registration



Player Safety (Heading)

# Who made the changes?

# Why do we have to follow them?



US Soccer



US Youth Soccer



MO Youth Soccer



The entire country is adapting to these mandates as set forth by the highest governing body of soccer in the U.S.

# WHY THE CHANGES?



Consistency in youth soccer across the country

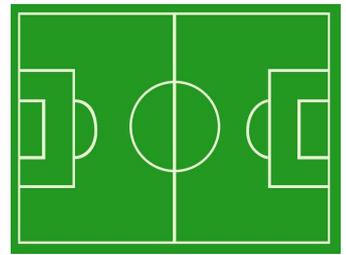
More successful player development:

Skill Intelligence Creativity Confidence

Focusses on development of the individual versus the success of a team

Better understanding for parents

# FIELD DIMENSIONS



## Current

## New

U6

14yds x 28yds



U6

14yds x 28yds

U7/8

30yds x 50yds



U7/8

20yds x 30yds

U9/10

45yds x 60yds



U9/10

30yds x 47yds

U11/12

55yds x 90yds



U11/12

47yds x 75yds

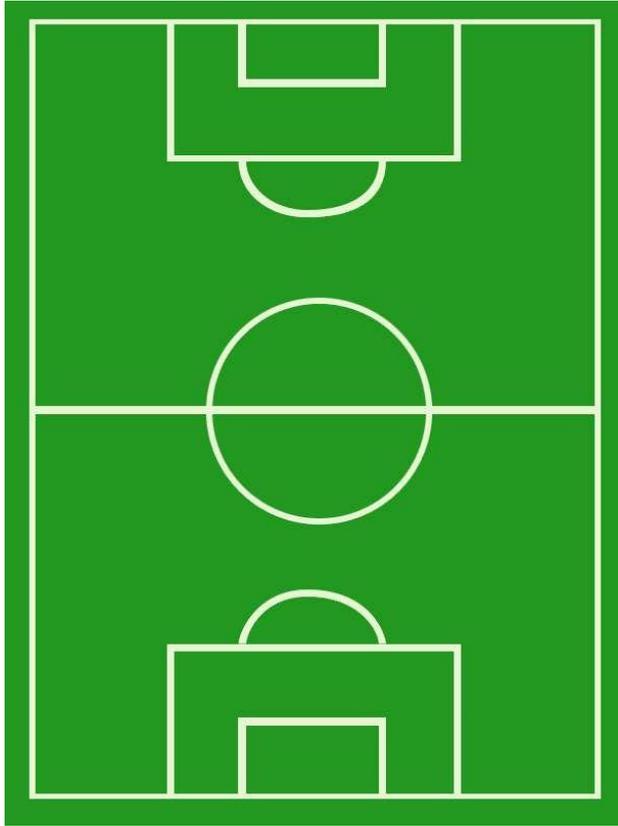
U13-HS

75yds x 120yds



U13-HS

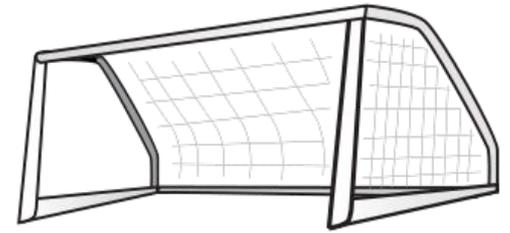
75yds x 112yds



Field Size recommendations are the maximum for each age group. Some facilities may need to adjust to fit their needs/space.

Goal Sizes may take some time for all facilities to adhere to the new recommendations.

