

## 6.4 Laws of the Game

In as much as the Association serves a broad age spectrum of children, certain standards will be maintained except where specifically modified to enhance the quality of training and play for a specific division. The following shall serve as the determining criteria for such exceptions.

All coaches and managers are reminded that they will be dealing with highly impressionable young minds. Their personal conduct should be such as to instill the positive values of good sporting behavior, self-discipline, and self-development within a cooperative team environment.

Any coach or manager who displays a disregard for these laws, the aims of the Association or otherwise fails to maintain an acceptable code of conduct is subject to dismissal.

For all cases, one should first refer to the Federation Internationale de Football Association (FIFA) *Laws of the Game*. Listed here are modifications and/or additions to the FIFA laws for the In-House Division of the Association. The In-House Division includes under-9, under-10, and under-12 (Senior) age brackets and slight variations exist between these brackets.

### 6.4.1 Law I -- The Field of Play.

1. **Dimensions.** The field should measure 50-70 yards in length by 30-50 yards in width.
2. **Field Markings.** The center circle should measure 6 yards in radius and be split in half by the halfway line.
3. **The Goal Area.** This area should include lines drawn 6 yards from the inside of each goalpost, extending into the field of play 6 yards and connected with a line drawn parallel with the goal line.
4. **The Penalty Area.** For the under-9 and under-10 brackets, this area should include lines drawn 12 yards from the inside of each goalpost, extending into the field of play 12 yards and connected with a line drawn parallel with the goal line.
5. **Flagposts.** [no changes]
6. **The Corner-Arc.** [ no changes ]
7. **Goals.** Goals should measure 7 feet in height by 12 feet in length.
8. **Safety.** [no changes]

### 6.4.2 Law II -- The Ball.

1. A Size 4 ball is to be used for the In-House Division.

### 6.4.3 Law III -- Numbers of Players.

1. Teams in the under-9 and under-10 brackets will field a maximum of five (5) players and play "5-versus-5". Teams in the Senior bracket will field a maximum of six (6) players and play "6-versus-6".
2. If a team has less than a full team, the opposing team shall play with the same number of players on the field as the shorthanded team.
3. Substitutions.

- (a) A player who has been removed in favor of a substitute can later return to the game as a substitute according to the provisions of this Law.
  - (b) Substitutions may be made freely at the following points of the game: **halftime, goal-kick, offensive throw-in, and after a goal is scored**. When substitutions are made on an offensive throw-in, the defensive team may also substitute.
4. After a yellow card has been issued, the player receiving the yellow card **must** be substituted. Only the player cautioned may be substituted.
  5. Any injured player(s) causing a stoppage in play **must** be substituted. The opposing team may substitute during this stoppage. All injuries that result in bleeding will be substituted for immediately. No bloodied player will return to the game unless bandaged, and blood-soaked uniforms cannot be worn.
  6. Each team may have one head coach and one assistant coach behind the team bench. Spectators must be on the side of the field opposite the team benches.

#### **6.4.4 Law IV -- Players' Equipment**

In addition to FIFA Law IV.1 - Law IV.3.

1. Players must wear shinguards.
2. Shirts (uniform jerseys) will be made available by the Association.
3. Players with casts or splints, even if padded, or with exposed and unpadded metal on orthopedic braces, will **not** be allowed to play.
4. Articles which may constitute a danger to other players must be removed prior to the start of a game. This includes, but is not limited to, jewelry, earrings, watches, barrettes, chains, belts, and head coverings with any visor or protrusions.
5. Players are not permitted to have food, gum, or candy in their mouth, nor wear any jewelry while playing in a game. Any players failing to follow this guideline shall be sent off the field and may re-enter the game at a stoppage in play in accordance with Law III.
6. At the discretion of the Referee, players may wear sweatpants, sweatshirts, or jackets under their uniforms in cold weather.

