



## 2018 Spring Laws of the Game

**Summary** (field sizes L X W in yards, goals H X W in feet). Review with referee before every game.

- A. Unlimited substitutions on any play stoppage
- B. 5+ goal lead: trailing team adds 1-2 players. 6 lead max. Restart: goal kick.
- C. U8**
  - i. Field: 55-65 x 35-45, Goal 5x10, Ball Size 3, 7v7 (minimum 4)
  - ii. Duration: 25 minutes per half, 5 minute half-time
  - iii. Throw-ins: Unlimited retries for incorrect throw-ins
  - iv. Free kick distance: 8 yards
  - v. No Offside
  - vi. All kicks indirect. No penalty kicks
  - vii. No Goalie Punts or drop kicks
  - viii. No deliberate headers
  - ix. No slides that could endanger another player (ref's discretion)
  - x. Build out line at halfway line for goal kick or goalie possession. Opponents can cross after 2 touches (including kicker/thrower). Not applicable if goalie doesn't wait for retreat.
- D. U10**
  - i. Field: 55-65 x 35-45, Goal 6x18, Ball Size 4, 7v7 (minimum 4)
  - ii. Duration: 25 minutes per half, 5 minute half-time
  - iii. Throw-ins: 1 retry for incorrect throw-in before going to opposing team
  - iv. Free kick distance: 8 yards
  - v. Offside enforced starting at the opposing build out line
  - vi. All kicks indirect. No penalty kicks.
  - vii. No Goalie Punts or drop kicks
  - viii. No deliberate headers
  - ix. No slides that could endanger another player (ref's discretion)
  - x. Build out line at 1/3 field (start of center circle if not marked) for goal kick or goalie possession. Opponents can cross after 2 touches (including kicker/thrower). Not applicable if goalie doesn't wait for retreat.
- E. U12**
  - i. Field: 70-80 x 45-55, Goal 6x18, Ball Size 4, 9v9 (minimum 5)
  - ii. Duration: 30 minutes per half, 5 minute half-time
  - iii. Free kick distance: 8 yards
  - iv. Offside enforced
  - v. No deliberate headers
  - vi. No slides that could endanger another player (ref's discretion)
- F. U14 & Up**
  - i. Use District 4 rules.

1. **Field.** See Summary
  - A. Coaches and players on one side of the field remaining on their respective halves.
  - B. Parents on the opposite side of the field. Parents should sit on their designated half of the field.
2. **Ball.** See Summary
3. **Players.** See summary
4. **Equipment**
  - A. Safe shoes (ie: Soccer Cleats) and Shin Guards totally covered by socks
  - B. Home Team is required to change jersey in case of conflict. (Pinnies)
  - C. No Jewelry, Earrings, Bracelets or Watches
5. **Referees**
  - A. The referee has full authority to enforce the Laws of the Game in connection with the match. If the match has no referee, the coaches can agree on coaches, parents, or other suitable persons to act in the roles of referee granting them that same full authority.
  - B. The referee may let game play continue after a foul is committed for advantage to fouled team.
  - C. **Never yell or argue with the referee.** What the referee sees are the facts of the game regardless of what actually happened.
  - D. Other than positive reinforcement, only the coach should address the referee and only to:
    - i. Point out an injury, unsafe situation, or league rule modifications.
    - ii. Ask respectfully what a call was for.
    - iii. Call for substitutions
    - iv. Ask permission to enter the field when play has stopped for an injury and to ask permission for the player's parent to enter the field if needed.
  - E. Once a call has been made, arguing won't change it and demonstrates poor sportsmanship to our players and parents.
  - F. No one may enter or leave the game field during play without referee permission.
  - G. Referees will hold the coaches responsible for actions of their players and parents.
6. **Other Match Officials**
  - A. Up to 2 Lines persons (anyone present who is not a referee) can be used if the game doesn't have enough referees. A lines person serves at the direction of the referee and is only allowed to signal for a ball that has gone in and out of play from the touchline or goal line. They may not signal direction nor any thing else.
7. **Duration of Play.** See summary
8. **The Start and Restart of Play**
  - A. The referee will start the game clock 'on-time, regardless if the teams are present. Teams will have 10 minutes to begin play. If a team does not have enough players at the 10 minute mark, the game shall be forfeited with a final score of 3-0, or what their average goals for are for the season.
  - B. The referee will do a coin toss with the visiting team to call. The team that wins the coin toss will have the the choice of what direction to attack in first. The other team will get Kick-off.
  - C. Game begins with a kick-off. All players except the kicker has to be on their half of the field before the ball is kicked. The ball can go in any direction to start play.

