

Puget Sound Development League

U8-U10 development league for competitive teams for Fall and Spring seasons. Teams play 8 v 8 at U8/U9 and 9 v 9 at U10. Divisions are created by ability levels and scores, while kept, are downplayed. This league is about focusing on developing players and developing referees.

Rule 203 -- *Playing Rules*

All games under league jurisdiction shall be played according to the rules and regulations recognized by the PSPL which shall be the same rules set by FIFA/ U.S. Soccer (USSF) except for those exceptions authorized by the PSPL, FIFA or USSF.

Highlights:

- Offside is to be called.
- U8 and U9 goal kicks can be take, from the penalty spot.
- U8 and U9 play 25minute halves, size 4 ball.
- Teams and players on one side, spectators on the opposite side.

Rule 203A-

For U8 and U9 Divisions only: U8 and U9 Divisions may take “goal kicks” from the penalty spot area. Opposing teams must be outside the “Arc” at the time of the kick.

Rule 207 -- *Playing Venue & Game Lengths*

The playing field used by each team must be lined according to FIFA standards with goals nets and flags. Home teams are responsible for marking the field of play, providing an adequate game ball (modified as follows):

U8 will play 8v8 and 2x25 minutes with one 5-minute halftime break and a size four ball, field will be minimum 70y long, maximum 85y long, minimum 40y wide, maximum 55y wide, optimum 50 x 80yds. goal size 6.5’x18’ preferred (7’x21’ or 6’x12’ acceptable).

U9 will play 8v8 and 2x25 minutes with one 5-minute halftime break and a size four ball, field will be minimum 70y long, maximum 80y long, minimum 40y wide, maximum 55y wide, optimum 50 x 85yds goal size 6.5’x18’ preferred (7’x21’ or 6’x12’ acceptable).

U10 will play 9v9 and 2x30 minutes with one 5-minute breaks and a size four ball, field will be minimum 80y long, maximum 95y long, minimum 50y wide, maximum 60y wide, optimum 55 x 90 yds, goal size 6.5'x18' preferred (7'x21' or 6'x12' acceptable).

Rule 209 -- Rosters

U-8 to U-11 teams may list up to 16 players on the game day sheet.

Rule 302 -- Substitutions

Free substitutions will be allowed in all age groups. Teams may substitute with the referee's permission at on any stoppage. Player substitutions and reentry are unlimited

Rule 303 -- Personnel on the Bench

A maximum of 3 non-playing personnel is allowed on each team bench. DOC's are exempt from this count as long as they can produce their current US Club membership card for the referee.

Rule 304 -- Game Day Sheet and Referee Report

Each team must provide the referee, a PSPL Game day sheet and have a complete US Club Official roster with ALL players listed available at each game. Prior to start of the match provide a copy of the US Club Official roster to the opposing team. If a team is not able to produce a US Club Official Roster, the game shall be played under protest with grounds for forfeiture and/or a fine.

"Player pass" players must be noted on the PSPL Game Sheet and must be highlighted on the US Club Official Roster.

At the conclusion of the game, the referee will complete the document and return the Home Team Game day sheet and roster to the visiting team and the vice versa. These documents shall serve as the Official Score Report and should be retained through the completion of league play.

Rule 305 -- Official Score Report

The game score as reported on the PSPL Game day sheet and Referee Report shall be recorded on the PSPL web site after each match by both teams of each game. Both teams should keep and file the Game Sheets for future possible reference.