

MCYSA

Modifications to the Laws of the Game

Revised Fall 2016

09/06/16



MCYSA Modifications of the LOTG

- All games shall be played in accordance with the FIFA Laws of the Game except as modified or clarified in the...
- MCYSA Attachment TBD of the Referee Handbook
- The next 30+ slides are a summary of the key modifications for MCYSA matches

Any questions regarding MCYSA Modifications to the Laws of the Game should be addressed to:

Kyle Haddock gristmillenergy@msn.com

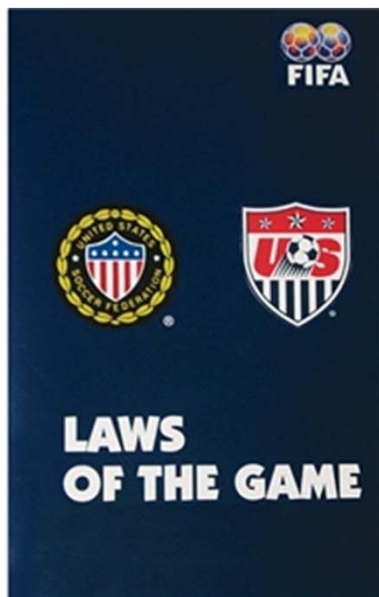
Revised 9/6/16, 8/31/15, 08/25/14, 9/11/10, 3/30/09



Questions ?



Laws of the Game (LOTG)



LOTG are written for World Cup and international play.

Federations make recommendations for modifications for youth soccer, gender specifics, and disabled



MCYSA Adoption of NJYS Mods

- MCYSA has adopted NJYS Modifications to the LOTG
- Does not include IFAB 2016
- Includes US PDI



This document is provided as recommendation(s) for NJYS member leagues regarding the key modifications to the Laws of the Game (LOTG) for local competition authority adoption for the upcoming Fall 2016-17 season. The NJYS Technical Committee has developed this outline in the order of the FIFA Laws of the Game 1 through 17 to assist with alignment with FIFA and the IFAB distributed documents. This document is a summary of the modifications and was developed to illustrate the flexibility that allows NJYS Leagues and Sanctioned events to implement the recommendations of the US Soccer PDI in the 2016-17 season.

Be advised US Soccer can modify the Laws of the Game (LOTG) for matches youth and amateur matches. The LOTG are written for International play and Federations like US Soccer Federation (USSF) make recommendations for modifications for the good of game. These recommendations made by the NJYS Technical Committee included references from the US Soccer PDI as of August 19, 2016, the USYS Policy on Players and Playing Rules dated August 20, 2016, and the NJYS FAQ available on www.njyouthsoccer.com dated August 8, 2016.

For those of you have watched Copa America Centenario, you likely noticed some new Law changes on TV or talked about in soccer publications. The International Football Association Board (IFAB) authorizes on an annual basis the changes in the LOTG. These laws are passed down by the IFAB to USSF. Although these laws will be applied to the internationally they will not be adopted in NJ for amateur or youth soccer until 2017. This will allow time for Referees, Coaches, and over 100,000 players within NJ to learn and adapt to the new IFAB laws.

Be advised, this document is subject to change. The pages that follow are a summary of the recommendations from the NJYS Technical Committee for the upcoming Fall 2016-2017 season. Clarifications and adjustments are anticipated throughout the seasonal year. The 2016-2017 Laws of the Game are organized as follows:

Contents

Law 1: The Field of Play.....	2
Law 2: The Ball.....	4
Law 3: The Players.....	4
Law 4: The Player's Equipment.....	4
Law 5: The Referee.....	5
Law 6: The Other Match Officials.....	5
Law 7: The Duration of Match.....	6
Law 8: The Start and Restart of Play.....	6
Law 9: Ball In and Out of Play.....	6
Law 10: Method of Scoring.....	7
Law 11: Offside.....	7
Law 12: Fouls and Misconduct.....	8
Law 13: Free Kicks.....	8
Law 14: Penalty Kicks.....	9
Law 15: Throw-in.....	9
Law 16: Goal Kick.....	9
Law 17: Corner Kick.....	10

File: NJYS US AD LOTG Mod 2-17-16 08:02:08 Page 1 of 12



Law 1 – Field of Play



- ANCHORED Goals
- D5 and D6 (4v4, 7v7, 9v9)
- Smaller field, goals, PK areas, etc.
- *In event that a field is not laid out in accordance with the diagram(s) above or NJYS clarifications, the Referee is to play the game* and report it to the local competition authority (league or tournament) in their game report. *However the buildout line is required to be marked (with a line or alternative marking).*

