

TROY SOCCER CLUB Laws of the Game

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TROY SOCCER CLUB

Laws of the Game

LAW I THE FIELD OF PLAY

The field of play shall be rectangular. The length in all cases shall be more than the breadth. See field sizes by division listed below.

Field
Dimensions

Division	Width		Depth	
	Minimum	Maximum	Minimum	Maximum
U6	45'	75'	60'	110'
U8	60'	110'	75'	180'
U10	105'	135'	135'	200'
U12	135'	165'	180'	240'
U18	190'	210'	290'	330'

The field of play shall be marked with distinctive lines not more than 5 inches in width. The longer boundary lines being called the touch-lines and the shorter the goal lines. A flag on a post not less than 5 feet high and having a non-pointed top shall be placed at each corner. A half-way line shall be marked out across the field of play. The center of the field of play shall be indicated by a suitable mark and a circle with a 10 yard radius shall be marked around it (except in the U6 and U8 divisions which will have a 10 foot radius).

At each end of the field of play two lines shall be drawn at right angles to the goal line. These lines shall extend into the field of play and shall be joined by a line parallel to the goal line. Each of the spaces enclosed by these lines and the goal-line shall be called the goal-area. The dimensions for each division are stated below:

Goal-Area
Dimensions

Division	Width	Depth	Goal Size
U6/U5	None	None	4' x 6'
U8/U7	46'	18'	6' 6" x 12'
U10/U9	37'	30'	7' x 13'
U12/U11	37'	30'	7' x 13'/ 7' x 19'
U13-U18	132'	54'	8' x 24'

At each corner flag post a quarter circle, having a radius of 1 yard, shall be drawn inside the field of play.

The goals shall be placed on the center of each goal line. Spectators will not be allowed to stand directly behind or within 3 to 4 yds of either side of the goals.

LAW II THE BALL

The ball shall be spherical. No material shall be used in its construction that might prove dangerous to the players.

The circumference of the ball shall not exceed 28 inches. Standard sizes for play in Troy Soccer Club games are as follows:

U8 & younger	size 3
U9 thru U12	size 4
U13 thru U18	size 5

**The ball shall not be changed during the game unless authorized by the referee. If the ball bursts or becomes deflated during a match the game shall be stopped and restarted with a drop ball using the new ball at the place where the first ball became defective unless it was within the goal area at that time, in which case it shall be dropped on that part of the goal area line which runs parallels to the goal line, nearest to where the ball was when play was stopped.

A defective ball may be replaced during any normal stoppage in play, such as a goal kick, corner kick, place kick, throw in or free kick. The game shall be restarted accordingly, as if no stoppage had occurred.

LAW III

NUMBER OF PLAYERS

A match shall be played by two teams with an equal number of players on the field of play at one time, one of whom shall be the goal keeper (**See U6 & younger Exceptions – Law XVIII). A player who has been sent off of the field (see Law XII) may not be replaced for the remainder of the game.

The actual number of players allowed on the field of play will be determined in one of two ways: 1) younger divisions that do not track League Standings (see Law XIX) will be determined by mutual agreement between each team's adult representative prior to the game's start. If the two parties cannot agree, then the referee will make the determination or through coin flip. This number may not waiver once the game begins. 2) older divisions with League Standings will be determined at the beginning of each season by the respective division coordinator. This number may not waiver after the season has begun unless it's approved by the division coordinator.

For older divisions with League Standings:

If a team does not have enough players present, as outlined above, at the scheduled start time of the game, a fifteen minute grace period will be allowed. The fifteen minute grace period will begin effective with the scheduled start time of the game. The game will start as soon as both teams have enough players present. However, any one team will be allowed to play with up to two less players than their opponent without forfeiture. Once that said team starts missing three or more players, even if the game started with an allowable number of players, the game will be determined to be a 1-0 win/loss to each applicable team (the game may continue, but only in scrimmage format).

Every Coach must make a concerted effort to give ALL willing players an equal share of playing time, regardless of their effort or ability in practice and games.