- D. Game play may also begin with a dropped ball when game is to be stopped while ball is in play for a reason other than an infraction, for example injury. The ball may be touched once it has hit the ground.

**9. The Ball in and out of Play**

- A. The ball is out of play when the it passes completely outside of a goal line or touchline.
- B. Referee determines which team gets the throw-in, corner kick or goal kick.

**10. Determining the Outcome of a Match**

- A. The team that scores the greater number of goals is the winner.
- B. Rules state that the ball must fully cross the goal line below the cross bar and between both posts to be deemed a goal. Players may not score for the opposition directly from a goal kick, penalty kick, indirect kick, or free kick.

**C. 5+ Goal Leads**

- i. A team should try to not lead by 5 or more goals against an opponent. Teams are encouraged to pass the ball, move their more developed players back while the less developed players are playing forward or attack with less players up field.
- ii. There will be no required removal of players in the event of a 5-Goal lead.
- iii. A team will be allowed to add up to 2 players in the event that they are trailing by 5 or more goals. Once the deficit is less than 5, both teams must remain at full strength.
- iv. Maximum 6 goal lead. Any goals scored with more than a differential of 6 will be waived off and restarted with a Goal Kick.

**11. Offside (U10 & Up)**

- A. An offensive player is in an offside position if
  - i. in the opposing half of the field (for U10, beyond the opposing build out line) and
  - ii. the player is nearer to the goal line than both the ball and second-last opponent and
  - iii. the ball is played or touched by a team-mate
- B. Head, body, and feet of players are considered, not hands and arms.
- C. Offside and an 'Offside position' are not the same. Being in an offside position is allowed as long as the player does not participate in play, interfere in play, or gain an advantage from being in an offside position.
- D. There is no offside offense if the ball is received received directly from:
  - i. A throw-in
  - ii. A corner kick
  - iii. A goal kick

**12. Fouls and Misconduct**

- A. A foul can be any form of unsportsmanlike conduct/aggression not a part of the sport's necessary fluid movement toward another player, even a team-mate. A yellow or red card may be awarded by the referee. Some examples:
  - i. Charging, holding, pushing, kicking, jumping at, striking, tripping, hitting, or spitting
    - a. A fair charge is shoulder to shoulder, upright position, at least one foot on the ground, arms at the sides, and in playing distance of the ball.
  - ii. Deliberately handling the ball with your hands. A ball touching the hand may not be a foul.
  - iii. Goal keeper handling the ball with their hands...

- a. in U12 & Up for more than 6 seconds. (U8-U10 the 6 seconds starts once opponents cross build out lines)
- b. upon receiving a deliberate kick from a team-mate
- c. outside the penalty area
- iv. Careless or reckless play or use of excessive force (ref's discretion)
- v. U8-U12 - Slide that could endanger another player (ref's discretion)