SAFETY
EQUALITY
ENJOYMENT



Law 1 – 4v4 Field

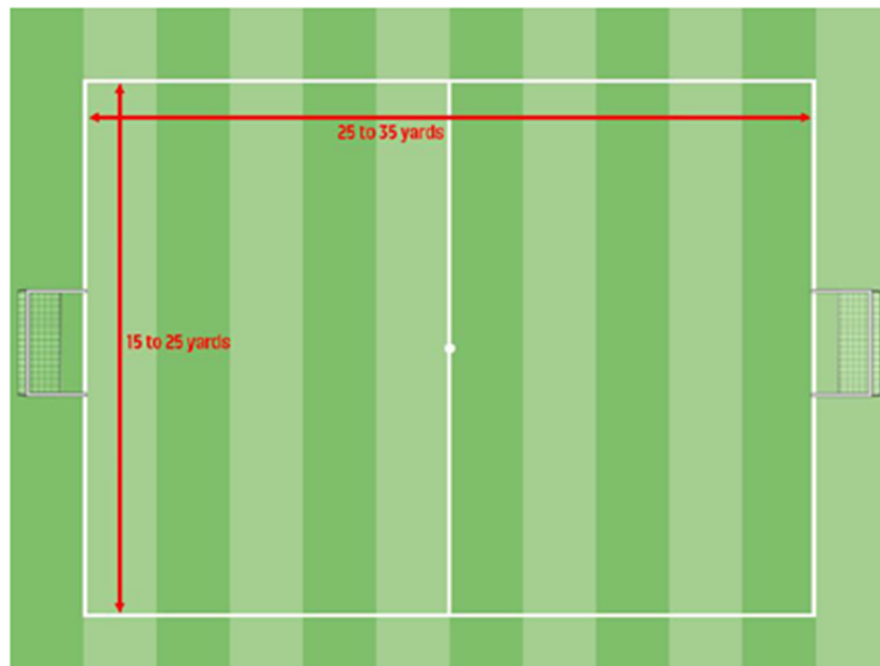


Figure 1 US Soccer PDI 4v4 Field

Field: 25-35 yards (length) x 15-25 yards (width)

Max Goal Size: Height 4' x Width 6' anchored

Corner Flags: Not needed (there is no corner arc). Goal kicks and corner kicks taken in general vicinity of the respective goal or corner.

Goal size: Height 4' x Width 6'

Goal area: None

Penalty area: None

Penalty Arc & Center Circle: None

Penalty spot: None

Build out line: None



Law 1 – 7v7 Field

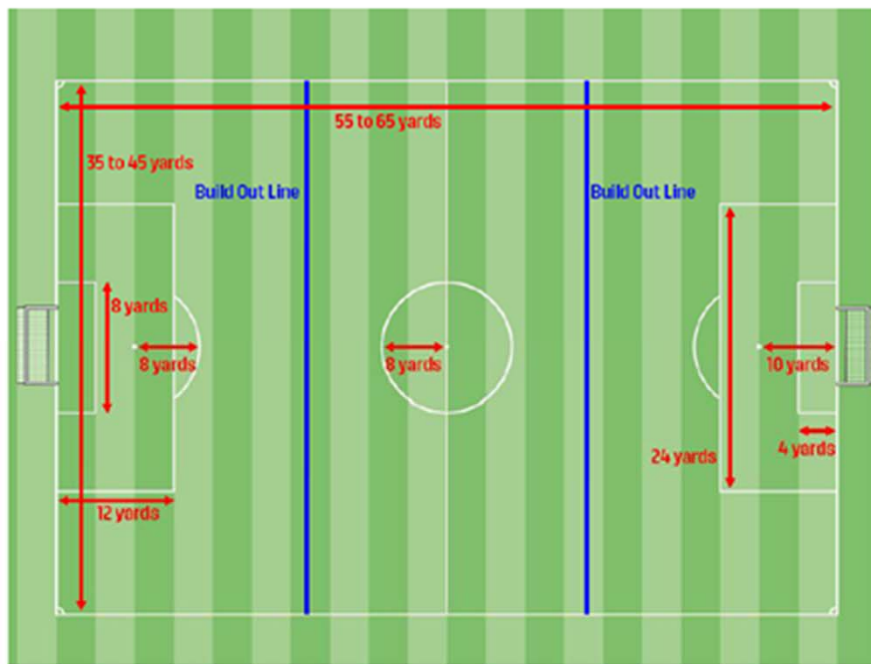


Figure 2 US Soccer PDI 7v7 Field

Field: 55-70* yards (length) x 35-45 yards (width) (*NJYS Modification)

Max Goal size: 7v7 Height 6.5' x Width 18.5' anchored 7v7 guideline will be 6.5' x 18.5'. For 7v7, A NJYS Member League or competition committee has the flexibility to provide permission for 7' x 21' or nominal 6' x 18' goals on a club-by-club basis for the 2016-2017.