Substitution is allowable in any match subject to the following conditions: A) May take place only during a stoppage in play, B) Stoppages in play when substitution is allowed and which team may substitute is as follows:

Event causing play	Which team(s) may
place kick	either
goal kick	either
throw in	team in possession of the
corner kick	team in possession of the

**Substitution by the defending team will be allowed on throw in's and corner kick's if the team in possession of the ball is substituting and the players are

- C) Only after the referee has beckoned substitutes onto the field
- D) Substitutes shall enter and exit the field at the halfway line nearest to their teams' bench
- E) When an injury causes a stoppage in play however, only the injured player or players may be substituted. The injured player must be substituted for if there are available subs.
- F) A goalkeeper may be substituted at any stoppage in play when substitution is allowed and the referee must be notified of the goal keeper change.

If a substitute enters the field of play without the authority of the referee, play shall be stopped. The substitute shall be cautioned and removed from the field or sent off in accordance with the circumstances. The game shall be restarted by the referee dropping the ball at the place where it was when play was stopped, unless it was within the goal area at that time, in which case it shall be dropped on that part of the goal area line which runs parallel to the goal line at the point nearest to where the ball was when play was stopped.

LAW IV PLAYERS EQUIPMENT

The basic compulsory equipment of a player shall consist of a jersey (provided by TSC), shorts (provided by the TSC), stockings (provided by TSC), shin guards and footwear. Jerseys shall be tucked completely in at all times.

A player shall not wear anything that is dangerous to another player or to him/herself e.g., necklaces, long or hoop earrings, hard hair pieces. Medic-Alert necklaces are acceptable but should be securely taped to the chest of the wearer.

Shin guards must be covered completely by the stockings and shall be made of a suitable material (rubber, plastic or polyurethane) and shall afford a reasonable degree of protection.

Footwear shall be constructed of a molded, one piece sole. There shall be no cleats, studs or bars on the front portion of the sole. Metal tips of any kind are prohibited.

The goal keeper shall wear colors that distinguish him/her from other players and the referee; the use of a penny over a team jersey is acceptable, provided the penny is of a different color from the jersey.

**U6 (and younger) equipment exception - Players may wear appropriate "tennis" style shoes in lieu of soccer cleats.

LAW V & VI
REFEREES & LINESMEN

The Troy Soccer Club shall combine the duties of the referee and the linesmen and refer to both as referees. The Troy Soccer Club will use a two referee system whenever possible.

The referees shall be assigned for each game by the Troy Soccer Club. Their authority and the exercise of their powers shall commence the moment they enter the field of play.

Their powers of penalizing shall extend to offenses committed when play has been temporarily suspended or when the ball is out of play. Their decisions on points of fact concerned with the play shall be final so as the result of the game is concerned.

They shall:

- a) Enforce the laws of the game
- b) Refrain from penalizing in cases where they are satisfied that by doing so would be giving an advantage to the offending team
- c) Keep a record of the game, act as time keeper and insure the full specified time is played, adding time for all time lost through accident or other cause, if necessary.
- d) Have discretionary power to stop the game for any infringement of the laws
and to suspend whenever, by reason of the elements, interference by spectators, or other cause, they deem such stoppage is necessary. In the event of a suspension of play, a board member (preferably the referee coordinator on duty) should be consulted to assist in resolving the problem.
- e) From the time they enter the field of play, caution and show a yellow card to any player guilty of misconduct or ungentlemanly behavior.
- f) Allow no player to enter the field of play without their permission.
- g) Stop the game if in their opinion a player has been injured.
- h) Show a red card to and send off the field of play any player, coach or spectator who, in their opinion, is guilty of violent conduct (striking), serious foul play, the use of abusive or foul language, or who persists in misconduct after receiving a caution. These violations should be recorded on the back of the score card and would include the offending team, individual's name and if it is a player, the player's number. Additional detail describing the offense should also be added for record keeping purposes.
- i) Signal for recommencement of the game after all stoppages.
- j) Decide that the ball provided for a match meets with the requirements of LAW II.

LAW VII

DURATION OF THE GAME

The duration of the game shall be as follows:

U8 & younger - 4 qtrs of 12 min per
U10 2 halves of 25 minutes per
U12 2 halves of 30 minutes per
U18 2 halves of 30 minutes per

*U8 & younger - A break of not more than 2 minutes will occur between each quarter and half.

*U10 thru U18 – A break of not more than 5 minutes will occur between halves.

