

CYSA Laws of the Game for U13 and older (updated 2/7/2022)

The rules of soccer are determined by FIFA. FIFA allows the laws of the game to be modified for youth and amateur adult soccer. This is a compilation of the highlights of the Official FIFA and the Coppel Youth Soccer Association laws with the USYSA recommendations for U11/U12 soccer. The language and order of the rules have been modified for ease of understanding. However, all coaches are encouraged to become familiar with the Laws of the Game. The official FIFA laws should be referred to for instances when it is not covered in this document. This document Includes changes of FIFA rules as of August 2021.

BEFORE THE GAME

The Home team will:

- Provide the game ball
- Wear the pinnies if there is a color conflict (pinnies are available at the concession stand and a driver's license or car keys are required to check them out to ensure they are returned at the end of the game).

All teams will have spectators/parents on one side of the field and players/coaches (with a background check, SafeSport and ID card) on the opposite side.

Coaches and/or spectators must stay clear of the goal and may not place anything on, by or near the goal.

The Referee may call the coaches to the center to talk about such things as game or tournament rules, special procedures, or any special player medical problems.

The Referee will call to the center circle each team's captain(s), which the coach has selected. The team that wins the coin toss will decide which end to defend. The other team will take the kick off to start the match.

DURING THE GAME

Coaches will stay on the sidelines. The coach may not come onto the field without the permission of the Referee. Parents must stay at least 3 feet from the sideline and may not stand within approximately 10 feet of the corner flag.

LAW 1

1. Dimensions - The field of play shall be rectangular. Width is 75 yards. Length is 120 yards.

2. Markings:

A halfway line shall be marked across the field.

Four corner arcs with approximate one (1) yard radius.

Goal area with a line drawn parallel with the goal-line.

3. Goals - dimensions of the goal are approximate wide and high.

LAW 2 - THE BALL

Size #5 properly inflated per FIFA.

LAWS 3 & 12 - PLAYERS AND POSITIONS/SUBSTITUTIONS

It is recommended that there will be eleven (11) players per team on the field at any one time (11v11). There will be a minimum of seven (7) players to play a game. There will be no goalie.

SUBSTITUTIONS

Each player will play a minimum of 50% of the game. Playing time is not an issue under the control of the Referee. Any questions on playing time should be addressed with the coach and/or commissioner. If you have a player who is not attending practice and you have concerns over playing them 50% of a game then please contact your commissioner.

Substitutions can be made with the consent of the referee:

- At a throw-in by the team in possession
- At a throw-in by the team not in possession so long as the team in possession is also making a substitution
- By either team at a goal kick
- By either team after a goal is scored
- By either team when the referee has stopped play due to an injury
- At the quarter, by either team

To substitute,

- Have your player ready to go (warmed up and knows where to go)
- Be ready for 1 of 5 instances when you can sub call

- 1) Call to the ref when play stops
- 2) Look for signal since ref may refuse sub
- 3) Proceed only with refs consent
- 4) Players should go in calling the name of the player to leave
- 5) Players should enter and leave from the center line and encourage the outgoing player to hustle off the field

LAW 4 - PLAYERS AND EQUIPMENT

Each team will wear distinguishable uniforms with number.

Each player must wear shin guards that are fully covered by socks, and

tennis shoes or soft plastic molded cleats. No player may wear anything which, in the referee's opinion, is dangerous to another- including watches, chains, pins, bracelets, hoop or stud earrings, metal barrettes and hard-billed caps. Player must take off any dangerous items to play. All earrings must be removed.

Shin guards are required at games. No shin guards=no play.