#### **6.4.5 Law V -- Referees. [no changes]**

#### **6.4.6 Law VI -- Assistant Referees. [no changes]**

#### **6.4.7 Law VII -- Duration of the Game.**

1. All games shall consist of two halves of 30 minutes each.
2. The interval of 5 minutes at half-time shall be extended only by consent of the Referee.
3. Play shall stop when time is expired and the Referee has blown the whistle. The ball is considered out of play at that point and no scoring shall be allowed.
4. **Overtime play**. Overtime periods will be played only during playoff competition in the Senior bracket if, at the end of regulation time the score is tied, according to the following provisions:

- In preliminary round competition or a championship game, a maximum of two 10-minute sudden-victory periods will be played with no goalkeepers.
- If the score is still tied in a preliminary round game, the game will be decided by a shoot-out.
- If the score in a championship game, the game will be declared a draw.

**5. Rules for a Shoot-Out:**

- A coin toss decides which team shoots first (the winner of the toss shoots first).
- All kicks will be taken from the center of the field (on the midfield line, halfway between the touch-lines).
- All kicks will be taken toward the same goal, decided by the Referee.
- No goalkeepers are permitted.
- Only those players on the field at the end of the game will be allowed to shoot.
- In the first round, all players from each team shoot once, alternating between each team.
- The coach decides the order of shooters for his/her team. The same order shall be used in each successive round.
- If each team scores the same number of goals in the first round, shooting continues with sudden-victory shots. That is, the team that scores while the opposing team misses, becomes the winner.
- Both teams **always** shoots an equal number of times.

**6.4.8 Law VIII -- The Start of Play. [no changes]**

**6.4.9 Law IX -- Ball In and Out of Play. [no changes]**

**6.4.10 Law X -- Method of Scoring.**

1. Team standings shall only be kept for the Senior bracket (not for the under-9 or under-10 brackets) and will be calculated as follows:
  - 2 points for a win
  - 1 point for a draw (tie)
  - 0 points for a loss
2. In case of a tie in team standings, the tie shall be broken using the following criteria:
  - (a) Head-to-head competition.
  - (b) Least goals allowed.
  - (c) Most goals scored.
3. If the championship game ends in a draw according to the provisions of Law VII, co-champions will be declared.
4. Every team in the Senior In-House Division shall participate in post-season playoff competition.

**6.4.11 Law XI -- Off-Side.**

No off-side infraction will be called.

**6.4.12 Law XII -- Fouls and Misconduct.**

1. On goal kicks or on goalkeeper saves followed by a throw out or punt, the ball must touch the ground or be touched by any player in the defensive half of the field. Infringement of this rule will result in the loss of the ball to the other team. Play shall restart with an indirect kick at the midfield line nearest the point of contact.
2. If a player (or coach) is issued a red-card and sent off the field by the Referee, that player (or coach) shall be required to sit out of the next scheduled game.
3. If a player (or coach) leaves the bench to take part in a fracas and is ejected by the Referee, that player (or coach) will be suspended for the remainder of the season.
4. **Note:** Girls may use their arms to protect the upper part of their body by crossing their arms over the upper part of the body, flat against the chest. No player may use their arms to trap or direct the ball.

**6.4.13 Law XIII -- Free-Kick.**

1. Players of the team opposing that of the player taking the free-kick shall not approach within 6 yards of the ball until it is in play. If the free-kick is a goal-kick, opposing players must stand outside the penalty area defined in Law I.

**6.4.14 Law XIV -- Penalty Kick.**

1. Penalty kicks will be taken from a point eight yards (for U-10) or twelve yards (for older teams) directly in front of the midpoint of the goal. All other players must stand beyond the midfield line.

**6.4.15 Law XV -- Throw-In. [no changes]**

**6.4.16 Law XVI -- Goal-Kick. [no changes]**

**6.4.17 Law XVII -- Corner-Kick.**

1. Players of the team opposing that of the player taking the corner-kick shall not approach within 6 yards of the ball until it is in play.

**6.4.18 Law XVIII -- Field Conditions.**

1. A field will be considered unplayable if its conditions could result in a hazard to the players.
2. The Division Director shall determine whether or not a field is unplayable. The decision shall be made prior to the start of the game.
3. Once the game has commenced, the referee *with* both coaches may stop a game. The game if stopped, must be replayed.

**6.4.19 Law XIX -- Game Starting Time.**

1. Every effort must be made to have games start on time. If a team has not arrived by 15 minutes after the scheduled starting time, the missing team shall forfeit the match.