

Coaches,

Thank you for volunteering. Without your help this league will not be successful. Let's talk first about the changes for this year. MYSA has implemented new rules for U12 and below. U8 will play 4v4 no goalie. U10 will play 6v6 with a goalie and U12 will play 8v8 with a goalie. With the reduction in players on the field will allow more play on the ball for the kids. That is what it is all about. Field sizing will remain similar to last year. MYSA has recommended dimensions as does USYS. We have leaned more to the USYS dimensions due to our field sizes. U10 and U12 will play on the same size field 70x40 yards. We went with the maximum for U10 and minimum for U12. The reasoning for this is twofold. First, goal size, we can use the same goals 7x21 which eliminates the need for the league to spend \$2000 for a new set of goals. Second, this allows us to use the middle school complex without having to use the football complex, keeping all games in the same location. This year we will have 2 U6 fields instead of 4 and only 1 U8 field instead of 2. We could have squeezed 4 and 2 in the space we have but have decided it is in the best interest of the league to spread play out over the day. Instead of being done in 2 hours we have play all day. This will allow parents of multiple children more of a chance to see each child play their games instead of choosing one over the other, although this may be inevitable over the course of the season. Our U12 teams will be incorporated into the Ocean Springs league this year. This will avoid the problems we have had in the past and allow our children the most benefit over the other scenarios we have been presented. Games will be played both at home and away at the fields of the other members, including Gautier, Singing River, Pascagoula and Ocean Springs.

Our only major fundraiser of the year will be a drawdown held on December 6 at the community center next to the fields. Tickets are \$25 per couple and we have a grand prize of \$2000, we will have a buffet style dinner and a DJ. Tickets will be handed out to you at this clinic. We need to encourage each child to sell at least one. If they can sell more than one that would be great. Please make sure each child gets one to sell. They need to be turned in no later than noon on the day of the drawdown. Please have the parents turn the money and stubs into you as soon as they sell them. We would like to collect all of the ones that have been sold when uniforms are handed to the coaches probably one week before games start. This will give us an idea of how much food we need. We are still taking donations for door prizes and food donations.

We will also be having a fun day tournament this year on February 8. All teams U10 and below will participate. The format is still being determined. This will be an all day tournament of "shotgun" games – shortened for quick action! All teams will receive medals for participating. We would like each team to host a booth as well that day, with all proceeds going to the league. Suggested themes are games and food booths. Please register your booth ASAP to avoid duplications, first come first served.

On December 18 at 6:30pm we will be holding final tryouts for our Player development teams. These teams will be additional teams to the recreation league and will offer expanded training and tournament play for those wishing to play. We are excited about this program and the coaches that have dedicated their time to this. These teams will be self funding and offer the opportunity to play in tournaments throughout South Mississippi. For more information contact Brian Bratton at .

Pictures will be taken on opening day December 6. A schedule will be released when uniforms are handed out. They will be taken INDOORS at the community center. This will avoid any weather issues we have had in the past. We are still in need of team sponsors. A sponsorship letter is attached. Please feel free to copy it and hand out to potential businesses and parents.

Our website is still up and running at www.eteamz.com/dibervillesoccer. Any new and pertinent information is on there as well as game schedules, scores and standings. This year we will open up the team websites to the coaches for their use. Email us at dysa@cableone.net to gain access. If you wish to have a parent do this for you, drop us a note saying that parent has your permission to do this. Our goal is the more information the parents have the better off the league is. On your website you can put practice times, snack duties, pictures of the team...almost anything. The game schedules will transfer in from the master schedule.

Biloxi Soccer Org. is hosting a 3v3 tournament for U5-U18 on November 23. There is a \$100 entry fee and the deadline for entry in Nov 19. Teams can have up to 6 players and they can play for more than 1 team. They play 2 five minute halves. DYSO is allowing our teams to participate in this fun event at their own expense. Uniforms will not be handed out in time for this event however. For more info go to biloxisoccer.org or contact Jay Fike at 697-8830.

In closing I would like to thank all of the sponsors and volunteers. Without your help the league can not function. Attached you should find a list of all board members. Please contact us with any questions you may have. Have a FUN and SAFE season.

