

**LAWS OF THE GAME – 3RD – 5TH & 6TH - 8TH GRADE TOURNAMENT
(FIFA L.O.T.G. W/U.S. YOUTH SOCCER & CSYSA MODIFICATIONS)
SPRING 2010 SEASON**

LAW I – THE FIELD

A. Dimensions:

The field of play shall be rectangular, its length being not more than 90 yards and not less than 60 yards and its width not more than 60 yards and not less than 40 yards. The length in all cases shall exceed the width.

B. Markings:

1. Distinctive white lines not more than five (5) inches wide.
2. A halfway line shall be marked out across the field.
3. A center circle with a ten (10) yard radius.
4. Four corner arcs with a 1 yard (3 foot) radius.
5. Goal area: Six (6) yards from each goal post and six (6) yards into the field of play, joined by a line drawn parallel with the goal line.
6. Penalty area: Eighteen (18) yards from the goal post and eighteen (18) yards perpendicular to the goal line.
7. Penalty mark: Ten (10) yards parallel to the goal line centered between the goal posts.

C. Goals:

Seven (7) feet high and twenty-one (21) feet wide.

LAW II – THE BALL

Size four (4) for 3rd – 5th grades and size five (5) for 6th – 8th grades

LAW III – NUMBER OF PLAYERS

A. Minimum number of players on the field at any one time is seven (7), one of which is the goalkeeper.

B. Maximum number of players on the field shall not exceed eleven (11).

C. Substitutions:

1. Prior to a throw-in, by either team.
2. Prior to a goal kick, by either team.
3. Prior to a corner kick, by either team.
4. After a goal, by either team.
5. After an injury, by either team, when the referee stops the play.
6. At half-time.
7. If a player receives a caution (yellow card).
8. Anytime the referee allows

D. Playing Time: It is SSA's recommendation that each player receive a minimum of 50% of the total playing time in each game.

LAW IV – PLAYERS EQUIPMENT

The basic equipment of a player consists of the following:

- A. A jersey or shirt (same color for all players on a team except goalkeeper).
- B. Shorts – jerseys/shirts must be tucked into shorts.
- C. Stockings – must completely cover the shinguards, should be same color for all of team.
- D. Shinguards – MANDATORY for protective reasons.
- E. Footwear – tennis shoes, cleats with no "toe spike" or soft-cleated soccer shoes. No metal cleats allowed.

LAW V – REFEREE

A. A Center Referee shall be appointed to officiate each game.

B. The Center Referee is in charge of all game activity.

C. The Center Referee will not be shown any visible or verbal dissent before, during, or after the game.

D. The Center Referee is empowered to cause the removal of any coach, player, spectator who is disruptive or who has displayed behavior contrary to the spirit of the game and/or the rules of play.

E. All rule infractions shall be briefly explained to the offending player.

F. Before play can begin, the Center Referee will inspect all players for shinguards, matching jerseys, proper footwear and illegal equipment (I.E. jewelry).

LAW VI – ASSISTANT REFEREES

- A. Sterling Soccer Association will provide two qualified Assistant Referees that will help the Center Referee officiate the game.
- B. The Assistant Referees will help the Center Referee decide among other things, ball in and out of play, offside, fouls, and goal scoring.
- C. The Assistant Referees will remember that their opinions may or may not be accepted by the Center Referee.

LAW VII – DURATION OF THE GAME

- A. The game shall be divided into two (2) equal halves of twenty-five (25) minutes each.
- B. Half-time break of ten (10) minutes.

LAW VIII – START OF PLAY

- A. At the start of the game, choice of which end to attack and which team will kick-off are determined by the Center Referee, coaches and team captains.
- B. Opponent must be ten (10) yards from the center mark while ball is kicked.
- C. The ball may not be touched again by the same player until it has been touched by another player of either team.

LAW IX – BALL IN AND OUT OF PLAY

The ball is out of play during the following circumstances:

- A. When it has completely crossed a boundary line (on the ground or in the air).
- B. When the game has been stopped by the Center Referee.

LAW X – METHOD OF SCORING

- A. A goal is scored when the whole ball passes over the goal line through a legally propelled method.
- B. The ball must cross the goal line between the goal posts and under the crossbar.

