



UNDER-9 (7&8yr) & UNDER-12(9&11yr) “LAWS OF THE GAME”

LAW 1 – THE FIELD OF PLAY

Dimensions – The field will be 175 feet long and 85 feet wide.

Field Markings – The markings will be the touch (side) and goal (end) lines, a centerline, and the center circle. There will be a goal box (smaller) and a penalty box (larger) on each end.

Goals – The goals will be 6 feet high and 12 feet wide.

LAW 2 – THE BALL

The ball will be size 4.

Home team will provide game ball. (Home team is team listed first on game schedule)

LAW 3 – THE NUMBER OF PLAYERS

Players – The game will be played with no more than 8 players for each team but must have 6 players to start the game.

Goalkeeper – A keeper will be used, included in the 8 players, and will wear a pullover jersey of a different color than both teams' jerseys. The keeper jersey will be provided.

The keeper may only use his hands inside the penalty area.

The 6-second rule for releasing the ball will be in effect.

Substitution – The coach may replace a player(s) at any time there is a “dead” ball. Exception: A team may NOT substitute when a player of same team kicks the ball out-of-bounds on the touch (side) line.

The coach must inform the referee so he can signal the substitutes onto the field.

LAW 4 – THE PLAYER'S EQUIPMENT

Uniform – All players must have like-color jerseys. Uniforms supplied will include jersey and socks.

Shin Guards – Shin guards are **required** for all players to play in the game. Shin guards must be covered completely by the socks.

LAW 5 – THE REFEREE

A referee will be supplied for all games.

The referee:

- enforces the Laws of the Game
- acts as timekeeper and keeps a record of the game
- stops the game to check a player who may be injured

- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time
- takes disciplinary action against players guilty of caution or sending-off offences

The referee shall explain all infractions to players for instruction, i.e. handball, pushing, out-of-bounds, etc.

The decisions of the referee regarding facts connected with play are final.

LAW 6 – DURATION OF THE MATCH

Periods of Play – The game will consist of 4 quarters of 13 minutes each, running clock with the exception of quarters and halftime. This allows for substitutions.

Allowance for Time Lost – An exception to the running clock will be for injury, extra time for substitution, etc. Referee will stop the clock if they deem the play stoppage to be excessive for any reason.

Half-Time – The break between the second and third quarters should be no longer than 5 minutes.

Penalty Kick – Extra time will be allotted for any penalty kick.

Overtime / Shootouts – There will be no overtime or shootouts. Games tied will end in a tie.

LAW 7 – THE START AND RESTART OF PLAY

Kick-off – A kick from the center point of the field is a way of starting or restarting play:

- at the start of each quarter
- after a goal has been scored

Teams will rotate the kick-off: team A – 1st and 3rd quarters team B – 2nd and 4th quarters

- The home team, team listed first on game schedule, will take the opening kickoff
- the teams will swap ends of the field for the second half of the game

Procedure –

- all players are on their half of the field
- the receiving team must be outside the center circle
- the ball is in play when it moves forward
- the kicker cannot touch the ball a second time until it has touched another player
- after a team scores a goal, the kick-off is taken by the opposing team
- any infraction of these rules results in a kick-off retaken

A goal may be scored directly from the kick-off.

Drop-ball – Any temporary stoppage, or an unknown out-of-bounds, etc., will result in the referee choosing a player from each team and restarting play by dropping the ball in between them. The players may kick the ball only after it has touched the ground.

LAW 8 – THE BALL IN AND OUT OF PLAY

Out of Play – the ball is out of play when:

- it has crossed the goal (end) line or touch (side) line on the ground or in the air
- play has been stopped by the referee

In Play – the ball is in play at all other times, including when:

- it rebounds from a goalpost, crossbar or corner flag post and remains in the field of play
- it rebounds from a referee that is in the field of play

LAW 9 – THE METHOD OF SCORING

A goal is scored when the ball completely passes over the goal line between the goal posts and under the cross bar.

LAW 10 – OFFSIDE

There will be NO Offside in Under-9 & Under-11 soccer.

No player may position himself inside the penalty box line extended of the opponent's goal, *well out of play*, intending to receive the ball for a score.

LAW 11 – FOULS AND MISCONDUCT

An indirect kick will be taken by the opposing team when:

- a player attempts to kick the ball once it is in control of the goal keeper
- a player attempts to prevent the goal keeper from releasing the ball
- the goal keeper takes more than 6 seconds to release the ball
- the goal keeper touches the ball again with his hands after he has released it

The indirect kick will be taken from the spot of the foul.

A direct kick will be taken from the spot of the foul by the opposing team when:

- a player *intentionally* touches the ball with his hand or arm extended
- a player plays in a dangerous manner, including: kicking, tripping, charging, striking, pushing, holding, or any unsportsmanlike play

A penalty kick is awarded if any direct kick offence is committed by a player inside his own penalty area.

LAW 12 – FREE KICKS

Direct Kick – Definition: A kick awarded after a violation that may go directly into the goal for a score.

Indirect Kick – Definition: A kick awarded after a violation that must touch another player from either team before a score can be made.

In either free kick:

- all opponents must be at least 10 steps from the ball
- when the referee moves away from the ball, it may be put in play
- the ball is in play when it is kicked and moves

LAW 13 – THE PENALTY KICK

Penalty Kick – Definition: A kick awarded after a hand-ball or any direct kick violation that occurs inside the penalty area. This kick is taken from the penalty spot directly in front of the goal.

Procedure –

- the goalkeeper must remain on the goal line until the ball is kicked
- the kicker, who is not necessarily the offended player, must be identified by the referee
- all other players must be in the field of play and outside the penalty area
- the kicker must wait for the signal from the referee
- the ball must be kicked forward
- the kicker cannot touch the ball a second time until it has touched another player
- the ball is in play when it is kicked; all other players may enter the penalty area at that time
- any ball hitting the goal posts and/or cross bar and remaining in the field of play is in play

LAW 14 – THE THROW-IN

A throw-in is awarded:

- to the opponents of the player who last touched the ball
- when the ball completely passes over the touch (side) line either on the ground or in the air
- from the point where it went out-of-bounds

Procedure – At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot on the ground either on or outside the touch (side) line
- uses both hands, one on each side of the ball
- delivers the ball from behind and over his head
- may not touch the ball after the throw until it touches another player

A goal *cannot* be scored directly from a throw-in.

Any infraction of the above will result in a re-throw. The referee will explain proper technique.

LAW 15 – THE GOAL KICK

Definition: A kick awarded to the opposing team when the ball goes out-of-bounds on the goal (end) line of a team attempting to score on that goal.

Procedure:

- the ball is kicked by any player from anywhere inside the goal area
- all opponents must be outside the penalty area until the ball is kicked
- no player can touch the ball until it is kicked outside the penalty area
- the kicker may not play the ball when it is kicked until it has touched another player

A goal may be scored directly from a goal kick, but only on the opponents' goal.

Any infraction of the above will result in a re-kick.

LAW 16 – THE CORNER KICK

Definition: A kick awarded to the opposing team when the ball goes out-of-bounds on the goal (end) line of a team defending the goal on that end.

Procedure:

- the ball is placed within the 3-foot arc at the nearest corner
- all opponents must be at least 10 steps from the ball
- the kicker may not play the ball when it is kicked until it has touched another player

A goal may be scored directly from a corner kick, but only on the opponents' goal.

Any infraction of the above will result in a re-kick. A ball kicked over the goal line will be a goal kick. A ball kicked over the touch line will be a throw-in.