DYSO

Simplified FIFA Laws

Law No. 1 - The Field of Play

The soccer field should always be rectangular with a maximum length of 130 yards and a minimum length of 100 yards. The width should be a maximum of 100 yards and a minimum of 50 yards. Junior fields can be smaller, depending on the age level, if the proportions are kept correct.

Law No. 2 - The ball

The ball must be round with a circumference of 27" – 28" for regulation adult play. The weight should be 14 - 16 oz. For medium sized children the size no. 4 is often used (age 7-9). The circumference is 25" – 26 ½" and the weight is 12 - 14 oz. For very small children the no. 3 ball is often used (ages 4 - 7). The circumference is 23 ½" – 25" and the weight is 10 - 12 oz.

Law No. 3 - Number of Players

Each side is composed of 11 players with the number of subs to be no more than 5. A complete roster of players and subs must be presented to the referee before the game starts. The referee must be notified before a substitution can occur. Any player ejected from the game may not be replaced.

Law No. 4 – Players' Equipment

The usual uniform of the soccer player is a jersey, shorts, calf socks, shin guards and shoes. Nothing potentially injurious to another player may be worn. Cleats are normally rubber, plastic, aluminum or leather. The goalkeeper must wear a different color than the other members of the team.

Law No. 5 - The Referee

The referee is in charge of all game activity and is to make sure each team abides by the rules. His decisions are final. It is the referee's responsibility to keep the game clock, stop for injuries, and remind players of proper game conduct. He can eject players who do not show gentlemanly conduct.

Law No. 6 - Linesman or Side Referees

There are usually two linesmen - one for each sideline. Their main responsibility is to assist the referee by calling ball out of bounds, offsides, indicate corner kicks, and goal kicks. Linesman can be overruled by the referee.

Law No. 7 - Game Duration

Most adult soccer games are divided into 45 minute halves. The stopwatch, kept by the referee will continue unless there is an injury or unexpected interruption. The game length is usually shortened for younger players (e.g. age 6 - 7 players have two 20 minute halves)

Law No. 8 - Start of Play

To start play there is a kick off. This happens at the start of the game, halftime and after a goal has been scored. A forward player standing near the center line kicks the ball to a fellow player. After the ball makes one complete revolution the game is officially started. The kicker may not touch the ball until it has been kicked by another player.

Law No. 9 - Ball In and out of Play

After the ball has wholly crossed the sideline or goal line it is out of play. Any ball striking a referee, goal post, or corner post and remaining on the proper field is in play.

Law No. 10 - Goal Scoring

A goal is scored when the ball wholly crosses the goal line, between the goal posts and under the cross bar. The winner of the soccer game is determined by the margin of goals scored.

Law No. 11 - Offsides

While going toward an opponent's goal the offensive team may not have a player ahead of the ball unless there are two defending players present. The exception to this statement is when the player is in his own half of the field of play or if the ball was last touched by an opponent. The referee has the right to call or not call the offsides infraction depending upon whether the offending player is seeking an unfair advantage.

Law No. 12 - Fouls and Misconduct

- A. There are nine prohibited acts for which a referee can award a direct kick to the offending team.
 - 1. Kicking
 - 2. Tripping
 - 3. Jumping at opponent
 - 4. Violent charging
 - 5. Striking opponent
 - 6. Holding
 - 7. Pushing
 - 8. Handling Ball
 - 9. Charging from behind
- B. An indirect kick shall be awarded when these acts occur:
 - 1. Dangerous playing (high kicking)
 - 2. Charging away from the ball
 - 3. Charging the goalkeeper when he doesn't have the ball
 - 4. Opponent obstruction
 - 5. A goalkeeper takes more than four steps

Law No. 13 - Free Kicks

The two basic kicks awarded by the referee are the:

- A. Direct Free Kick (a goal can be attempted or a pass made to a teammate)
- B. Indirect Kick (must touch another player before a goal can be scored)

Law No. 14 - Penalty Kicks

A penalty kick is awarded after a serious rule infraction (Law No. 12, Part A) takes place in the penalty area. It is a direct kick taken 12 yards from the goal line. All players except the goalie and a kicker must stay outside of the penalty area. The goalie must stand on the goal line and may not move until the ball is kicked.