# GOAL SIZE



<u>Current</u>			<u>New</u>	
U6	4ft x 6ft	➡	U6	4ft x 6ft
U7/8	6ft x 12ft	➡	U7/8	4ft x 6ft
U9/10	6ft x 18ft	➡	U9/10	6ft x 18ft
U11/12	7ft x 21ft	➡	U11/12	6ft x 18ft
U13-HS	8ft x 24ft	➡	U13-HS	8ft x 24ft

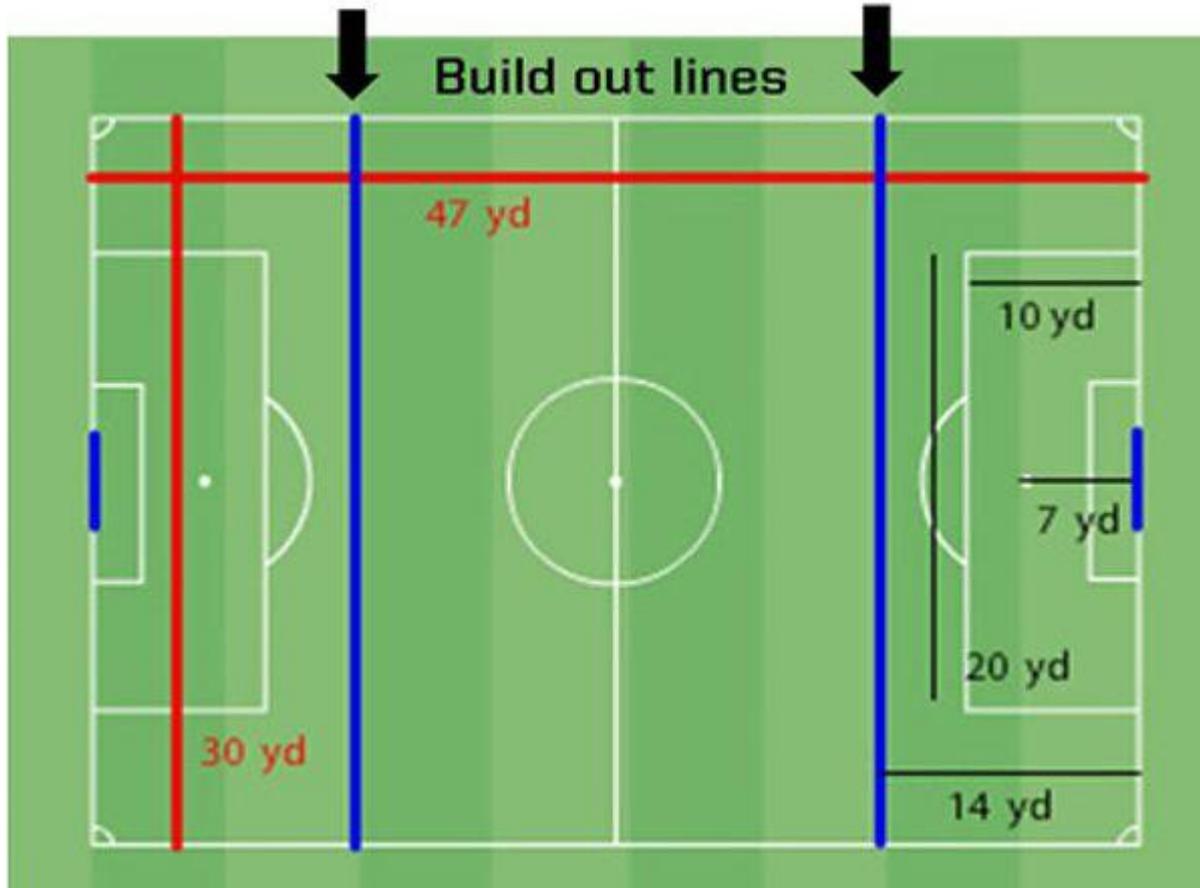
# NUMBER OF PLAYERS



<u>Current</u>				<u>New</u>		
U6	3v3	GK no	➡	U6	3v3	GK no
U7/8	5v5	GK yes	➡	U7/8	4v4	GK no
U9/10	6v6	GK yes	➡	U9/10	7v7	GK yes
U11/12	8v8	GK yes	➡	U11/12	9v9	GK yes
U13-HS	11v11	GK yes	➡	U13-HS	11v11	GK yes

*No Changes To Offsides Or Throw-ins*

# Build Out/Retreat Lines for 7v7 (U9/U10)



Promotes playing the ball out of the back with no pressure.

