

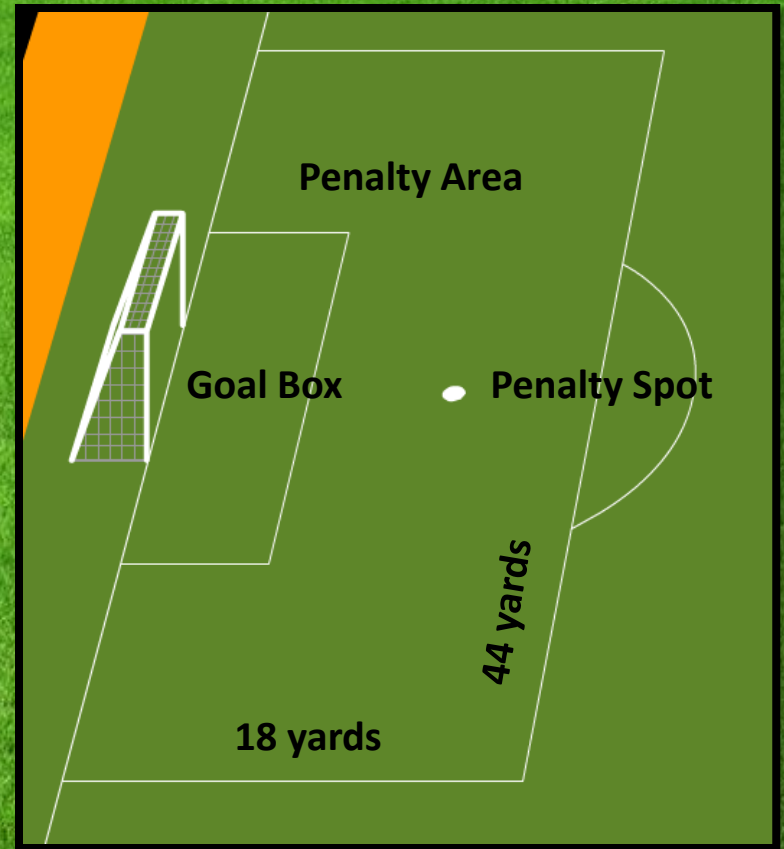
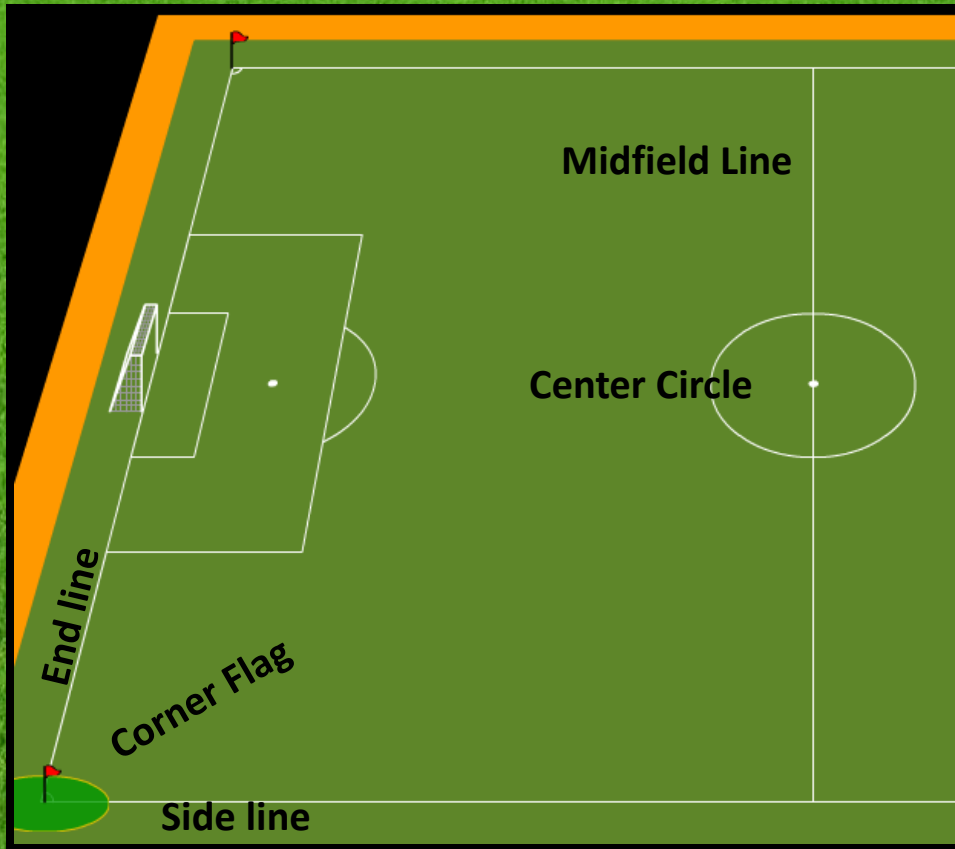
SOCCER

Laws Of The Game



Made Easy

Law #1 The Field of Play



- The field must be safe (referee decides)
- The length and width of the field can vary depending on the age group.