Law No. 15 - The Inbounds Throw

After the ball has wholly crossed the sidelines, the team that didn't touch the ball last shall be awarded the throw in. These rules should be remembered as part of the throw in regulations.

- A. Both feet must be out of bounds when the throw is made (on or behind the side line)
- B. The ball must be thrown by both hands directly over the head.
- C. Both feet must be touching the ground as the throw is made.
- D. On incorrect throws the ball is awarded to the opposite team.

Law No. 16 - Goal Kicks

A goal kick is awarded when the ball (after being kicked by the offense) crosses the goal line but not within the goal scoring area. The ball is usually placed on the corner of the goal area nearest the side where the ball went out of bounds. The ball must travel 10 yards before it can be regarded as in play. The kick is usually taken by the fullback or goalkeeper.

Law No. 17 - Corner Kicks

A corner kick is awarded when the ball crosses the goal line last touched by a defensive player and doesn't result in a goal. One member of the attacking team takes the kick on the quarter circle nearest the corner flag post. A goal may be scored from this kick. Also remember:

- A. The opposing team must remain 10 yards from the ball as it is kicked.

The kicker may not kick the ball a second time until touched by another player.

USYSA Principles of Conduct

Safety

1. My first responsibility is the health and safety of all participants.
2. It is recommended that coaches become certified in the basic first aid and are aware of their club, league or state requirements in this area.
3. Be prepared to handle first aid situations as well as medical emergencies at all practices and games, both home and away:
 - Have and know how to use a properly supplied first aid kit/ice
 - 911 emergency procedures/telephone location
 - location of nearest emergency medical facilities
 - always carry emergency medical release forms and team safety and information cards
 - follow up all injuries with parents/guardians
1. Know and understand the Laws of the Game
2. Inspect players equipment and field conditions for safety reason
3. Utilize proper teaching and instructing of players regarding safe techniques and methods of play
4. Implement appropriate training programs to make sure players are fit for practice and competition.
5. Supervise and control your players so as to avoid injury situations.

Player Development

1. Develop the child's appreciation of the game.
2. Keep winning and losing in proper perspective
3. Be sensitive to each child's development needs.
4. Educate the players to the technical, tactical, physical and psychological demands of the game for their level.
5. Implement rules and equipment modification according to the players age group.
6. Allow players to experience all positions.
7. Players need to have fun and receive positive feedback.
8. Practice should be conducted in the spirit of enjoyment and learning.
9. Provide the appropriate number of training sessions and games according to the player's stage of development.
10. Strive to help each player reach his or her full potential and be prepared to move to the next stage of development.

Ethics

1. Strive to maintain integrity within our sport.
2. Know and follow all rules and policies set forth by clubs, leagues, state, and national associations.
3. Work in the spirit of cooperation with officials, administrators, coaches and spectators to provide the participants with the maximum opportunity to develop.
4. Be a positive role model
5. Set the standard for sportsmanship with opponents, refereed, administrators and spectators.
6. Keep sport in proper perspective with education.
7. Encourage moral and social responsibility
8. Just say no to drugs and alcohol.
9. Coaches should continue their own education in the sport.

DYSA specifics

1. The only authority allowed to cancel a game is the Head Referee or League President or Vice President. There will be zero tolerance for coaches canceling games. You will be suspended or stripped of your coaching authority.
2. The referee's word is "law". No matter what the age of the referee, their call is to be respected at all times.
3. All players must play at least one half of the total game time.
4. We ask that you respect the conditions of the game fields and do not use them as practice fields. You may practice anywhere else you wish except the baseball fields at the Sports Complex – these are off limits. Last coach on the field, please turn off the lights.