When keeper has the ball, opposing team has to retreat behind the line. (for goal kicks as well)  
Keeper passes, throws or rolls the ball into play.

**NO PUNTING**

Once the ball crosses the line or another player touches the ball, opposing team can cross the line and play continues as normal.

# MAX ROSTER SIZE



<u>Current</u>			<u>New</u>	
U6	6	➡	U6	6
U7/8	10	➡	U7/8	8
U9/10	11	➡	U9/10	14
U11/12	14	➡	U11/12	18
U13-HS	18	➡	U13-HS	18

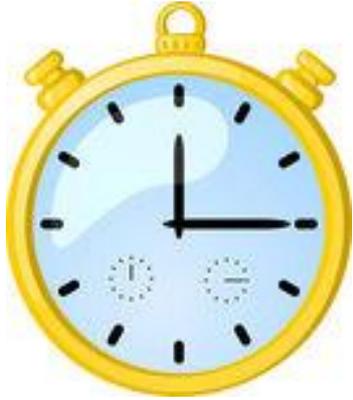
# DURATION



## Current

## New

U6	4-8 min. quarters	→	U6	4-8 min. quarters
U7/8	2-20 min.halves	→	U7/8	3 - 15 min. periods
U9/10	2-25 min. halves	→	U9/10	2-25 min. halves
U11/12	2-30 min. halves	→	U11/12	2-30 min. halves
U13/14	2-35 min. halves	→	U13/14	2-35 min. halves
U15-HS	2-40 min. halves	→	U15-HS	2-40 min. halves



The transition from 4 quarters to 3 periods to 2 halves provides a gradual evolution to the full game from the physical and cognitive development perspectives of the player.

The multiple intervals also provide increased opportunities for a coach to manage substitutions and explain changes to the players in a more controlled environment during the break in play. This should also reduce over-coaching during playing time.

# U.S. Soccer Safety Campaign & Concussion Initiative



Eliminates heading for children 10 and under. Includes U11 because players can be 10 years old at the beginning of the season.

Limits the amount of heading in practice for children between the ages of 11 and 13.

# Modified Rule for Heading

When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team for the spot of the offense.



If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

If a player does not deliberately head the ball, then play should continue.

# Revision of **The Laws of the Game**

**Summary of the Law changes for 2016/17** effective from 1 June 2016

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Law 5 - Any player injured from a RC/YC foul can be treated on the field and does not have to sub.

Law 12- Attempted violent conduct is a RC, even if there is no contact.

Law 14 - PK: If GK infringes and the PK is missed, GK is issued a YC.

# Law 8

## The Start and Restart of Play

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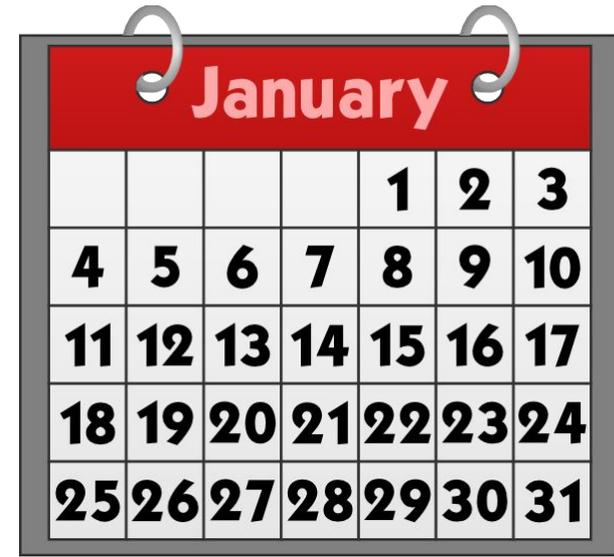
Ball must clearly move to be in play for all kicked restarts.