LAW VIII

THE START OF PLAY

At the beginning of the game, choice of ends and the kick-off shall be decided by the toss of a coin or other random means determined by the referee. The team winning the toss shall have their choice of end or the kick-off. The referee having given a signal, the game shall be started by a player taking a place kick (a kick of the ball while it is stationary on the ground in the center of the field of play, into his opponents half of the field). Every player shall be in his own half of the field of play and every player of the team opposing the kicker shall remain outside the center circle until it is kicked off, with the ball not being considered in play until it has traveled the distance of its circumference. The kicker shall not play the ball a second time until touched by another player. Should the ball be played a second time by the player taking the kick-off, play shall be restarted by the opposing team taking an indirect free kick from the point of the infraction.

After a goal has been scored the game shall be restarted in like manner by the team losing the goal.

When restarting after a quarter, the kick-off shall be taken by a player of the opposing team to that who kicked off the previous quarter. A goal shall not be scored direct from a kick-off. Teams will trade ends at halftime.

After any other temporary suspension, when restarting the game from any cause not mentioned elsewhere in these laws, the referee shall drop the ball at the place where it was immediately prior to the suspension, unless it was within the goal area at that time, in which case it shall be dropped on that part of the goal area line that runs parallel to the goal line nearest to where the ball was

LAW IX THE BALL IN AND OUT OF PLAY

The ball is out of play:

- a) When it has wholly crossed the goal line or touch line, either on the ground or in the air
- b) When the game has been stopped by the referee.

The ball is in play at all other times including:

- a) If it rebounds from a goal post, cross bar or corner flag post onto the field of play
- b) If it rebounds off a referee when they are in the field of play and the ball remains in the field of play
- c) In the event of a supposed infringement of the laws, until a decision is given.

LAW X THE METHOD OF SCORING

A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the cross bar (provided it has not been thrown, carried or intentionally propelled by hand or arm by a player of the attacking side). A goal is also scored where the defending team's goalie unintentionally carries the ball over the goal line, between the goal posts and under the cross bar.

LAW XI OFF-SIDE

The FIFA off-side rule is not applicable for U11 and younger divisions.

The FIFA off-side rule will be implemented for regular U12 thru U18 division games.

Offside Position

It is not an offence in itself to be in an offside position. A player is in an offside position if:

- He is nearer to his opponents' goal line than both the ball and the second last opponent.

A player is not in an offside position if:

- He is in his own half of the field of play; or
- He is level with the second last opponent; or
- He is level with the last two opponents.

Offence

A player in an offside position and is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- Interfering with play; or
- Interfering with an opponent; or
- Gaining an advantage by being in that position.

No Offence

There is no offside offence if a player receives the ball directly from:

- A goal kick; or
- A throw-in; or
- A corner kick.

Infringements/Sanctions

For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

LAW XII

FOULS AND MISCONDUCT

A player who intentionally commits any of the following ten offenses:

1. Kicks or attempts to kick an opponent;
2. Trips an opponent, by the use of the legs or stooping in front or behind,
3. Jumps at an opponent,
4. Charges an opponent from behind unless the latter is obstructing
5. Charges an opponent in a violent or dangerous manner,
6. Strikes or attempts to strike an opponent or spits at or on an opponent
7. Holds an opponent
8. Pushes an opponent
9. Handles the ball (this does not include the goal keeper within their goal area)
10. Legally charges an opponent who has both feet off the ground, i.e. jumping for a "head ball"

Any of the above 10 shall be penalized by the award of a direct free kick to be taken by the opposing side from the place where the infringement occurred subject to the overriding conditions in law XIII.

** A handball foul occurs if any player, other than the team's goalkeeper, deliberately handles the ball when in play. A ball handled with any part of the arm, from the tips of a player's fingers right up to the shoulder.

**A handball foul should not be awarded if a player is ruled to have handled the ball accidentally. This refers to a player either attempting to protect themselves from injury, for example by placing the hands in front of the face and then being hit by the ball, or a player being hit on the arm by the ball without moving towards the ball and without being able to move out of the way. An example might be a snapshot hitting the arm of a defender at point-blank range.

**If a player's arm is in an unnatural position, for example outstretched or above their head, then a foul should be awarded whether accidental or not.