- Goals must be anchored
- Nets are not required but are useful
- Goal size may vary depending on the age group

Law #2 The Ball

- The ball must be safe (referee decides)
- The size of the ball depends on the age group.



#5 (generally used by ages 13 & up)



#4 (generally used by ages 12 & under)



#3 (generally used by ages 5 & under)

Law #3 The Number of Players

The number of players on a team can be different depending on the age level of the teams. (See local rules.) For older players, no more than eleven and no fewer than seven for each team can be on the field at a time.



One of the players on each team must be the goalkeeper. The goalkeeper wears a different colored shirt than any of the other players on either team and the officials.



Substitutes are team members who are not playing on the field but who can replace players. Substitutes must obey the rules just like players.



Law #3 The Number of Players

A substitute can take the place of a player only:

- When play is stopped
- When the referee says it is okay

Substitution opportunities in youth matches may be different based on local rules. The referee needs to be aware of these rules.



Substitution is not official until the substitute steps onto the field after the referee says its okay.

A player can change places with the goalkeeper only:

- When play is stopped
- When the referee says its okay

Law #4 The Players Equipment

Player's Uniform

Shirt

Shorts

Socks

Shinguards

Shoes



Shoes and shinguards must be safe! (referee decides)

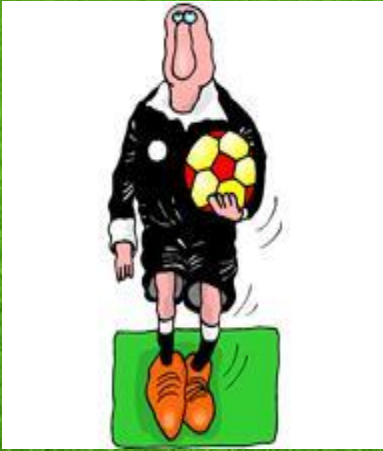
Shinguards must be worn **UNDER** the socks to provide adequate protection.

A player cannot wear something that can hurt anyone on the field (example: Jewelry)



All other requirements about player uniforms (colors, numbers & so forth) are set by local leagues and tournaments.

Law #5 & #6 The Referee & assistants



The referee is in charge of the game.

The authority starts when the teams are warming up on the field and continues while play is stopped for any reason and through any tie-breaking procedures.

It ends when the game is completely over and the teams have left the field.

There are a host of rules that the referee is in charge of enforcing throughout the game, with the help from the assistant referee's. The referee crew is a team in itself working together to try to call a fair game while keeping the players safe throughout the game.



Law #7 Duration of the Match



The length of a game & the halftime can be different based on the ages of the players. (see local rules)

A game has two halves of equal length. The half is over when the times runs out.

The referee can add time if play has been stopped and it took too long to start again. It is up to the referee to decide exactly how much time should be allowed for any kind of delay.



Law #8 The Start and Restart of play

A The coin toss determines which team is on which side of the field at the start of the game. Usually, the visiting team captain calls heads or tails.

The team the wins the toss chooses which end of the field they will attack. The other team kicks off for the first half.



Kickoff requirements:

- From the center mark
- Each team in its half of the field
- Player from the other team must be outside the circle
- Ball is kicked and moves forward into the other half of the field

Law #9 The Ball In & Out Of Play

The ball is always in play until:

It completely leaves the field across the goal line or touch line or the referee signals for the play to stop

The ball is still in play even if it hits the flag post, goal post, crossbar or the referee.



Law #10 Ball In & Out Of Play

The ball is always in play until:

It completely leave the field across the goal line or touch line or the referee signals for play to stop.

The ball is still in play even if it hits a flagpost, goal post, crossbar or referee



A goal is scored when it completely crosses the goal line between the goal posts and under the crossbar.

A goal cannot be counted if it was the result of a foul by the attacking team.

Law #11 Offside

A short video explaining offside in soccer



Law #12 Fouls & Misconduct



Players who commit misconduct are shown a yellow caution card or a red card (send off). Two yellow cards in one game results in a red card (send off)

Fouls result in a free kick from the spot of the foul. Direct free kicks can be scored directly into the goal without touching another player. Indirect free kicks must be touched by another player prior to going into the goal.



Opponents must be at least 10 yards from the free kick which may be counted off by the referee if asked to do so.

Law #13 Free Kicks

A free kick is a way to restart play again after a violation of the law a misconduct or a foul. The free kick takes place where the foul or misconduct happened.