Goal area: 4 yards (length) x 8 yards (width)

Corner flags: Yes

Penalty area: 12 yards (length) x 24 yards (width)

Penalty Arc & Center Circle: 8-yards

Penalty spot: 10-yards

Build out line: Yes, marked equidistant between the penalty area line and halfway line.



Law 1 – 9v9 Field

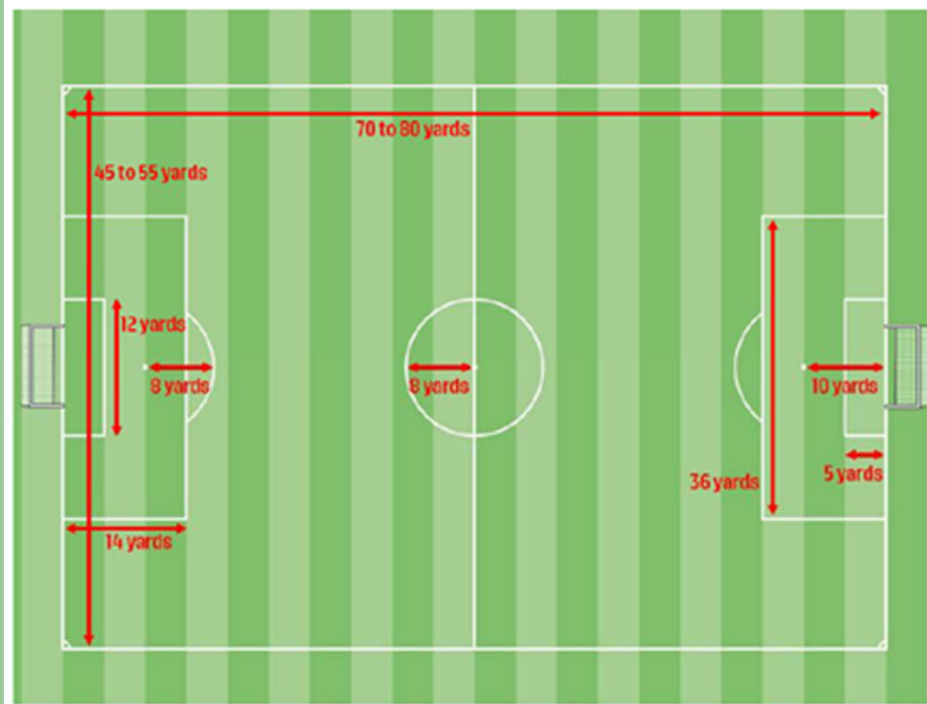


Figure 3 US Soccer PDI 9v9 Field

- Field: 70-80 yards (length) x 45-55 yards (width)
- Max Goal size: 9v9 Height 7' x Width 21' anchored
- Recommended: Height 6.5' x Width 18.5' anchored
- Goal area: 5 yards (length) x 12 yards (width)
- Corner flags: Yes
- Penalty area: 14 yards (length) x 36 yards (width)
- Penalty Arc & Center Circle: 8-yards
- Penalty spot: 10-yards
- Build out line: None



Law 2 – The Ball



Age Group	Ball Size
Division 1, 2, 3 (U13-U19)	5
Division 4 & 5 (U9-U12)	4
Division 6 (U6-U8)	3



Law 3 – The Players

- Players must be noted on the game day roster and present a USYS (NJYS) card prior to entering the game.
- Validated player passes are required for each player in every game.
- No Pass, No Play, No Exceptions.
- Game may not start or continue if there are less than the “minimum” numbers of players
- Players who will be late **must** be identified to the referee.



Law 3 (cont..)