D'iber vil le Youth Soccer Association Boar d of Directors 2003-2004

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MYSA Small-Sided Games (SSG) Guidelines

As approved by MYSA Council, September 13, 2003

Under 6 - 3 v 3

Includes Under 5's for organizations that have single age groups

Law 1, The field:

- a. Field Length 25 yd
- b. Field Width 20 yd
- c. Goal 4-ft high by 6-ft wide (nominal size)
- d. Goal Area None
- e. Penalty Area None
- f. Halfway Line A halfway line shall be marked across the field.
- g. Center Circle 3-yd radius
- h. Corner Arc 2-ft radius
- i. Corner Flags Cones can be used. If flags are used, must be > 5 ft

Law 2, Ball Size:

Size three (3)

Law 3, Number of players:

Maximum number of players on field at one time is three (3).

a. Maximum Roster

Maximum number on roster should not normally exceed six (6).

b. Goalkeepers

There are no goalkeepers. (Coaches MUST refrain from positioning players continuously in the goal mouth as a goalkeeper).

c. Substitutions

Allowed any time ball is out of play with permission of the Referee or Game Official.

d. Playing Time

Each player SHALL play a minimum of 50% of total playing time.

e. Coed teams

Teams and games may be coed, but are considered boys teams.

Law 4, Player's Equipment:

Conform to FIFA. Players may use tennis shoes or soft-cleated soccer shoes. SHINGUARDS ARE MANDATORY

Law 5, The Referee:

Rather than require a Certified Referee, an OFFICIAL (Game manager, Coordinator, Observer, Parent/Coach) may be used. Their job is to keep the playing environment FUN and SAFE and focused on the child. Duties are same as a Referee: to keep time, enforce rules, stop and restart play. If play is stopped for a foul or other reason, take time to explain rule violations to the players.

Law 6, Assistant Referee:

Not used in small-sided 3v3 games.

Law 7, Duration of Game:

Four equal quarters of 8 minutes each with 5-minute halftime break and a break of 2-minutes each between the quarters per half.

Law 8, Start of Play:

Conform to FIFA. Opponents must be 3 yd away from center mark.

Law 9, Ball in & Out of Play:

Ball must completely cross line to be out of play.

Law 10, Method of Scoring:

Ball must completely cross goal line between posts & beneath crossbar.

Law 11, Offside:

There is no offside in small-sided 3v3 games.

Law 12, Fouls & Misconduct:

Conform to FIFA, with exceptions that no cautions or ejections shall be issued except by an independent neutral referee.

Law 13, Free Kicks:

All free kicks are indirect. Opponents must be 3-yd away.

Law 14, Penalty Kicks:

There are no Penalty Kicks in small-sided 3v3 games.

Law 15, Throw-in:

Throw-in is replaced by Kick-in. Opponents must be 3 yd away.

Law 16, Goal Kick:

Goal kicks are to be taken from a point approximately 3 yd diagonally out from the nearest goal post and opponents must be 5-6 yd away.

Law 17, Corner kick:

Conform to FIFA.

MYSA Small-Sided Games (SSG) Guidelines

As approved by MYSA Council, September 13, 2003 (see note 3)

Under 8 - 4 v 4

Includes Under 5's for organizations that have single age groups

Law 1, The field:

- a. Field Length 50 yd
- b. Field Width 30 yd
- c. Goal 4-ft high by 6-ft wide to 6-ft high by 12-ft wide (see Note 1)
- d. Goal Area 4 yd from each goal post and 4 yd into field of play joined by a line drawn parallel to the goal line.
- e. Penalty Area None
- f. Halfway Line A Halfway Line shall be marked across the field.
- g. Center Circle 5-yd radius
- h. Corner Arc 2-ft radius
- i. Corner Flags Cones can be used. If flags are used, must be > 5 ft

Law 2, Ball Size:

Size three (3)

Law 3, Number of players:

Maximum number of players on field at one time is four (4).

a. Maximum Roster

Maximum number on roster should not normally exceed seven (7).

b. Goalkeepers

There are no goalkeepers. (Coaches MUST refrain from positioning players continuously in the goal mouth as a goalkeeper).

c. Substitutions

Allowed any time ball is out of play with permission of the Referee or Game Official.

d. Playing Time

Each player SHALL play a minimum of 50% of total playing time.

e. Coed teams

Teams and games may be coed, but are considered boys teams.