LAW 5 - THE REFEREE

The Referee:

- Has jurisdiction from entering the field of play until leaving
- Makes the final decisions
- Can stop the game for a violation of the rules by the whistle
- Can suspend or abandon a game whenever necessary
- Acts as timekeeper, scorekeeper, and record keeper
- Referee can caution or eject a coach.
- May request that a player bleeding from a wound leave the field of play and not return until the bleeding is stopped and he/she receives the permission of the Referee to return to the game
- May require a player to see the ACT before returning to the game if concerned over a head injury. If ACT is not available then the referee with the help from the Stand by referee, Field Marshal or CYSA board member determine if the player can return to the field.

LAW 6 - LINESMAN

1 lineman per sideline

LAW 7 - DURATION OF GAME

Two 40 minute periods with a 5 minute halftime break.

LAW 8 - START OF PLAY

At each half or after a goal, play will start with a kick off. The team that received the first kick off will kick off at the start of the second half. Teams will also change directions at the half.

At the kick off, the offense must have their toes behind the center line. The defense must be at least ten (10) yards away from the kicker. If the players are lined up behind the center circle, the team is in compliance.

The referee will blow the whistle to signal for the kick off. On kick off, to be in play the ball must:

- be still at the center of the field
- the ball can be kicked in any direction, but each player must be in his own half of the field and all players opposing the kicker must be at least ten (10) yards from the ball. If any of these do not happen, the ball is not in play and is re-kicked. The team gets to re-kick until the ball is put into play. Once the ball has been kicked off and is in play, it may not be kicked by the same player until someone else has played it. If the ball is kicked twice (two touch), the other team is given an indirect free kick at the point where the second kick occurred.
- A goal CANNOT be scored directly from a kick off. If the ball goes into the goal directly from the kick off it has gone out of bounds. (See Goal Kick)
- At the end of the first and third quarter, if a team has clear possession:
 - a throw-in - a corner kick – a goal kick a goal ... the next quarter will start with the normal procedures for such. Otherwise, the Referee will restart the second and fourth quarter with a drop ball at the point where the ball was when the whistle blew. The ball is

dead once the whistle blows. Any goals after the whistle do not count. When the whistle blows, if the ball is within the goal area, the drop ball will be taken at the edge of the goal area on a line perpendicular to the goal line from where the ball was stopped. With a drop ball, the Referee drops the ball between two opposing players. The players may not kick the ball until it has hit the ground. A goal may be scored from a drop ball.

LAW 9 - BALL IN AND OUT OF PLAY

The ball is out of play when The ENTIRE ball crosses either the touch (side) or goal line COMPLETELY either on the ground or in the air.

The ball is out of play when the Referee stops play.

If the ball hits any of the following on the field--- the goal, the corner flag - and the ball stays in the field, it is IN PLAY.

If the ball hits the Referee, play is stopped and the referee restarts play by giving the ball back to the player that was in possession at the time of obstruction. (uncontested drop ball)

LAW 10 - SCORING

A goal is scored when:

The WHOLE ball crosses the ENTIRE goal line between the goal posts and under the cross bar, provided it was not propelled by the hand or arm of the attacking team. If a defender deflects the ball by hand or arm or other body part and the ball goes into the goal entirely, a goal is scored.

LAW 11 - OFF SIDES

Offside will be assessed.

LAW 12 - FOULS

A player MAY NOT:

- Kick or try to kick an opponent
- Trip an opponent, i.e. by using their legs or stooping over
- Jump at an opponent
- Charge (contact shoulder-to-shoulder in order to gain control) in a violent or dangerous manner
- Charge from behind
- Strike, spit, or attempt either towards an opponent or the referee
- Hold an opponent or pull at an opponent's jersey
- Push an opponent
- Obstruct an opponent (run between the opponent and ball or interpose the body so as to form an obstacle)
- Handle the ball with his hand or arm
- Play in a dangerous manner
- Use foul language
- Argue with the referee
- Charge fairly when the ball is not within play

If a player does any of the above, the Referee will stop the game, explain the offense to the player, and award a direct or indirect free kick to the opponent. If that player commits the same foul repeatedly, the referee may be shown a card. If that player receives a second caution, the referee will show a red card and the player must leave the game and not return. If a player commits a foul that, in the referee's opinion, constitutes a danger to him or herself or another, that player may be

ejected immediately. The player cannot be replaced.