SAFETY
EQUALITY
ENJOYMENT

Age Group	Game Day Roster	Field Players	Minimum
Division 1, 2, 3 (U13-U19)	18	11 (10 + goalie)	7 (6 + goalie)
Division 4 (U11-U12)	16	9 (8 + goalie)	6 (5 + goalie)
Division 5 (U9-U10)	14	7 (6 + goalie)	5 (4 + goalie)
Division 6 (U6-U8)	14	4	4



Law 3 (cont..) Substitutions U8-19

Substitutions can occur at any stoppage of play and **with the consent of the referee** except where specified otherwise in the rules and regulations defined;

- Unrestricted substitutions are provided by either team after a goal, end of the half, goal kick, before a drop ball, and injuries.
- Unrestricted substitutions are provided for the attacking team when in possession of the ball from a restart (i.e. throw-in, corner kick, fouls, misconduct, and offside).
- The defending team can substitute at any opportunity where the attacking team is making a substitution (i.e. throw-in, corner kick, fouls, misconduct, and offside).
- Coaches are reminded that players should be “up and ready” when requesting substitutions.



Law 3 (cont..) Substitutions U8-19

Senior Referee Guidance

- Take into account the restart when considering holding up play for a substitution
- If a team has an advantageous restart and the opposing team wants to substitute, you can have them wait until the next opportunity that does not place their opposition at a disadvantage.
- In all cases allow players some time to get into position before restarting play



Law 4 - Equipment

SAFETY
EQUALITY
ENJOYMENT

“A Player must not use equipment or wear anything which is dangerous to himself or another player”

– US Soccer Assigned Referee is the judge

- 5 S's; shirts, shorts, shin guards (that offer adequate protection for the wearer), socks (that cover the shin guards), and shoes
- Home Team changes shirt if there's a conflict
- No jewelry (exception: medical ID bracelets taped to the body)
- Players with hard casts **are not permitted** to play



Law 5 – The Referee

Age Group	Minimum Referee Grade
Division 1, 2 (U15-U19)	8
Division 3 (U13-U14)	8
Division 4 (U11-U12)	8
Division 5 (U9-U10)	8
Division 6 (U6-U8)	No Referee



Law 6 – Other Match Officials

Age Group	Minimum Referee Grade
Division 1, 2 (U15-U19)	8
Division 3 (U13-U14)	9
Division 4 (U11-U12)	9
Division 5 (U9-U10)	9
Division 6 (U6-U8)	No Referee



Law 6 – Other Match Officials (cont.)

- Diagonal system of control will be used in all matches
- If a club linesman is utilized (nonaffiliated or volunteer other match official)
 - A volunteer who helps the Referee when there are no Assistant Referees available
 - Shall help when the ball is in touch (out of play) by raising the flag, and shall not perform any other duty
 - Shall not coach and should not be vocal throughout the match
- If there is 1 Referee and 1 Assistant Referee. There will be only 1 Referee with a whistle. The Assistant Referee remains on the same touchline for the entire game. If a club Assistant Referee is utilized they will remain on the opposite touchline



Law 7 – Match Duration

Age Group	Time	Halftime (breaks)	Overtime Periods
Division 1 (U17-U19)	2 forty-five (45) minute halves	10 to 15 minutes	2 fifteen (15) minute halves*
Division 2 (U15-U16)	2 forty (40) minute halves	10 minutes	2 fifteen (15) minute halves*
Division 3 (U13-U14)	2 thirty five (35) minutes halves	10 minutes	2 ten (10) minute halves*
Division 4 (U11-U12)	2 thirty (30) minute halves	10 minutes	2 ten (10) minute halves*
Division 5 (U9-U10)	2 twenty five (25) minutes halves	10 minutes	Not Applicable
Division 6 (U7-U8)	4 ten (10) minute quarters	5 minutes breaks between	Not Applicable
Division 7 (U6)	4 six (6) minute quarters	5 minutes break between	Not Applicable



Law 7 – Match Duration (cont.)

Points of emphasis

- Two equal halves
- Allowance is to be made for lost time at the discretion of the Referee



Law 8 – The Start and Restart of Play

4v4 Modifications

- Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
- 4v4 Kick-ins and/or dribble-ins are also acceptable
- If used, all free kicks are indirect



Law 9 – The Ball in and Out of Play

No MCYSA Modifications



Law 10 – The Method of Scoring

No MCYSA Modifications



Law 11 - Offside



Number of players	Offside	Determination line
11v11	Yes	Center line
9v9	Yes	Center line
7v7	Yes	Build out line
4v4	No	Not applicable

Use of Build out Line in 7v7

- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the buildout line
- Players can be penalized for an offside offense between the build out line and opposing goal line



Law 12 – Fouls and Misconduct

D5 (U9-U10) [7v7]

- Time wasting of goalkeeper – NOT enforced*
- Pass back to goalkeeper – NOT enforced*
- Throw in to the goalkeeper – NOT enforced*

SAFETY
EQUALITY
ENJOYMENT

*Coaches are to refrain from deliberately using goalkeeper tactics in order to attempt to gain an advantage. If in the opinion of the referee, such an attempt takes place, the referee may call the pass back and restart with a IFK.