**A handball foul will not be called if a player is protecting themselves. Female players will be allowed to cover their chest with their arms crossed as long as they do not gain an advantage by the ball contacting their arms or hands. Male players will be allowed to cover their groin with their hands crossed as long as they do not gain an advantage by the ball contacting their arms or hands.

**A "Yellow Card" will be issued if a player handles the ball for the purpose of deliberately preventing an opponent from getting possession of the ball.

FOULS AND MISCONDUCT (continued)

A player committing any of the five following offenses:

1. Playing in a manner considered by the referee to be dangerous; (i.e. high kick near opposing team member or playing the ball while player is on the ground)
 2. Charging fairly when the ball is not within playing distance and they are definitely not trying to play the ball;
 3. When not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent;
 4. Charging a goal keeper except when the goalkeeper
 - i. is holding the ball, or
 - ii. is obstructing an opponent, or
 - iii. has passed outside the goal area
2. When playing as goal keeper and within their goal area:
- i. holds the ball for more than 6 seconds before releasing it into play
 - ii. having released it into play before, touches the ball again with their hands before it has been touched by an opponent, or
 - iii. touches the ball with the hands after it has been deliberately played to the goalkeeper by a teammate, or
 - iv. indulges in tactics which in the opinion of the referee, are designed to merely hold up the game and thus waste time and so give an unfair advantage to his own team,

Shall be penalized by the award of an indirect free kick to be taken by the opposing side from the place where the infringement occurred subject to the overriding conditions in law XIII.

FOULS AND MISCONDUCT (continued)

A player shall be cautioned and shown a yellow card if:

1. They enter or exit the field in a manner inconsistent with LAW III.
2. They persistently infringe upon the laws of the game
3. They show by word or action dissent from any decision given by the referee
4. They are guilty of ungentlemanly conduct.

For any of the last three offenses, in addition to the caution, an indirect free kick shall be awarded to the opposing side from the place the offense occurred, subject to the overriding conditions imposed in LAW XIII.

****Hand ball in the box:** Any player, other than the goalie, that stops a potential goal by using their hands, shall be shown a yellow card, and a goal will be awarded to the opposing team.

****Any player shown a “yellow” card during the match must leave the field of play.** This player may be replaced by another player before play is resumed. This player may not reenter the game until the next team substitution described in LAW III.

A player, coach or spectator shall be shown a red card and sent away from the field of play if, in the opinion of the referee he:

- a) Is guilty of violent conduct or serious foul play;
- b) Uses foul or abusive language;
- c) Persists in misconduct after having received a caution (yellow card);
- d) Is guilty of a second cautionable offence (yellow card) after having received a caution;
- e) Hits or spits on another player or referee
- f) Verbally abuses a referee during the match after being cautioned;

If play is stopped by reason of a player being sent off without a separate breach of the law having been committed, the game shall be resumed by an indirect free kick awarded to the opposing team from the place where the infringement occurred, subject to the overriding conditions in LAW XIII. A player who has been sent off of the field may not be replaced for the remainder of the game.

Red-carded individuals will be subjected to the following punishments:

- All offenders must immediately leave the field of play and/or the general vicinity and without contact with the team/coach/spectators. A player may stay on the park grounds; however, any adult (including coaches) must leave park grounds. All

offenders must make an effort to leave within a reasonable time (by the judgment of a referee or board member) or face further punishment by rule of the soccer board.

- All multiple Red Card offenders or (in extreme cases) a one-time Red Card offender can face possible expulsion from the league. A Board Meeting will be held to make the determination. The offending party or any other respective party to the punishment will be allowed to attend.

LAW XIII

FREE KICKS

Free kicks shall be classified under two headings:

DIRECT -- from which a goal can be scored direct against the offending side, and **INDIRECT** -- from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal. When a player is taking a direct or indirect free kick, all the opposing players shall be at least ten (10) yards from the ball unless standing on their goal line between the goal posts. The ball shall be in play when it has traveled the distance of its circumference (about 28 inches).

If a player encroaches within ten yards of the ball before a free kick is taken, the referee shall delay the taking of the kick until the law is complied with. The ball must be stationary when a free kick is taken, and the kicker shall not play the ball a second time, until it has been touched by another player.

