

SACHEM YOUTH SOCCER LEAGUE
S.Y.S.L. LAWS OF THE GAMES **MODIFIED FIFA RULES (2010)**
(Fall Season)
(Revised as of Sept 2011)

LAW 1 - Field of Play [SYSL modified FIFA]

The field must be lined for the first game of each play date. The referee must be able to see the end lines and touch lines. The field must have corner flags (except micro 3v3). The net must be hung correctly so there are no holes in which a ball could pass through without being detected. The referee should walk the field before the start of the first game to make sure the field is safe.

<u>Seasonal year - 2008/2009 (Sept-Aug)</u>				<u>Seasonal year - 2009/2010 (Sept-Aug)</u>			
<u>Born Between</u>		<u>Format</u>	<u>Division</u>	<u>Born Between</u>		<u>Format</u>	
U10	8/1/1998 7/31/1999	7 v 7	u10	8/1/1999	7/31/2000	7 v 7	
U9	8/1/1999 7/31/2000	7 v 7	u9	8/1/2000	7/31/2001	7 v 7	
U8	8/1/2000 7/31/2001	6 v 6	u8	8/1/2001	7/31/2002	6 v 6	
U7	8/1/2001 7/31/2002	4 v 4	u7	8/1/2002	7/31/2003	4 v 4	
U6	8/1/2002 7/31/2003	3 v 3	u6	8/1/2003	7/31/2004	3 v 3	
U5	8/1/2003 7/31/2004	3 v 3	u5	8/1/2004	7/31/2005	3 v 3	

<u>Seasonal year - 2010/2011 (Sept-Aug)</u>				<u>Seasonal year - 2011/2012 (Sept-Aug)</u>			
<u>Born Between</u>		<u>Format</u>	<u>Division</u>	<u>Born Between</u>		<u>Format</u>	
U10	8/1/2000 7/31/2001	7 v 7	u10	8/1/2001	7/31/2002	7 v 7	
U9	8/1/2001 7/31/2002	7 v 7	u9	8/1/2002	7/31/2003	7 v 7	
U8	8/1/2002 7/31/2003	6 v 6	u8	8/1/2003	7/31/2004	6 v 6	
U7	8/1/2003 7/31/2004	4 v 4	u7	8/1/2004	7/31/2005	4 v 4	
U6	8/1/2004 7/31/2005	3 v 3	u6	8/1/2005	7/31/2006	3 v 3	
U5	8/1/2005 7/31/2006	3 v 3	u5	8/1/2006	7/31/2007	3 v 3	

Law 2 - The Ball [SYSL modified FIFA]

The home team must provide a game ball. Prior to the start of the game, the referee must get the ball from the home team coach and check that it is the proper size, is correctly inflated and is generally acceptable for use. If the ball provided is not acceptable, the referee shall ask for another until an acceptable ball is provided. If the home team cannot provide an acceptable ball, then the referee shall ask the visiting coach for a ball.

For ball sizes, refer to the following:

<u>DIVISION</u>	<u>Ball Size</u>
U5,U6	3
U7-U12	4
U-13	5

Law 3 - Number of Players (and Substitutions)- [SYSL modified FIFA]

A) Number of players

In order to avoid a forfeit, a team must have the following minimum number of players by their scheduled game time. If after 15 minutes a team does not have the required minimum number of players, the referee will blow the whistle to indicate the end of that game. Games that start late will be shortened to allow the next scheduled game to start on time.

<u>Division</u>	<u>Player Minimum</u>
U5	3 Players
U6	3 players
U7	4 Players
U8	5 players
U9	6 players
Interleague*	Match

Interleague teams must play with an even number of players on the field. They will play according to the interleague guidelines as per their schedule. The only exception is in the case of a team receiving a red card. If they are already playing match and do not have any additional players, they must play down a player.

Note: the coach of a team that is playing "down" must notify the referee during a dead ball of any late arriving players after the game has started. The coach must get permission from the referee before allowing the player to enter the field of play. The player is to report to the referee who will check for proper equipment.

B) Substitutions

A substitute may be permitted on any dead ball (**with permission of the referee**).

U6 (3 v 3 Micro) - Substitutions every 5 minutes. The referee must time these and notify the coaches when it is time to substitute. Referee will Stop Play and Stop Clock for 30 seconds to allow player changes.

Note: a substitution **MUST** be made for any injured player for whom play has been stopped and who has been attended to on the field.