Law 4, Player's Equipment:

Conform to FIFA. Players may use tennis shoes or soft-cleated soccer shoes. SHINGUARDS ARE MANDATORY

Law 5, The Referee:

Rather than require a Certified Referee, an OFFICIAL (Game manager, Coordinator, Observer, Parent/Coach) may be used. Their job is to keep the playing environment FUN and SAFE and focused on the child. Duties are same as a Referee: to keep time, enforce rules, stop and restart play. If play is stopped for a foul or other reason, take time to explain rule violations to the players.

Law 6, Assistant Referee:

Not used in small-sided 4v4 games.

Law 7, Duration of Game:

Four equal quarters of 10 minutes each with 5-minute halftime break and a break of 2-minutes each between the quarters per half.

Law 8, Start of Play:

Conform to FIFA. Opponents must be 5 yd away from center mark.

Law 9, Ball in & Out of Play:

Ball must completely cross line to be out of play.

Law 10, Method of Scoring:

Ball must completely cross goal line between posts & beneath crossbar.

Law 11, Offside:

There is no offside in small-sided 4v4 games.

Law 12, Fouls & Misconduct:

Conform to FIFA, with exceptions that no cautions or ejections shall be Issued except by independent neutral referee.

Law 13, Free Kicks:

All free kicks are indirect. Opponents must be 5-yd away.

Law 14, Penalty Kicks:

There are no Penalty Kicks in small-sided 4v4 games.

Law 15, Throw-in:

Throw-ins shall be taken. Opponents must be 5 yd away. Retaken one time if a throw-in violation is detected. Explain violation to player.

Law 16, Goal Kick:

Conform to FIFA, opponents must be 5 yd away.

Law 17, Corner kick:

Conform to FIFA.

Note 1 - Consider using larger goal size to encourage developing 1st and 2nd defender principles and encourage shooting from longer range...also to discourage camping in goal by a defender.

MYSA Small-Sided Games (SSG) Guidelines

As approved by MYSA Council, September 13, 2003 (see note 3)

Under 10 - 6 v 6

Law 1, The field:

- a. Field Length 60 yd
- b. Field Width 40 yd
- c. Goal 6-ft high by 18-ft wide up to 7-ft high by 21-ft wide (see Note 2)
- d. Goal Area 6 yd from each goal post and 6 yd into field of play joined by a line drawn parallel to the goal line.
- e. Penalty Area 12 yd from each goal post and 12 yd into field of play joined by a line drawn parallel to the goal line.
- f. Halfway Line A halfway line shall be marked across the field.
- g. Penalty Spot 9 yd from center of goal line.
- h. Penalty Arc 8 yd radius
- i. Center Circle 8-yd radius
- j. Corner Arc 2-ft radius
- k. Corner Flags Corner Flags must be > 5 ft for safety reasons.

Law 2, Ball Size:

Size four (4)

Law 3, Number of players:

Maximum number of players on the field at one time is six (6) of which one player is a goalkeeper.

a. Maximum Roster

Maximum number on roster should not exceed ten (10).

b. Substitutions

Substitution is allowed any time ball is out of play with permission of the Referee. (Exceptions to free-substitution are District and State Tournaments, where substitution is permitted only at quarters)

c. Playing Time

Each player SHALL play a minimum of 50% of total playing time.

Law 4, Player's Equipment:

Conform to FIFA. Players may use tennis shoes or soft-cleated soccer shoes. SHINGUARDS ARE MANDATORY

Law 5, The Referee:

Currently Certified Referee.

Law 6, Assistant Referee:

Currently Certified Referee. Use of Club Linesman is permitted in absence of Assistant Referee except for State Cup Games, e.g, District Tournaments and Tide Cup. Club linesman shall not call offside violations.

Law 7, Duration of Game:

Four equal quarters of 12.5 minutes with a 5-minute halftime break and a break of 2-minutes each between the quarters per half.

Law 8, Start of Play:

Conform to FIFA. Opponents must be 8 yd away from center mark.