Except as specifically indicated by other reference in these laws:

1) No free kick shall be taken by a player in their opponents' goal area. Any player that commits a foul or is guilty of misconduct in their own goal area shall be penalized by the award of a free kick pursuant to LAW XII in that the kick will be taken from at a point on the goal area line which runs parallel to the goal line at the point nearest to where the ball was when the infringement occurred.

2) Any free kick taken from within a teams own goal area may be taken from anywhere within the goal area.

LAW XIV

PENALTY KICKS

There shall be no penalty kicks awarded in Troy Soccer Club games.

LAW XV

THROW-INS

When the whole of the ball passes over a touch line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the opposite side who last touched it. The player, at the moment of delivering the ball, must;

1. Face the field of play and part of each foot shall be on the touch line or on the ground outside the touch line.
2. use both hands and deliver the ball from behind and over the head.

The ball shall be in play immediately when it enters the field of play, but the thrower shall not play it again until it has been touched by another player. A goal shall not be scored direct from a throw in. If the ball is improperly thrown in it shall be taken by a player of the opposing team. If the thrower plays the ball a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing side from the place where the infringement occurred, subject to the conditions in LAW XIII.

LAW XVI

GOAL KICKS

When the whole of the ball passes over the goal line (excluding that portion between the goal posts and under the cross bar) either in the air or on the ground, having last been played by a member of the attacking side, it shall be kicked direct into play, to an area outside the goal area, from any point within the goal area by a player of the defending side. The kicker shall not play the ball a second time until it has been touched or played by another player. A goal shall not be scored direct from such a kick. Players of the opposing side of the player taking the goal kick shall remain 10 yards from the goal area until the ball is kicked. If a player taking a goal kick plays the ball a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing side from the place where the infringement occurred, subject to the overriding conditions in LAW XIII.

LAW XVII

CORNER KICKS

When the whole of the ball passes over the goal line (excluding that portion between the goal posts and under the cross bar) either in the air or on the ground, having last been touched by a member of the defending team it shall be kicked direct into play by the taking of a corner kick. The whole of the ball shall be placed within the quarter circle at the nearest corner flag post, which must not

be moved, and shall be kicked from that position. A goal may be scored direct from such a kick. Players of the side opposing that of the player taking the corner kick shall not approach within 10 yards of the ball until it is in play nor shall the kicker play the ball a second time until it has been touched or played by another. If the kicker plays the ball a second time before it has been touched by another player, an indirect free kick shall be taken by a player of the opposing side from the place where the infringement occurred, subject to the overriding conditions imposed in LAW XIII. For any other infringement the kick shall be retaken.

LAW XVIII

U8 & YOUNGER RULE EXCEPTIONS

U8 & younger divisions shall have no direct kick restarts. All restarts shall be indirect.

U8 divisions shall be given up to two (2) chances on each throw in to comply with the conditions imposed in Law XV.

For the U8 & younger divisions one representative, either the coach or assistant coach, shall be allowed on the field of play during the game to assist in providing instruction to their players. They may not enter either goal area except when the ball is out of play. They should position themselves in such a manner that they do not interfere with the play of the game.

U6 & younger divisions shall have no goalkeeper (only field players).

For U6 & younger divisions, players will not be allowed inside a designated "no ball contact zone". In lieu of a "goal box", a semi-circle will be placed around each goal. No player from either team may touch the ball once it enters this zone. If a ball stops inside this zone without crossing the goal or end line(s), the defending team will be awarded a goal kick to be placed anywhere on the semi-circle line. If any defending players touch the ball inside this "no touch zone" the attacking team will be awarded a goal.

LAW XIX

TROY SOCCER CLUB POINT SYSTEM

Standings are not kept for U8 & younger divisions. For all other divisions points will be as follows: 3 for a win, 1 for a tie and 0 for a loss. The official score is recorded on the score card that each coach should sign at the completion of the game. Each coach should verify that the recorded score is correct.

In the event of a tie in the standings at the end of the season, the following tie breaker criteria will be used, in the listed order.

1. Head to Head record/points.
2. Head-to Head goal differential.
3. Goal Differential Overall within division.
4. Most Goals Scored within division