A substitution cannot be made unless the referee is informed before any proposed substitution is made. A substitute may only enter the field of play after receiving a signal from the referee. Any of the other players may change places with the goalkeeper provided that the referee is informed and that the change takes place during a stoppage in play. The referee shall not allow play to resume until he/she is sure that all substituted players have left the field of play. A substitution will be made immediately after a **yellow card** is issued to a player, that player must come off.

[As per law 12 SYSL modified]

If a coach sends a substitute onto the field of play without first getting the referees permission the referee will: 1) Stop play if it not already stopped. 2) Caution the coach and remind the coach to get permission from referee. If this occurs again, show him/her the yellow card. 3) Restart play (If play was stopped by the referee, then re-start with a drop ball).

Law 4 - Players Equipment [SYSL modified FIFA]

- All players **MUST** wear shin-guards. They are to be worn next to the skin and **must be entirely covered** by the players socks.
- Players are only allowed to wear either sneakers or soccer cleats (football and baseball cleats are **NOT** allowed)
- Goalies **MAY** wear a helmet in the U8 and older divisions. at their own discretion.
- The goalies **MUST WEAR** a different color shirt than the field players of either team. *This includes the U-6 Micro soccer (no more "hats")*.
- Players **MAY NOT** wear jewelry of any kind. This includes watches, rings, necklaces and earrings. (medical alert bracelets are allowed).
- Earrings may not be taped over; they **MUST** be removed.

ALL OF THE ABOVE ARE SAFETY ISSUES. IT IS THE JOB OF THE REFEREE TO ENSURE THAT NO EXCEPTIONS ARE GIVEN TO THE ABOVE RULES SO AS NOT TO COMPROMISE THE SAFETY OF ALL THE PLAYERS ON THE FIELD. THERE WILL BE NO EXCEPTIONS ALLOWED TO ANY OF THESE RULES.

Law 5 - Referees [SYSL modified FIFA]

A) If the referee does not appear by the scheduled game time, the coaches must agree upon a mutually acceptable person to referee. The referee game card **MUST** be signed by a member of the board in order for the game to be official and for the substitute referee, if they are a certified SYSL referee, to get paid. The team to which the substitute referee is affiliated must be noted on the card.

B) The referee is empowered to terminate the match in the event of grave disorder, but the referee has no authority to decide that either team is disqualified, and therefore, the loser of the game. The referee must send a detailed report to the Director of Referees, who will notify the Intramural Commissioner and the Arbitration Committee, which alone has the power to deal further with the matter.

Law 6 – Linesperson/Assistant Referee [SYSL modified FIFA]

If there is a certified linesperson/assistant referee, it will be the duty of the linesperson/assistant referee to signal when the ball has totally gone over the touch line and is out of play. It is the job of the linesperson/assistant referee to indicate the direction of the throw-in (the referee can overrule). The certified linesperson/assistant referee will also be empowered to call off-sides as it occurs on the field of play (the referee can overrule). The referee must get the flags back at the end of the game and pass them along to the next referee on that field if necessary.

If the linesperson/assistant referee is not a certified SYSL referee (U9 only), then they are only to indicate the direction of the throw-in. NO OFFSIDES CALLS ARE PERMITTED. NO COACHING IS PERMITTED The only division that will have non certified linesperson will be the U9 division. Whenever possible in the U9 division, if a SYSL linesperson is not assigned, each coach will appoint a linesperson for each sideline. No Coaching is permitted by the linesperson.

All other divisions will have certified SYSL referees or no linesperson will be permitted.

Law 7 - Duration of the Game [SYSL modified FIFA]

All games must start on time. Any games starting more than 10 minutes late will be shortened and will be played in two equal halves where possible. Games must end on time. Game clocks will **NOT** stop for any reason. If in the case of a severe injury, the game will be shortened to two equal halves (where possible). Five (5) minutes will be allowed between halves.

Game duration for each division is as follows:

<u>Division</u>	<u>Game Duration</u>
U5	Training and Short Games
U6	Two Twenty Minute Halves
U7,U8	Two Twenty Minutes Halves
U9	Two twenty five minute Halves

Game duration will be noted on the referee's game card for SYSL program and for the interleague it will be noted on their schedules.

Law 8 - The Start of Play [FIFA]

The white team (visitors) will start each game and the gold (home) team can choose the side of the field they wish to defend. Start of play always begins with the referee's instruction, usually a whistle, verbal command or a hand signal.

