East Central Indiana Youth Soccer League (ECIYSL)
Spring 2026

Participating clubs: Centerville (KICS), Fayette County, Richmond Premier, Rush County, Union County (w/Cardinal United)

Play Group	Birth Years	# Players on Field
11U	2015, 2016, 2017, 2018	7v7 (6 + GK)
13U	2013, 2014, 2015, 2016	9v9 (8 + GK)
15U	2011, 2012, 2013, 2014	9v9 (8 + GK)

Pre-game Meeting between coaches and referees

- Review the length of each half
- Review the modified laws for the age group playing
- Review that there is Zero Tolerance for negative language or action toward anyone at the game.
- Remind referees to ask the coaches to remove spectators who go against the zero-tolerance policy. Referees are not to restart the game until the spectator is removed from the area.
- It is the referee's responsibility to warn and card (yellow and/or red) coaches who do warrant this action based on their behavior.

Pre-game Meeting with the spectators

- Remind the spectators of the new Zero Tolerance policy for negative language or action toward anyone at the game. There is no warning; this is the warning. If the spectator is told to leave the field, they must be away so they cannot be heard at the field.

Players younger than the above birth years must have a Player Exception form completed and submitted for approval.

Players currently registered as Travel Players are not eligible to participate in ECIYSL play.

Laws of the Game (not all are covered but those needed for emphasis)

Rule 1: The Field of Play

	11U	13U	15U
Dimensions • Length • Width	 45-60 yards 30-40 yards	 65-80 yards 45-55 yards	 65-80 yards 45-55 yards
Center Circle • Radius	 8 yards	 8 yards	 8 yards
Goal Area • Length • Width	 N/A N/A	 5 yards 16 yards	 5 yards 16 yards
Penalty Area • Length • Width	 12 yards 24 yards	 14 yards 36 yards	 14 yards 36 yards
Goal • Height • Width	 6-6 ½ feet 12-18 ½ feet	 6-6 ½ feet 18 ½-21 feet	 Ideal: 8 ft x 24 ft 2nd opt: 13U size
Penalty Spot/Penalty Arc • Distance from goal line • Circumference of penalty arc from penalty spot	 8 yards 8 yards	 10 yards 10 yards	 12 yards 10 yards

Build Out Line:

- This line is only on the 11U (7v7) fields.
- The build out line is halfway between the top of the penalty area and the midline, parallel to the midline.
- When there is a goal kick or the goalkeeper has possession in their hands, the opponents must drop behind the build out line until the ball is distributed into play.
- The goalkeeper is not allowed to punt or drop-kick the ball.
- The build-out line is also used for the offside line. Only players between the build out line and their attacking goal line may be in an offside position.

Rule 2: The Ball

	11U	13U	15U
Ball Size	4	4	5

Rule 3: The Number of Players

	11U	13U	15U
On the Field			
• Maximum	7 (6 + GK)	9 (8 + GK)	9 (8 + GK)
• Minimum	4 (3 + GK)	6 (5 + GK)	6 (5 + GK)

- Substitutions – Unlimited for all age groups
- Substitutions shall be with the consent of the referee at the following times:
    - Prior to our team's throw-in
    - Prior to a goal kick by either team
    - After any goal
    - At half-time
    - If both teams have a substitute ready, both teams may substitute.

Rule 5: The Referee

- USSF or Indiana Soccer certified referee as assigned by the Indiana Soccer designee.
- One certified referee will be assigned for all 10U games. For the 13U & 15U play groups, a three-referee system (Center, two Assistant Referees [AR]) will be used. Both teams pay half of each position's fee before the game.
- A USSF or Indiana Soccer certified referee must be in the center. A club linesman (preferably someone who has completed the Guardian program) may be used. At no time will a "two referee system" be permitted to referee a game.

Team Check-in

- Each team must bring two copies of the game card to each game, one for the referee and one for their opponent.
- If a player's or coach's name is not typed on the game card, the player or coach may not coach or sit on the team's side of the field. Names are not allowed to be handwritten on the game card.
- Coaches' and managers' cards must be presented on check-in. Jersey numbers must be on the game card for each player. Jersey numbers may be handwritten on the game cards to make sure every player has a unique number for the game. Tape may be used to make sure every number is unique.
- Player cards with the player's name, birthdate (DOB) and picture must be presented during check-in with the game cards. The name and DOB on the player's card should match the name and DOB on the game card

Rule 6: The Assistant Referee

- Refer to Rule 5

Rule 7: Duration of the Match

11U	13U	15U
30-Minute Halves	35-Minute Halves	40-Minute Halves

- 10 minutes between halves

Rule 8: Start of Play

- All opponents must be at least 8 yards from the ball until it is in play.

Rule 11: Offside

- Offside is in effect in all games 11U and older.

Rule 12: Fouls and Misconducts

- Restricted Goalkeeper Distribution: **Punting and Drop Kicks are only allowed in 13U and older age groups**. If there is an infraction, the referee should remind the goalkeeper and let them restart with the ball in hand.
- No slide tackling allowed in all age groups. This is a player sliding to take the ball away from the opponent or to knock the ball away from the opponent. This does not mean the player cannot go to the ground to keep the ball in play or to gain possession.
- No intentional heading for all 11U and 13U games in ECIYSL
    - If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement.
    - An indirect free kick awarded inside the penalty area for the attacking team must be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

Rule 13: Free Kicks

- All opponents must be at least 8 yards from the ball until it is in play.

Rule 16: Goal Kick

- 11U games, **all goal kicks are to be taken anywhere inside the penalty area.** Opponents must drop behind the build-out line until the ball is played.
- 13U and older games, all goal kicks are to be taken anywhere inside the goal area. Opponents are required to be outside the penalty area.
- **The ball is live when it is played and may be touched within the penalty area by a second player.**