Law 9, Ball in & Out of Play:

Ball must completely cross line to be out of play.

Law 10, Method of Scoring:

Ball must completely cross goal line between posts & beneath crossbar.

Law 11, Offside:

Conform to FIFA.

Law 12, Fouls & Misconduct:

Conform to FIFA.

Law 13, Free Kicks:

Conform to FIFA. Opponents must be 8-yd away.

Law 14, Penalty Kicks:

Penalty shot taken from spot located 9 yd from goal line.

Law 15, Throw-in:

Conform to FIFA.

Law 16, Goal Kick:

Conform to FIFA.

Law 17, Corner kick:

Conform to FIFA. Opponents must be 8-yd away.

Note 2: The range of goal sizes permits organizations to defer purchase of new goals. If new goals are acquired for U10 6v6, they should ideally be 6-ft x 18-ft or 6.5-ft x 18-ft.

MYSA Small-Sided Games (SSG) Guidelines

As approved by MYSA Council, September 13, 2003 (see note 3)

Under 12 - 8 v 8

Law 1, The field:

- a. Field Length 70 yd (may be extended up to 80 yards by local option)
- b. Field Width 45 yd
- c. Goal 7-ft high by 21-ft wide
- d. Goal Area 6 yd from each goal post and 6 yd into field of play joined by a line drawn parallel to the goal line.
- e. Penalty Area 14 yd from each goal post and 14 yd into field of play joined by a line drawn parallel to the goal line.
- f. Halfway Line A halfway line shall be marked across the field.
- g. Penalty Spot 10 yd from center of goal line.
- h. Penalty Arc 8 yd radius
- i. Center Circle 8-yd radius
- j. Corner Arc 3-ft radius
- k. Corner Flags Corner Flags must be > 5 ft for safety reasons.

Law 2, Ball Size:

Size four (4)

Law 3, Number of players:

Maximum number of players on the field at one time is eight (8) of which one player is a goalkeeper.

a. Maximum Roster

Maximum number on roster should not exceed fourteen (14).

b. Substitutions

Substitution is allowed any time ball is out of play with permission of the Referee. (Exceptions to free-substitution are District and State Tournaments, where substitution is permitted only at quarter breaks)

d. Playing Time

Each player SHALL play a minimum of 50% of total playing time.

Law 4, Player's Equipment:

Conform to FIFA. SHINGUARDS ARE MANDATORY

Law 5, The Referee:

Currently Certified Referee.

Law 6, Assistant Referee:

Currently Certified Referee. Use of Club Linesman is permitted in absence of Assistant Referee except for State Cup Games, e.g, District Tournaments and Tide Cup. Club linesman shall not call offside violations.

Law 7, Duration of Game:

Four equal quarters of 15 minutes with a 5-minute halftime break and a break of 2-minutes each between the quarters per half.

Law 8, Start of Play:

Conform to FIFA. Opponents must be 8 yd away from center mark.

Law 9, Ball in & Out of Play:

Ball must completely cross line to be out of play.

Law 10, Method of Scoring:

Ball must completely cross goal line between posts & beneath crossbar.

Law 11, Offside:

Conform to FIFA.

Law 12, Fouls & Misconduct:

Conform to FIFA.

Law 13, Free Kicks:

Conform to FIFA. Opponents must be 8-yd away.

Law 14, Penalty Kicks:

Penalty shot taken from spot located 10 yd from goal line.

Law 15, Throw-in:

Conform to FIFA.

Law 16, Goal Kick:

Conform to FIFA.

Law 17, Corner kick:

Conform to FIFA. Opponents must be 8-yd away.

NOTE 3: US Youth Soccer is currently evaluating all aspects of small-sided soccer including field and goal dimensions. Considerations have been made that the field sizes and field markings are consistent and proportional within and across age groups. These Small-Sided Games Guidelines have been approved by the MYSA Council for the current seasonal year (2003-04) and in certain cases supersede US Youth Soccer recommendations. The major consideration in selection of field and goal sizes is that the best quality of soccer and optimum player development are the result.