U6 3 v3 - The opposing team must be behind their 6-yard box until the ball is kicked. The Ball is kicked from the center mark.

Law 9 - The Ball In and Out of Play [FIFA]

The ball is considered out of play when:

- it has wholly crossed the end line or the touch line in the air or on the ground.
- the game has been stopped by the referee.

The ball is in play all other times.

It is considered in play if it bounces off the crossbar, goalposts, corner flag post, referee or Linesperson when they are on the field of play and the ball remains in the field of play.

Law 10 - The Method of Scoring [FIFA]

A goal is scored when the **whole ball** passes over the goal line, between the goalposts and under the crossbar as long as it has not been thrown, carried, or intentionally propelled by a hand or arm of an attacking player or enters the goal from an indirect kick that has not been touched by a second player after being struck.

U6 3 v3 Micro - The scoring teams "sweeper-keeper" must be outside of his own six yard box for a goal to be counted. If the scoring teams "sweeper-keeper" is inside his team's own six yard line and his team has kicked the ball into the opposing team's goal, an indirect free kick will be awarded to the opposing team from their own six yard line.

Law 11 - Offside [FIFA]

A player is in an *offside position* if he is in his opponents' half of the field and is nearer to his opponents' goal line than both the ball and the next to last opponent.

A player in an offside position at the moment the ball is touched or played by a team-mate is only committing an *offside offence* if, in the opinion of the referee, he becomes actively involved in play by:

Interfering with play, playing or touching the ball

Interfering with an opponent, preventing the opponent from playing the ball by obstructing the player's sight or intentionally distracting the opponent

Gains an advantage by being in an offside position, plays the ball after the ball has rebounded off the goal, the keeper, or any opponent

A player is **NOT OFFSIDE** if he is in his own half of the field of play, he is even with the second to last opposing player OR he is even with the last two opponents.

YOU CANNOT BE OFFSIDE:

- on a throw-in
- on a goal kick
- on a corner kick
- on a drop ball
- on your own half of the field

(3v3 Micro) U6 - There is no offsides.

(4v4, 6v6) U7&U8 - Offsides will be enforced only if the referee deems that a player is **goal hanging**.

U9 thru interleague - offsides will be enforced [FIFA].

Law 12 - Fouls and Misconduct's [FIFA]

A) Direct kicks

Direct kicks are awarded for:

1. Kicking or attempting to kick an opponent
2. Tripping or attempting to trip an opponent
3. Jumping at an opponent
4. Charging in a violent manner
5. Charging from behind
6. Hitting or attempting to hit an opponent
7. Spitting at an opponent
8. Holding or pushing an opponent
9. Hand ball
10. Tackling an opponent to gain possession of the ball before touching the ball.

A goal may be scored from a direct kick without another player touching the ball except the kicker. A direct free kick is taken from the spot of the offense.

A penalty kick is awarded if any of the above offenses is committed by a player inside his own penalty area, irrespective of the location of the ball, provided it is in play. (U9 thru interleague)

(3v3 Micro) U-6 - there are **NO PENALTY KICKS** awarded *[as per law 14 SYSL modified]*

U7 and U-8 - there are **NO PENALTY KICKS** awarded *[as per law 14 SYSL modified]*

(3v3 Micro) U6 - There are no direct kicks. All kicks will be indirect.

(4 v 4) U7 – There are no direct kicks. All kicks will be indirect

B) Indirect free kicks

Indirect free kicks are awarded for:

1. Dangerous play - high kick, low header, slide tackling, playing the ball while on the ground and other players are around the ball;
2. Charging a player when the ball is not within playing distance of either player;
3. Obstruction - using your body to intentionally prevent another player from playing the ball when the player in question has no control of the ball;
4. Charging the goalkeeper when he/she is holding the ball and prevents him/her from releasing the ball from his/her hands;
5. Goalkeeper taking more than six (6) seconds before releasing the ball (U9 Only)
6. A goalkeeper touching the ball again with his/her hands after it has been released from his/her possession and has not been touched by another player;
7. A goalkeeper touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate;
8. A goalkeeper touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate;
9. Slide tackling

U-6 No six second rule. Goalie does not need to distribute the ball.

All divisions, after a save, the goalie may drop the ball directly at his or her feet and dribble down field.

U7&U8 division - The six (6) second rule is **NOT** enforced. Caution the keeper.