### 13. Free Kicks

- A. Direct Free Kick (U12 & Up only): The player taking the free kick may directly kick the ball into the goal to score. It is not required to touch any other player. Major fouls result in direct kicks being awarded.
  - B. Indirect free kicks (*U8 & U10 all kicks are indirect only*): Before entering the goal, the ball must touch one or more players from either team after the kick is taken.
  - C. When taking a free kick, the following rules apply:
    - i. The referee will indicate if the free kick is indirect by sticking arm straight up
    - ii. The ball must be stationary.
    - iii. Opponents must immediately retreat at least 10 yards (8 yards for U8-U12) from the ball
    - iv. The person taking the kick may do so quickly even if the opponents are still retreating
    - v. The person taking the kick may request that the referee move opponents back to the proper distance.
    - vi. If the kick is taken within the minimum distance of the opposition's goal, the opponents may stand on the goal line between the posts.
    - vii. A free kick taken by a defending team inside of their own goal area may be taken from anywhere within the goal area.
    - viii. An indirect free kick taken by the attacking team within the defender's goal area is to be taken on the edge of the goal area box, nearest to where the foul was committed.
    - ix. The player taking the free kick must not touch the ball after taking the initial kick until another player from either team has touched the ball.
14. **The Penalty Kick (U12 & Up):** A penalty kick is awarded to the attacking team when a player from the defending team commits a major foul within the penalty area. The kick is taken from the penalty mark. Only the defending goal keeper and the attacker's penalty taker are allowed to be inside the penalty area while the kick is being taken. Everyone else must be completely outside the penalty area and penalty arc lines and farther from the goal line than the penalty mark. The goal keeper is required to stand on the goal line, and not move forward towards the ball until the ball has been struck. If the defending goalkeeper moves off the goal line or if any of the defending team's players enter the penalty area before the ball is struck, and the attacking team does not score, the penalty is retaken. If the attacking team's players encroach the penalty area, and the shot is scored, no goal is awarded and the penalty is re-taken, if no goal is scored the defending team is awarded a indirect free kick for where the attacking team entered the penalty area. If both teams encroach, the penalty kick is retaken.
15. **The Throw-in:** Throw-ins only occur when a ball travels out of bounds from a touchline (not from a goal line). The soccer rules require both feet must be placed on the ground, and both hands holding the ball. The ball is pulled behind the head and thrown over the head, with equal extension of both arms. Both of the throwers feet must remain on or behind the touchline, and he or she may not

touch the ball until it has touched at least one other player from either team. If the throw-in is not taken correctly, it is retaken by the opposing team. U8: Unlimited retries by same team allowed. U10: 1 retry by same team allowed.

16. **The Goal Kick:** If the attacking team is last to touch the ball before it crosses the goal line, the defending team is awarded a goal kick to re-start play. This kick is to be taken from anywhere within the goal box. Any team member from the defending team may take the kick. No player from the attacking team is allowed to be within the penalty area until the kick has been taken and the ball has left the penalty area. If the ball fails to leave the penalty area when kicked or if a player from either team touches the ball before it leaves the penalty area, the goal kick will be taken again.
17. **The Corner Kick:** If the ball exits the field of play over the goal line, and is last touched by the defending team, a corner kick is awarded to the attacking team. This corner kick is to be taken within the arc on the corner of the field; on the side of the goal the ball exited play. The player taking the corner kick is allowed to kick the ball directly into the goal. The kicker is not allowed to touch the ball again until it has touched at least one other player from either team. The defending team is required to be back 10 yards (8 yards for U8-U12) from where the ball is placed.

## 18. Additional Rules

### A. Build out Lines (U8-U10)

- i. On a Goal Kick or Goalie Possession the opposing team will retreat past the build out line and be unable to challenge for the ball until the ball has either been kicked (or thrown for goalie possession) **and then touched by another teammate of the defending team**, or the ball passes the build out line.
  - ii. Build out line violations result in goal kick.
- B. Clean up all trash after the game. We can lose field permits if this doesn't happen.
  - C. It is the home team's responsibility to set up the field if they have the first game of the day and to put away the equipment and goals if they have the last game of the day. Help from the visiting team is always appreciated.
  - D. Any player removed from a game field exhibiting signs of a concussion may not participate in soccer for the rest of the season until they present a doctor's note to the coach approving return to practice and play. Coaches are required to send the note to their league administrator.
  - E. Changing a location, date, or time of a game must first be agreed upon by both coaches, and then the match secretaries of the one or two leagues involved. Once confirmed, the match secretary hosting the game will update mysoccerleague.com and the game has been changed.
  - F. No coach may play a player that is not rostered on their team by their league. Coaches are required to have their league provided team roster available on request at every game. If there are any suspicions of a manipulated play list, the opposing coach or referee can ask for the official team roster provided by the league.
  - G. Coaches are required to enter the game scores into mysoccerleague.com.