

SOUTH JERSEY SOCCER LEAGUE

LOTG Addendum



FACT SHEET

All Divisions Spring 2020 Season

(Revision February 6, 2020)

FIFA Laws of the Game apply except as noted herein or as provided for in the relevant league rules. **The June 2019 revisions to the LOTG will be used for the Spring season, with the noted changes. This addendum is to be used for the coach's information and may not be used to challenge a referee's decision.**

Law 3 – substituted player(s) must leave on the players' side of the field and immediately go to the technical area, unless expressly directed by the referee

Law 5 – an injured player who is awarded a penalty kick and will be the kicker does not have to leave the field when treated for the injury

Law 7 – medical stoppages (drink/cooling breaks) – may be given to allow drink breaks of 1 min. and "cooling" breaks of 90sec to 3 min.

Law 8 – the team that wins the coin toss can choose the goal to attack or to take the kickoff; the team that decides which goal to attack takes the kickoff in the second half

Dropped ball – dropped for one player on the team that last touched the ball and everyone else must be 4.5 yds away. Ball is in play when it touches the ground. If dropped ball goes into goal without first touching at least two players, play is restarted with a goal kick if it enters the opponent's goal or a corner kick if it enters the team's goal.

Law 9 – dropped ball will be awarded if the ball hits the referee/match official and: (1) a goal scored; (2) a team starts a promising attack or (3) possession changes.

Law 10 – GK cannot score by throwing the ball directly into the other goal. A goal kick will be awarded.

Law 12 – Handball rules are now "clarified".

It **is** an offense if a player:

- deliberately touches the ball with their hand/arm, including moving the hand/arm towards the ball
- gains possession/control of the ball after it has touched their hand/arm and then:
 - •scores in the opponents' goal
 - •creates a goal-scoring opportunity
 - •scores in the opponents' goal directly from their hand/arm, even if accidental, including by the goalkeeper

It is **usually** an offense if a player:

- touches the ball with their hand/arm when:
 - •the hand/arm has made their body unnaturally bigger

- •the hand/arm is above/beyond their shoulder level (unless the player deliberately plays the ball which then touches their hand/arm)

The above offenses apply even if the ball touches a player's hand/arm directly from the head or body (including the foot) of another player who is close.

Except for the above offenses, it is **not usually** an offense if the ball touches a player's hand/arm:

- directly from the player's own head or body (including the foot)
- directly from the head or body (including the foot) of another player who is close
- if the hand/arm is close to the body and does not make the body unnaturally bigger
- when a player falls and the hand/arm is between the body and the ground to support the body, but not extended laterally or vertically away from the body

Team officials/coaches can receive a YC/RC; if the offender cannot be identified, the head coach will be carded.

Caution offenses **include**: persistently leaving the technical area; delaying the restart by your team; dissent by word or action including throwing things and gestures; persistent unacceptable behavior; showing a lack of respect for the game.

Sending off offenses **include**: delaying restart by opposing team; acting in a provocative or inflammatory manner; throwing/kicking an object on to the field; entering the field to confront a referee at half time/end of the game; using abusive language.

All verbal offenses are restarted with an indirect free kick.

Law 13 – With a defensive wall of at least 3 players, all attacking players have to be at least 1m away. An indirect free kick is awarded if they encroach.

For free kicks from inside the penalty area:

For 7v7 matches: •Cannot cross the build out line until the ball: clears the penalty area, or it is touched by a second player on the kicking team

For 9v9 matches: •Cannot enter the penalty area until the ball: clears the penalty area, or it is touched by a second player on the kicking team

For 11v11 matches: •Must be 10yds from the ball and cannot enter the penalty area until the ball: is kicked and clearly moves

Law 14 – GK must have at least part of one foot on or in line with the goal line on a penalty kick. GK cannot be behind the goal line.

Law 16 – Goal kicks

For 7v7 matches: •Cannot cross the build out line until the ball: clears the penalty area, or it is touched by a second player on the kicking team

For 9v9 matches: •Cannot enter the penalty area until the ball: clears the penalty area, or it is touched by a second player on the kicking team

For 11v11 matches: •Cannot enter the penalty area until the ball: is kicked and clearly moves