LAW XI – OFFSIDE

- A. A player is considered offside if he/she is nearer to the opponent's goal line than the ball at the time the ball is kicked to him/her by a teammate except in the following cases:
 - 1. The player is in his own half of the field.
 - 2. The player is not nearer to his opponent's goal line than at least two of his opponents.
- B. A player is only penalized for being offside if the ball is played or touched by one of his team and he is involved in active play in one of the following ways:
 - 1. Interfering with play.
 - 2. Interfering with an opponent.
 - 3. Gaining an advantage by being in an offside position.

LAW XII – FOULS AND MISCONDUCT

- A. Opponents must be ten (10) yards away before kick is allowed.
- B. The Center Referee should explain infraction to the offending player before restarting play.
- C. Any player who commits one of the following offences shall be penalized by the opposing team being awarded a direct free-kick.
 - 1. Kicks or attempts to kick an opponent.
 - 2. Trips or attempts to trip an opponent.
 - 3. Jumps at an opponent.
 - 4. Charges an opponent (except when the charge is shoulder to shoulder and when the player is playing the ball or attempting to play the ball).
 - 5. Strikes or attempts to strike an opponent.
 - 6. Pushes an opponent.
 - 7. Illegally tackles an opponent (I.E. tackling the opponent before getting the ball).
 - 8. Holds an opponent.

9. Spits at an opponent.
 10. Handles the ball deliberately. (It is not considered a "hand ball" when the ball hits the players hand and no advantage is gained. A player must deliberately handle the ball for a foul to occur.)
- D. Indirect free kicks are awarded if the following should occur:
1. Dangerous play
 2. Charging shoulder to shoulder while away from the ball.
 3. Charging the goalkeeper when not in possession of the ball.
 4. The goalkeeper takes more than six (6) seconds or delays the game.
 5. Offside
- E. No cautions or ejections shall be issued to players except by an independent neutral Referee
- F. The goalkeeper may handle the ball while inside the penalty area unless the ball is passed back to the goalkeeper by a teammate (pass must be intentional and played with the feet). The goalkeeper may not handle the ball a second time after gaining control until the ball has been touched by another player.

LAW XIII – FREE KICKS

Free kicks are one of two types

- A. Direct kick – A goal can be scored directly against the offending team.
- B. Indirect free kick – A kick awarded after a foul where the ball must be touched by another player from either team before going into the goal.
- C. For both types of kicks, opponents must be ten (10) yards away before kick is allowed.

LAW XIV – PENALTY KICKS

- A. A penalty kick is taken from the penalty mark.
- B. It is awarded when any of the fouls that result in a direct kick occur inside the penalty area.
- C. Only the goalkeeper and the kicker are allowed inside the penalty area.
- D. Opponents must be ten (10) yards away before kick is allowed.
- E. The goalkeeper must stay on the goal line until the ball is kicked.
- F. The kicker cannot touch the ball a second time until it has been touched by another player.

LAW XV – THROW-IN

- A. A throw-in is awarded to the other team when one team causes the ball to leave the field of play by crossing completely over the touchline.
- B. The player making the throw-in must have both hands on the ball and has both feet on the ground at the time of the throw. The ball must be thrown from a starting point directly behind the head.
- C. When a ball passes over a touchline, it must be thrown from a point within 2 yards (6 feet) of where it crossed the touchline.

LAW XVI – GOAL KICK

- A. A goal kick is taken by a member of the defending team when the ball crosses the goalline outside of the goal when the ball is last touched by a member of the attacking team.
- B. The kick is taken from any point within the goal area (6 yard box).
- C. The ball must leave the penalty area before it can be touched by a player of either team.

LAW XVII – CORNER KICK

- A. The attacking team is awarded a corner kick when the ball passes completely over the goal line outside of the goal area after last being played by a member of the defending team.
- B. The kick is taken from within the corner arc on the side of the field that the ball left the field of play.
- C. No defending player may be within ten (10) yards of the ball.

**** THESE LAWS OF THE GAME ARE AN OVERVIEW AND ARE NOT INTENDED TO COVER EVERY POTENTIAL SITUATION THAT MAY OCCUR DURING A SOCCER MATCH. THE DECISIONS OF THE REFEREE ARE CONSIDERED FINAL. PRE-EXISTING CONDITIONS ARE NOT CONSIDERED UNFAIR TO ONE PARTICULAR TEAM AND SHALL NOT BE PROTESTED. COACH AND PLAYER ACTIONS ARE EXPECTED TO BE WITHIN THE SPIRIT OF THE LAWS, THE SPIRIT OF THE GAME AND THE SPORTSMANSHIP THAT THE SPIRIT EMBODIES. ****