

Houston Youth Soccer Association  
Coach Information

**9U/10U TEAM INFORMATION**

**SCHEDULE**

Schedules will be available to view in Got Sport accounts and posted at <https://www.houstonyouthsoccer.org/schedules>

**Teams could see games scheduled on Saturdays, Sundays or both days to accommodate field or referee availability. Check schedules each week for changes. Adjustments could be made at any time.**

**GAME CARDS**

Print your game card **each week after 9:00 AM Thursday.**

Check the game card to make sure all players are on the roster. Players not printed on the game card should not play and could result in a forfeit. Contact your club registrar if there are issues with your roster.

Both coaches must bring a game card to the field. The home coach provides the referee with the game card and the opposing coach's game card is a backup. The referee will submit the official game report to HYSA after the game. Both teams will be fined if a game report is not provided to the referee.

**ADULT PARTICIPATION PASS (APP) KID SAFE**

Every adult on the player sideline is required to complete a background check, Safe Sport and concussion requirements and must wear to wear a laminated APP, preferably on a lanyard. Any adult without an APP will be asked to move to the parent sideline. Contact your club registrar if you do not have a current APP.

**PLAYER ID CARDS**

All players must be checked in with the referee. Virtual player cards are accepted.

**CANCELLATIONS**

If your team cannot play, please be considerate of the other team and the referees. To cancel a game, notify the HYSA Administrator by 9:00 AM on Thursday before the game and be sure to include game number. **Teams could be fined for late cancels and not showing to the field.**

**SPECTATORS**

**MISBEHAVIOR WILL NOT BE TOLERATED! Disciplinary action will be taken and fines can be issued.**

All attendees are expected to abide by the Sportsmanship Code of Conduct and be respectful of others. Coaches must control the sidelines and could be cautioned by the referee due to parent behavior. Spectators should remain off field at all times.

### **GAME SCORES**

Game reports will be reviewed after the weekend's games and scores will be recorded as those reports are received. Coaches can record scores for the quickest way to update the standings and the information to do so is at the top of all game reports.

Contact the HYSA Administrator for any issues with scores.

### **RAINOUT GAMES**

To help provide teams with flexibility in their schedules and to cut down on coach cancelled games, all 9U/10U rain out games will be rescheduled by the coaches.

### **PLAYER PASS (only allowed for 9U/10U teams)**

9U/10U teams can utilize a player pass. A player pass is a properly registered player from a different team within the same club. Player must be of same or younger age and from the same or lower level bracket. No more than two (2) players may utilize the player pass in one game and the players may only play for one team in a day. A Player Pass Verification form must be presented to the referee at game time and a copy sent to the HYSA Administrator.

### **OPEN ROSTER TEAMS (only allowed for 9U/10U teams)**

An Open Roster (OR) team is a developmental team with a larger pool of players that are pulled from for games. These players may or may not show on the game card and OR teams need to bring a copy of their official roster to the game for the referee to check in players. Game scores for OR teams will remain blank.

This information only highlights a portion of what participants need to know and does not cover all HYSA policies, rules and procedures. Coaches are responsible for following the HYSA Rules of Play, Sportsmanship Code of Conduct, and understanding the consequences and/or fines that may follow. All information can be found at <https://www.houstonyouthsoccer.org/>

Please contact the HYSA Administrator for any questions regarding league operations.

### **HYSA ADMINSTRATOR CONTACT INFORMATION**

Gina Klein

[admin@houstonyouthsoccer.org](mailto:admin@houstonyouthsoccer.org)

General Rules of Play (updated March 2021)  
9U-10U

Duration of Match	2 halves 25 minute halves 10 min halftime No added time
Ball Size	Size 4
Number of Players 7v7 format	Maximum 12 players on roster Maximum 7 players on field Minimum 5 Game may not start or continue if there are less than 5 players on a team
Playing Time Requirements	50% with exception to illness or disciplinary reasons
Headings	<p style="text-align: center;">Heading is not allowed in 7v7 games.</p> <p>If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.</p> <p>If a 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 nearest point to where the infringement occurred.</p>
Build out lines	Build out lines should be equidistant between the penalty area line and halfway line (can be marked with painted line, cones, or flags)
Restarts	<p>Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least six (6) yards from the ball.</p> <p>If the goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</p> <p>Substitutions are unlimited and can occur at any stoppage.</p> <p style="text-align: center;">Restarts with Build Out Line:</p> <p>When the goalkeeper has the ball in his/her hands during play or a goal kick is being taken, then:</p> <ol style="list-style-type: none"> <li>1. before the ball is passed, thrown, or rolled into play by the goalkeeper or a goal kick is being taken, players on the team in possession may stand anywhere on the field, including inside the penalty area;</li> <li>2. players on the defending team must move beyond the Build Out Line and may not cross the Build Out Line until the ball is in play;</li> <li>3. the ball is in play as soon as the goalkeeper passes, throws or rolls the ball or any player takes a goal kick; and</li> </ol>

	<p>4. as soon as the ball is in play, other members of the team in possession may play it, even if it is inside the penalty area, and players on the defending team may then cross the Build Out Line.</p> <p>If the goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.</p> <p>Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the Build Out Line. However, the goalkeeper can put the ball into play sooner but he/she does so accepting the positioning of the opponents and the consequences of how play resumes.</p>
<p>Offside</p>	<p>The FIFA Offside Rule shall apply.  The build out line will also be used to denote where offside offenses can be called.  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 the goal line.</p>



## Houston Youth Soccer Association PLAYER PASS VERIFICATION FORM

Please type or print neatly. All information must be completed prior to the transaction being processed.

PLAYER INFORMATION: Name \_\_\_\_\_ ID # \_\_\_\_\_ Date of Birth: \_\_\_\_\_

### PRIMARY TEAM:

Team Bracket: \_\_\_\_\_ Coach's Name: \_\_\_\_\_

Club Name: \_\_\_\_\_ Coach's Signature: \_\_\_\_\_

Team Name: \_\_\_\_\_ Team Code: \_\_\_\_\_

### PLAYER PASS TEAM:

Team Bracket: \_\_\_\_\_ Coach's Name: \_\_\_\_\_

Club Name: \_\_\_\_\_ Coach's Signature: \_\_\_\_\_

Team Name: \_\_\_\_\_ Team Code: \_\_\_\_\_

Note: Completed form must be given to Referee for delivery to HYSA with final game report. A player utilizing the player pass must be properly checked-in with referee at the start of the game. A player may only play for one team on any given day.