If a coach or any spectator from that team's side:

- dissents persistently with the Referee
- is guilty of ungentlemanly conduct
- or enters the field without the referee's permission that coach will be cautioned and shown a yellow card.

If a coach or any spectator from that team's side is guilty of:

- violent or threatening conduct,
- foul or abusive language or
- cautionable behavior after a yellow card

that coach will be shown a red card and ordered off the field. Play will not resume unless that coach is at least on field away Failure to leave the game after a red card will cause the game to be abandoned.

The issuance of yellow and red cards has serious implications. Referees will report all cards to the Appeals and Disciplinary Committee for further explanation/action.

LAW 13 - FREE KICK

Free kicks shall be classified under two (2) headings: “Direct”, from which a goal can be scored by a direct kick against the offending side and “Indirect”, from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal. Opponents must be 10 yards away before the kick is allowed

All free kicks will be taken where the offense happened, except:

- a free kick given to the defense within its own goal box shall be taken from any point within the goal area.

The kick must travel outside the goal area to be in play.

For a free kick, the ball:

- Must be still on the ground
- Must be kicked and move
- May not be played by the kicker until played by another
- May be kicked backwards, if not in the goal area

Should there be a two-touch, the opposing team gets the free kick.

For a free kick, all opposing players must be at least ten (10) yards away from the ball and must not distract the kicker in any way. In the case, where the free kick is on the goal line by the offense, the defenders may stand on their own goal line between the goal posts.

To signal for the indirect free kick, the referee will raise an arm above their head and keep that arm raised until the ball is played by another player.

LAW 14 – PENALTY KICK

Penalty kicks may be awarded for certain defensive fouls inside the goal box. They will be taken at the penalty spot, 12 yards from the goal.

LAW 15 - THROW INS

If the ball goes out of bound on the touchline (sideline), the team that touched it last loses possession. The other team gets to throw in at the point where the ball left the pitch (field).

The player throwing the ball must:

- line up opposite the referee who will mark the spot
- face the field
- bring the ball back over his/her head and
- keep part of each foot on or behind the touchline, in contact with the ground.

If any of these are not met the Referee will blow the whistle and the ball will go to the opposing team.

Like the kick off, the player throwing the ball in may not play the ball until another player has touched it. If there is two-touch, the other team gets an indirect free kick at the point where the ball was played the second time. A goal cannot be scored from a throw in.

LAW 16 - GOAL KICK

If the offense causes the ball to go out of bounds over the goal line, a goal kick is awarded to the defense.

With a goal kick, the ball may be placed anywhere in the goal area. Usually, coaches elect to place the ball on the corner of the goal area.

All opposing players must be outside the goal area and at least ten (10) yards away.

To be in play, the ball must be kicked and can be played by another player of the same team at any point, inside or outside the goal box. The ball may not be played by the kicker a second time before it is touched by another player. If there is a two touch, and it is outside of the goal area, the other team is awarded an indirect free kick.

A goal cannot be scored directly from a goal kick.

LAW 17 - CORNER KICK

If the defending team causes the ball to go out of bounds over the goal line, the offense is awarded a corner kick.

The ball is placed inside the corner arc at the nearest corner flag post. The whole ball must be contained within the corner arc with no part extending beyond the lines enclosing the area. It may touch the lines.

- All players must be at least ten (10) yards away
- The ball must be kicked and move; if not re-kick.

- No two touch. If so, opposing team is awarded an indirect free kick.
- A goal can be scored from a corner kick.

Should a player kick the ball out of the corner arc and the ball rolls its circumference and over the goal line, it is out of bounds and the defense is awarded a goal kick. Should it roll out of bounds over the touch line, the defense is awarded a throw in.

FAIR PLAY - PLEASE!