Revised 3/30/09



U.S. Soccer Concussion Initiative

- Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the Referee is instructed to stop play to allow for treatment/evaluation as needed
- If the player leaves the field of play for additional evaluation, a substitution can be made in that moment
- The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
- Any coach or parent insisting on returning the player to the game without approved clearance will result in the Referee ending the game

**Since there is no Referee in 4v4, this responsibility falls to the coaches and parents involved*



Law 12 – Fouls and Misconduct

Deliberate heading (aka concussion Initiative)

Deliberate heading is not allowed in U6 through U11 games. Additional guidance regarding deliberate heading;

- If a player deliberately heads the ball in a U6-U11 game, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If deliberate heading occurs within the penalty area, the indirect free kick should be taken on the **penalty area line** parallel to the goal line at the nearest point to where the infringement occurred



Law 12 – Fouls and Misconduct

Goalie punting for 4v4 and 7v7

- Goalies are not used in U6-U8 games or 4v4 games (thus no punting)
- Punting is not allowed in U9-U10 games or 7v7 games. Guidance regarding deliberate punting;
 - If a goalkeeper punts (or drop kicks) the ball, the indirect free kick should be taken on the **penalty area line** parallel to the goal line at the nearest point to where the infringement occurred



Law 12 – Fouls and Misconduct

Goalie Punting 9v9

- Goalie from the defending penalty area cannot distribute the ball directly (not touched by another player) into the opponents' penalty area*
- **Restart:** Indirect free kick (IDK) at the halfway line (midfield)

*Revised 08/31/15, ~~Old 08/25/14~~



Law 12 – Fouls and Misconduct

Goalie Punting 11v11

- Punting is permitted in U11-U19 games



Law 13 – Free Kicks

Age Group	Number of players	Encroachment
Division 1, 2, 3 (U13-U19)	11v11	10 yards
Division 4 (U11-U12)	9v9	8 yards
Division 5 (U9-U10)	7v7	8 yards*
Division 6 (U6-U8)	4v4	10 feet

** For 7v7 8 yards or the buildout line whatever is greater*

4v4 Modification

- If used, all free kicks are indirect



Law 14 – Penalty Kick

Age Group	Number of players	Penalty Mark
Division 1, 2, 3 (U13-U19)	11v11	12 yards
Division 4 (U11-U12)	9v9	10 yards
Division 5 (U9-U10)	7v7	10 yards
Division 6 (U6-U8)	4v4	Not applicable



Law 15 – The Throw in

SAFETY
EQUALITY
ENJOYMENT

D5 (U9-U10) and D6 (U8)

- 2nd chance provided
- Reminder – Purpose of a throw in is to get the ball back into play



Law 16 – The Goal Kick

4v4 Modifications

- Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner
- If used, all free kicks are indirect

Age Group	Number of players	Build out line
Division 1, 2, 3 (U13-U19)	11v11	No
Division 4 (U11-U12)	9v9	No
Division 5 (U9-U10)	7v7	Yes
Division 6 (U6-U8)	4v4	Not applicable



Law 16 – The Goal Kick

SAFETY
EQUALITY
ENJOYMENT

7v7 Build out Line

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play



Law 16 – The Goal Kick

SAFETY
EQUALITY
ENJOYMENT

7v7 Build out Line Practical Applications

- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play



Law 16 – The Goal Kick

SAFETY
EQUALITY
ENJOYMENT

7v7 Build out Line Practical Applications

- Coaches are responsible for addressing these types of issues with their players
- Referees can manage the situation with misconduct if deemed appropriate
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line



Buildout line explained

[EPYS Buildout line YouTube](#)



Law 17 - Corner Kicks

Age Group	Number of players	Corner Arc	Corner Flags
Division 1, 2, 3 (U13-U19)	11v11	Yes	Yes
Division 4 (U11-U12)	9v9	Yes	Yes
Division 5 (U9-U10)	7v7	Yes	Yes
Division 6 (U6-U8)	4v4	Not applicable	Not needed

4v4 Modifications

- Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner
- If used, all free kicks are indirect
- Opponents should be 10 feet away from the ball on all restarts

