

LAWS OF THE GAME

LAW 1-THE FIELD OF PLAY

The soccer field is rectangular, not more than 130 yards in length (min. 100 yards) and not more than 100 yards in width (min. 50 yards). At each end is a goal area containing a goal, a penalty area, and a six yards box used for taking goal kicks. There is a semicircular arc at the edge of each penalty box behind which players must stand when a penalty kick is being taken (see Law 14). In the center of the field is a 10 yard center circle containing a center spot. The game is started from this spot at the beginning of each half and after goals. The opposing team must be out of the circle until the ball is put in play (rolls one ball circumference-Law 8). There is a line that divides the field equally in two. Teams must be in their own half at the start of the halves and when play is restarted after goals. There are also small arcs in the corners of the fields into which ball must be placed on corner kicks (See Law 17).

LAW 2-THE BALL

The ball is made of leather or synthetic material. Lynden Youth Soccer uses the following ball sizes.

- Size 3-Grades 1, 2, and 3
- Size 4-Grades 4 and 5
- Size 5-Grades 6, 7, and 8

LAW 3-THE NUMBER OF PLAYERS

Division: 1st Grade Boys/Girls—Eight (8) players. ***Seven (7) players and one (1) goalkeeper***

Division: 2nd /3rd Grade Boys; 2nd/3rd Girls—Eight (8) players. ***Seven (7) players and one (1) goalkeeper***

Division: 4th/5th Grade Boys/Girls; 6th/7th/8th Grade Boys/Girls—Eleven (11) players, ***Ten (10) players and one (1) goalkeeper***

Substitutions (any number of players) may be made during a stoppage in play -

- a) When the substituting team has possession of the ball
- OR
- b) When the substituting team does not have the ball, but is not taking away an advantage from the other team, at the discretion of the referee

Substituting players may not enter the field of play until the player they are switching with has left it.

Any player who enters the field of play without the permission of the referee is to be cautioned.

If, before the start of play, the referee notices that one team has too many players on the field, the coach will be instructed to remove whichever number of players is required from the field of play. Play is not to be restarted until he has done so. If he refuses to comply, he is to be sent off.

If, during play, the referee notices that one team has too many players on the field, he is to wait until the next stoppage in play, caution any excess players, and instruct the coach to remove whichever number of players is required from the field of play. Play is not to be restarted until he has done so. If he refuses he is to be sent off.

Each player must play at least half the game.

LAW 4-THE PLAYER'S EQUIPMENT

Safety—a player must not use equipment or wear anything which is dangerous to himself (herself) or another player (jewelry, watches) No player is to wear earrings, regardless of the situation.

Basic Equipment—The basic compulsory equipment of a player is:

LYS shirt—the shirt must be visible at all times. Long sleeved shirts need to be worn under this shirt. Sweatshirts or coats may not be worn.

Shorts or sweat pants

Socks - **REQUIRED**

Shin guards—**REQUIRED**

Soccer shoes - **REQUIRED**

Shin guards

- Are covered entirely by the socks
- Are made of a suitable material (rubber, plastic, or similar substances)
- Provide a reasonable degree of protection

Goalkeepers—each goalkeeper wears colors which distinguish him/her from other players. Goalkeepers are allowed to wear soccer gloves.

If a player refuses to or is not able to comply to these laws, he will not be allowed to play.

If a player who has been warned about inadequate/illegal equipment enters the field of play as a substitute, he is to be cautioned, and the coach will be instructed to remove him from the field of play. Play is not to be restarted until he has done so. If he refuses he is to be sent off.
If a player who has been warned about inadequate/illegal equipment enters the field of play on his own accord and plays the ball, he is to be sent off. His team will then play one man down.

LAW 5—THE REFEREE

The referee is completely in charge of the game. He/She keeps the time and the official scoring. The referee is responsible for administering penalties for rule infractions or misconduct. The referee need not stop the game for an infraction if he/she feels it would give an advantage to the offending team. The referee may halt the game for injury or call of the game because of bad weather, spectator interference or misconduct. **All decisions are final.**

LYS NOTE: Verbal and/or Physical Abuse of the referee will not be tolerated. Each coach is responsible not only for his/her players but also for the spectators on his/her side of the field. Players, Coaches, and Spectators will be asked to leave the field if such a violation occurs. The LYS Soccer Coordinator will be notified of all violations and is responsible for the actions of the referees.