Ball can be kicked in  
any direction at kick-off.



# BIRTH YEAR REGISTRATION

Players will be placed on teams based on their birth year rather than the old style which more closely followed a school year.



Having players train and play according to their age and developmental state supports the objectives of the small sided standards by focusing on the physiological and developmental needs of the player. This change is meant to better safeguard the development of youth players at all ages and levels.

# WHAT HAPPENS TO MY TEAM?

Just as it has always been, the playing age of a team will be determined by the oldest player on the team. Players will still be able to play up just as they have before.

Teams can choose to stay together or separate based on the new age guidelines.



# SHOULD I KEEP MY TEAM TOGETHER?

This is entirely up to the coach as they know the players skills and abilities better than anyone. If you are coaching because your child is on the team, we recommend doing what you feel is best for the development of your own player.



# WHAT ... WE SKIPPED AN AGE?

Players whose birthdays fall from January to July will move up to the next chronological age that they would have become in the fall anyway.

For players whose birthdays are August to December it is going to seem like they skipped an age level.

If you have players with birthdays late in the year and you choose to keep the team together, your team will essentially "skip" an age by label.

Don't worry, this applies to the whole country so you aren't really skipping!

U7

U8

U10

U11

U12

U14

U15

# Birth Year

## Current

U6	8/1/09 to 7/31/10
U7	8/1/08 to 7/31/09
U8	8/1/07 to 7/31/08
U9	8/1/06 to 7/31/07
U10	8/1/05 to 7/31/06
U11	8/1/04 to 7/31/05
U12	8/1/03 to 7/31/04
U13	8/1/02 to 7/31/03
U14	8/1/01 to 7/31/02
U15	8/1/00 to 7/31/01

## New 2016-2017 Soccer Year

U6	born in 2011
U7	born in 2010
U8	born in 2009
U9	born in 2008
U10	born in 2007
U11	born in 2006
U12	born in 2005
U13	born in 2004
U14	born in 2003
U15	born in 2002
	ETC.

E  
X  
A  
M  
P  
L  
E

Current Roster = U11

8v8

Grayson	U11	2005
Osmar	U11	2005
Nolan	U10	2005
Jaden	U11	2005
Nathaniel	U11	2005
Saul	U11	2005
TayShawn	U11	2005
Adriano	U11	2005
Angel	U11	2004
Edgar	U11	2005
Richard	U11	2005

Fall 2016 Options

Keep all players = U13 (2004)

11v11

*10 U12 kids "playing up"*

Drop Angel = U12 (2005)

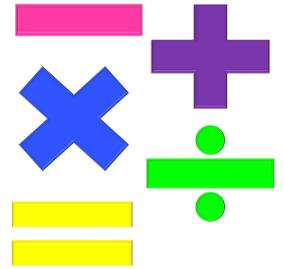
9v9

*All kids playing at their age level*

What is best  
for my team?



# Quick Formula



Ending year of the MYSA season (spring) **2017**

Subtract child's birth year **-2010**

Add U in front of the answer **U 7**

# Recap

U4-U6	3v3	No goalie	max roster 6	14x28yds	4 - 8 min. quarters
U7/U8	4v4	No goalie	max roster 8	20x30yds	3 - 15 min. periods
U9/U10	7v7	GK-no punt	max roster 14	30x47yds	2 - 25 min. halves
U11/U12	9v9	GK yes	max roster 18	47x75yds	2 - 30 min. halves
U13/14	11v11	GK yes	max roster 18	75x112yds	2 - 35 min. halves
U15-U19	11v11	GK yes	max roster 18	75x112yds	2 - 40 min. halves

Throw ins and offsides begin at U9. Retreat lines for U9/U10. No heading until U12.

# FALL REGISTRATION



Communicate with parents about your plan for the team.  
Let us know your plans by June 10th.

Saturday June 18th ..... \$65

Saturday June 25th ..... \$75

Truman Memorial Building 1-4pm

*Late fee applies after June 25th*

Fall season runs August through October