U9 thru Interleague - six(6) second rule **WILL** be enforced. Violation of this rule will result in an **indirect** kick at the spot of the infraction.

If a player (intramural or interleague) receives a **YELLOW CARD**, he/she **MUST LEAVE** the field for a minimum of **FIVE (5) MINUTES**. They are to be replaced with a substitution and may return to the field on any dead ball after that time.

If a player receives a **RED CARD**, he/she **MUST LEAVE** the field and **CANNOT BE SUBSTITUTED** for (i.e. his team must play the rest of the game one man down). The Referee shall note the player and the infraction on the back of the game card and must file an incident report with the Director of Referees who will notify the Intramural Trustee.

Player/coach penalty for receiving a **RED CARD** will be decided by the Intramural Trustee, based on the nature of the incident with the SYSL board being notified of any action taken. If a player receives a **Red CARD** and his team falls below the minimum number of players, the referee shall blow the whistle to indicate an end to the game.

Law 13 - Free Kicks [FIFA]

A) Direct free kick

- If a direct free kick is kicked directly into the opponent's goal, a goal is awarded.
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

The referee will indicate a direct free kick by pointing in the direction the kick is to be taken.

B) Indirect free kick

- If an indirect free kick is kicked directly into the opponents goal, a goal kick is awarded.
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.
- A goal can only be scored if the ball touches another player before it enters the goal.

The referee will indicate an indirect free kick by raising his arm above his head. he maintains his arm in that position until the kick has been taken and the ball has touched by another player or goes out of play.

Law 14 - The Penalty Kick [SYSL modified FIFA]

A penalty kick (U9 Only) is awarded against a team which commits one of the ten offenses for which a direct kick is awarded, inside its own penalty box and while the ball is in play. A goal may be scored directly from a penalty kick. Penalty kicks are taken from the penalty spot.

All players, except the kicker and the opposing goalkeeper, will remain outside the penalty box until the ball has been struck. The goalie remains on his goal line, facing the kicker, between the goalposts until the ball has been struck. The kicker cannot play the ball a second time until it has touched another player. The ball must be kicked forward. The ball is in play when it is kicked and moves forward.

*(4v4) U7 - **No** penalty kicks will be awarded. An **INDIRECT** kick will be awarded and taken from the kicking team's own six yard box. The defense may set up a wall five (5) yards away from the ball.*

*(6v6) U8- **NO** penalty kicks will be awarded. The ball will be placed on the penalty box nearest where the foul was committed and a **DIRECT** kick will be awarded. The defenders may set up a wall five (5) yards away from the ball.*

*(7 v 7) U9 thru Interleague - Penalty kicks **are** enforced in accordance with FIFA*

Law 15 - Throw - in [SYSL modified FIFA]

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. It is awarded from the point where it crossed over the touch line and to the opponents of the player who last touched the ball.

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 as it enters the field of play.

U6 division Kick-ins are taken instead of throw-ins. Kick-ins must be passed to another player, and must be lateral or back, they can not be forward.

U7 division – When the ball goes out of play, a **throw-in** will result, A player will have two (2) chances in the fall season to execute a correct throw-in and one (1) chance in the spring season.

U8 thru Interleague - When the ball goes out of play, a **throw-in** will result and all throw-in rules will be enforced. [FIFA]

Law 16 - The Goal Kick [SYSL modified FIFA]

A goal kick is a method of restarting play.

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is awarded when the whole of the ball crosses over the goal line outside the goal posts when last having been played by an attacker.

The ball is kicked from the six (6) yard line and must clear the penalty box before being played by another player.

If the ball does not clear the penalty box, the kick is re-taken.

The kicker cannot play the ball a second time before another player touches the ball.

U6 - the opposing must line up behind their own six-yard box until the goal kick is taken.

U7&U8 division - A goal kick will be taken from the top of the penalty box.

Law 17 - The Corner Kick [FIFA]

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when the whole of the ball crosses over the goal line outside the goal posts when last having been played by a defender.

The ball is placed inside the corner arc at the nearest corner flag post. The flag post cannot be moved.

Opponents must remain at least ten (10) yards from the ball until it is in play.

The ball is in play when it is kicked by an attacking player and it moves.

The kicker cannot play the ball a second time until it has touched another player.

*(3v3 Micro) U6 - Opponents must be at least five **(5) yards** from the ball until it is in play.*

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