LAW 6—THE ASSISTANT REFEREES

Division 4th/5th/6th/7th/8th Grade Boys and Girls games will utilize assistant referees or linespersons. These persons will be either paid officials or parents/spectators. These officials' chief responsibility is to indicate when the ball is out of play; which side gets the ball; and whether it should be put back in play by a throw-in, corner kick, or goal kick. In addition, they have to indicate to the referee when an off-side occurs. Only the referee can stop the game and the referee decides if there has been a rule violation. The linesperson communicates the information with flags.

LAW 7—THE DURATION OF THE MATCH

Periods of Play

- 1. Division: 1st Grade Boys; 1st Girls**
There will be two (2) equal periods of twenty (20) minutes each with a five (5) minute half time.
- 2. Division: 2nd/3rd Grade Girls; 2nd/3rd Grade Boys**
There will be two (2) equal periods of twenty five (25) minutes each with a five- (5) minute half time.
- 3. Division: 4th/5th Girls/Boys**
There will be two (2) equal periods of twenty-five (25) minutes each with a five- (5) minute half time
- 4. Division: 6th/7th/8th Grade Girls; 6th/7th/8th Boys**
There will be two (2) equal periods of thirty-five minutes each with a five (5) minute half time
When there are only 3 teams in the division – games will have two equal periods of twenty (20) minutes each with a direct change over – i.e. no half time break.

LAW 8—THE START AND RESTART OF PLAY

Preliminaries—a coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.

The other team takes the kick-off to start the match.

The team, which wins the toss, takes the kick-off to start the second half of the match.

In the second half of the match the teams change ends and attack the opposite goals.

Kick-off—a kick-off is a way of starting or restarting play:

- At the start of the match
- After a goal has been scored
- At the start of the second half of the match
- At the start of each period of extra time, where applicable.

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

- All players are in their own half of the field
- The opponents of the team taking the kick-off are at least 10 yds from the ball until it is in play
- The ball is stationary on the center mark
- The referee gives a signal
- The ball is in play when it is kicked and moves forward.
- The kicker does not touch the ball a second time until it has touched another player

After a team scores a goal, the other team takes the kick-off.

Penalty—if the kicker touches the ball a second time before it has touched another player

- An indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred

LYS NOTE—the penalty applies only to 4th Grade and higher teams. The kick-off is retaken by all teams 3rd Grade and lower and only taken a second time. After two chances are given the ball goes to the other team.

Dropped Ball—A dropped ball is a way of restarting the match after a temporary stoppage, which becomes necessary, while the ball is in play

Procedure—The referee drops the ball at the place where it was located when play was stopped.

Play restarts when the ball touches the ground

LAW 9—THE BALL IN AND OUT OF PLAY

Ball Out of Play

The ball is out of play when:

- It has wholly crossed goal line or touch line whether on the ground or in the air
- Play has been stopped by the referee

Ball 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 either the referee or an assistant referee when they are on the field of play

LAW 10—THE METHOD OF SCORING

The team that scores the most goals wins. If equal or no goals are scored the contest is a draw. A goal is scored when the entire ball crosses the line between the goalposts. On a goal, the ball may not be propelled into the goal by a hand or arm of the attacking team (except the goalkeeper from his/her own area).

LAW 11—OFFSIDE

A player is considered offside if he/she is nearer the opponent's goal than the ball at the moment the ball is played, unless:

1. They are in their own half of the field
2. Two opponents are nearer their goal line(including the goalkeeper)
3. The ball was last touched or was played by an opponent
4. The ball was received directly from a goal kick, corner kick, or throw-in.

A player is not called offside unless, in the opinion of the referee, he/she is gaining an advantage by being offside or is interfering with play of an opponent. The penalty for being offside is an indirect free kick.

LYS NOTE—Offside is a call made by the referee and will be made on all games of Division 4th Grade and above. Coaches are urged to teach offside to help their players recognize offside.