A goal can be scored directly from a direct free kick but only against the opponents.

All players from the other team must be at least 10 yards away from where the free kick is being taken.

A goal cannot be scored directly from an indirect free kick, the ball has to touch at least one other player on either team before entering the net.



Law #14 The Penalty Kick

The penalty kick is the way to start play again after a defender commits a direct free kick foul inside the defending penalty area

The referee signals for the kick to taken after:

- The ball is placed on the penalty mark
- The defending goalkeeper is facing the field on the line between the goal posts
- The kicker is identified
- Everyone else is outside the penalty area and outside the penalty arch behind the ball



The goalkeeper cannot move forward until the ball is kicked but can move sideways

Referee can will order the penalty kick retaken if:

- A defender or attacker runs into the penalty box before the shot is taken
- The goalkeeper moves forward before the kick is taken

Law #15 The Throw-In

A throw-in is the way to restart play when the ball leaves the field by completely crossing over a touch line. The team which did not touch the ball last takes the throw-in



A thrower stands off the field but a part of either or both feet can be on the field if at least some part of each foot is on the touch line or off the field.



Both feet
off the
field & on
the ground

Both feet
off the field
or on the
line & part
of each foot
is on the
ground

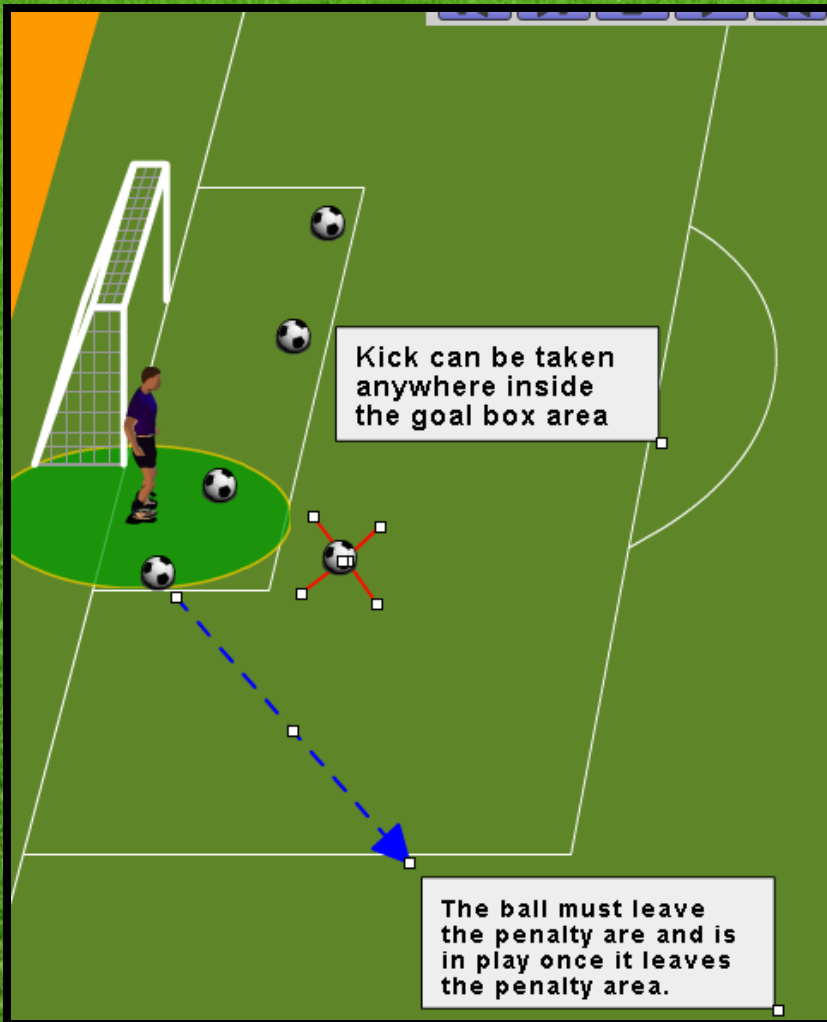
One foot in
the field of
play

One foot
off the
ground

The main purpose of the throw-in is to get the ball back into play. A goal cannot be scored directly from a throw-in

Law #16 The Goal Kick

A goal kick is the way to start play again when the ball leaves the field across the goal line, last touched by an attacking player.



The player taking the kick cannot touch the ball again until another player has touch the ball.

Opponents must stay outside the penalty area until the ball leaves the area

Law #17 The Corner Kick

A corner kick is the way to restart play when the ball leaves the field across the goal line, last touched by a defending player.



The ball is placed inside the corner arc on the side of the field closer to where it went out.

The ball is in play as soon as it is kicked. The player taking the corner kick cannot touch the ball again until another player has touched the ball.