LAW 12—FOULS AND MISCONDUCT

A **Direct Free Kick** is awarded to the opposing team if a player commits any of the following six (6) offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses:

- Tackles an opponent to gain possession of the ball, making contact with opponent before touching the ball
- Holds an opponent
- Spits at an opponent

- Handles the ball deliberately(except for the goalkeeper within his own penalty area)

A **direct free kick** is taken from where the offense occurred

A **penalty kick** is awarded if any of the above ten offenses is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

An **indirect free kick** is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four (4) offenses:

- Takes more than six seconds while controlling the ball with his hands before releasing it from his possession
- Touches the ball again with his hands after it has been released from his possession and has not touched any other player
- Touches the ball with hands after it has been deliberately kicked to him by a team-mate
- Touches the ball with his hands after he received it directly from a throw-in by team-mate

An **indirect free kick** is also awarded to the opposing team if a player, in the opinion of the referee:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his hands
- Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from where the offense occurred.

Cautionable Offenses

A player is cautioned if he commits any of the following seven offenses:

1. Is guilty of unsportsmanlike behavior
2. Shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick or free kick
6. Enters or re-enters the field of play without the referee's permission
7. Deliberately leaves the field of play without the referee's permission

Sending-Off Offenses

A player is sent off if he commits any of the following offenses:

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at opponent or any other person
4. Uses offensive or insulting or abusive language and/or gestures

LAW 13—FREE KICKS

There are two types of free kicks—indirect and direct. The difference is that on indirect kicks a team cannot score directly from the kick—the ball must first be touched by another player (same team or opponent's team). The referee signals an indirect kick (as opposed to direct kick) by a raised arm. On free kicks the opposing team must be at least ten yards away unless standing on the own goal line. For a team taking a free kick from their own penalty area the opponents must be outside the penalty area and at least ten yards distant.

LAW 14—THE PENALTY KICK

A penalty kick is awarded to the attacking team when the defending team commits any foul that would result in a direct free kick in their penalty area. The free kick is taken from the penalty spot. No player other than the defending goalkeeper may be in penalty area or within ten yards of the ball (the arc at the top of the penalty area is ten yards from the penalty spot). The goalkeeper must remain on his line until the kick is taken. The person taking the kick cannot play the ball a second time until it has been touched by another player. The ball must roll one circumference before it is live. If the ball rebounds off the goalkeeper or goal post into the field of play it is live. For any violation of this Law:

- ❑ If by the kicker, an indirect free kick is awarded the defending team.
- ❑ If by the attacking team other than the kicker and a goal results, the kick shall be retaken.
- ❑ If by the defending team and a goal doesn't result, the kick shall be retaken. Time shall be extended to allow a penalty kick to be taken

LAW 15—THE THROW-IN

A throw-in is a method of restarting play.

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

A throw-in is awarded:

- When the whole of the ball passes over the touch line, either on the ground or in the air
- From the point where it crossed the touch line
- To the opponents of the player who last touched the ball

Procedure

At the moment of delivering the ball, the thrower:

- Faces the field of play
- Has part of each foot either on the touch line or on the ground outside the touch line
- Uses both hands
- Delivers the ball from behind and over his head

The thrower may not touch the ball again until it has touched another player.

The ball is in play immediately when it enters the field of play.

LAW 16—THE GOAL KICK

When the attacking team kicks the ball out across the defense's goal line, a goal kick is awarded to the defending team. The kick is taken from the right or left side to the goal box depending on which side of the goal the ball passed. Opponents must be outside the penalty area on the kick. The ball is not in play until it has passed outside the penalty area. The kicker can not play the ball again until it has touched another player.

LAW 17—CORNER KICK

When the defending team is responsible for the ball passing across their own goal line a corner kick is awarded the opposing team. The kick is taken from the corner of the field closest to where the ball went out of play. The ball must be placed in the small quarter circle marked at the corners. Opposing players must be back at least ten yards at the time of the kick. The ball is in play when it has rolled one circumference. The kicker can not play the ball again until it has touched another player. Goals can be scored directly from corner kicks.

