



# Great Northwest Youth Soccer League

## General Rules of Competition

### Spring 2022

Amended 03/26/2022

**All changes for Spring 2022 are highlighted and bolded**

This is not meant to cover all situations which may arise during a game or season. It is meant to give coaches and parents an overview of some of the rules under which soccer is played. Not all IFAB rules will be adhered to in this league and some rules are modified to suit our level of play.

#### Ball Size

U6 #3

U8 #3

U11 #4

U14 #5

#### Number of Players on Field

U6 5 v 5 (No Keeper)

U8 7 v 7

**U11 9v9**

**U14 10v10**

#### Number of Players on Roster

U6 8-10

U8 10-14

U11 10-20

U14 10-20

#### Duration of Game

U6 **(4) 8-Minute Quarters**

U8 **(4) 10-Minute Quarters**

U11 **(2) 25-Minute Halves**

U14 **(2) 30-Minute Halves**

### General Rules to all age groups

- Each player must wear their team uniform (shirts & socks)
- **It is mandatory that all players always wear shin guards underneath their socks during practices and games**
- Soccer cleats or athletic shoes must be worn (NO Baseball or Football cleats)
- No jewelry allowed at all. If stud earrings must stay in, it is the players/parent's responsibility to put a band aid on the ear to cover the earring. Hoop earrings are never allowed.
- Misconduct, foul language & aggressive behavior will not be tolerated. Consequences of this could be a ban from GNW athletics for one calendar year



- The referee oversees the game from start to finish
- **Halftime will be ten (10) minutes in duration for U14 and U11 and five (5) minutes in duration for U8 and U6. U6 & U8 will have two (2) minutes in between each quarter**
- In accordance with Law 5, Coaches may receive a caution (yellow card) for unsportsmanlike conduct or other offences. A 2<sup>nd</sup> infraction will result in second caution (yellow card) and immediate ejection (red card) from the game and the property for the remainder of the day. This includes the parking lot.
- Coaches who accrue two (2) red cards will be issued a one (1) game suspension. Every red card after that is a one (1) game suspension
- A player who accrues five (5) yellow cards will be issued a one (1) game suspension. Every three (3) yellow cards after that is a one (1) game suspension
- Players who accrue two (2) red cards will be issued a one (1) game suspension. Every red card after that is a one (1) game suspension
- Maximum of three (3) coaches/trainers/adult personnel allowed on player sideline. They must remain in their own technical area along with any players not on the field of play unless they are warming up to play.
- Coaches are responsible for their parents and supporters. Parents will only be able to sit in the appropriate area decided by the Recreation Manager and staff. Failure to follow said rule will result in forfeit of the game.
- Only the Head Coach may converse with the Referee and his crew.

#### Other Rules

- Each player must play at least 50% of the game. NO PLAYER SHOULD PLAY 100% OF GAME. For U11 and U14 a team's Keeper is the only exception.
- Coaches are role models for kids. Coaches have the power to control their fans
- Coaches must always remain on their half of the sideline during game time. Coaches are not allowed to yell at the referees. Please contact the Recreation Manager about any problems with the officials.
- Parents sit on the opposite sideline of players/coaches
- This is a **Recreational League**. The object is for the kids to have fun and learn the fundamentals of soccer as well as the importance of teamwork. Please do not teach aggressive style tactics to players (throwing shoulders, clipping heels, flopping, etc.). SPORTSMANSHIP is always our core value, win or lose. The kids can sense the coach's emotions. Always keep your cool.
- The field must be set up prior to game time. Benches are the coach's responsibility. Flags and nets are the referee's responsibility. Lining the fields will be performed by the Recreation Manager or other designated representative
- The "**Sportsmanship Rule**" will be implemented. If your team is running up the score, it is recommended that the coach switch your offense & defense and/or institute more drill situations.
- For any concerns on the field conditions or rainouts please call or text the Recreation Manager at (210) 485-9034.



# Great Northwest Under 6 Division Rules of Competition

## Spring 2021

### As of 03/04/2022

GNW modifications to the IFAB Laws of the Game.

IFAB Laws of the Game can be found at [www.theifab.com](http://www.theifab.com)

**All changes for Spring 2022 are highlighted and bolded**

#### **Law 1** – The Field of Play:

Dimensions: The field of play must be rectangular. The touchline must be greater than the goal line.

|                     |                  |                  |
|---------------------|------------------|------------------|
| Length (touchline): | minimum 20 yards | maximum 30 yards |
| Length (goal line): | minimum 10 yards | maximum 25 yards |

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines. The center mark is at the midpoint of the halfway line. A center circle with a radius of four (4) yards is marked around it.

The Goal Area: Two lines are drawn at right angles to the goal line, six (6) feet from the inside each goalpost. These lines extend into the field of play for two (2) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: Two lines are drawn at right angles to the goal line, twelve (12) feet from the inside of each goalpost. These lines extend into the field of play for six (6) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

The Corner Area: The corner area is defined by a quarter circle with a radius of one (1) foot from each corner flagpost drawn inside the field of play.

Technical Area: None

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is six (6) feet and the maximum distance from the lower edge of the crossbar to the ground is four (4) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

#### **Law 2** – The Ball:

Conform to IFAB except for:

Ball size 3



### **Law 3** – The Number of Players:

Conform to IFAB except for:

A match is played by two teams, each with a maximum of five (5) players, with no goalkeeper. A match is not to start or continue if either team has fewer than three (3) players.

Substitutions: Coaches may make substitutions on any dead ball. All substitutions are with the permission of the referee. Substitutions are unlimited.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may be coed.

### **Law 4** – The Players' Equipment:

Basic equipment includes player jersey, proper footwear, shin guards and socks. Shin guards are to be covered entirely by socks, made of rubber, plastic, or a similar suitable material, and provide a reasonable degree of protection.

All Items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, hard hair pieces etc.) are forbidden and must be removed. If stud earrings must stay in, it is the players/parent's responsibility to put a band aid on the ear to cover the earring. Hoop earrings are never allowed. No other jewelry may be covered by a band aid or tape.

Shoes must NOT have a front stud (i.e. baseball cleats or football cleats) for safety. Soccer cleats, Indoor Soccer cleats, or running shoes are permitted.

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

### **Law 5** – The Referee:

Certified Referee (Grade 8 or higher) or Association certified referee will be used.

### **Law 6** – Other Match Officials:

None shall be used

### **Law 7** – The Duration of the Match:

Conform to IFAB except for:

A match lasts for four (4) equal quarters of eight (8) minutes. There shall be a quarter interval of two (2) minutes and a half-time interval of five (5) minutes.

**A count-up clock will be used. Once time has expired, the whistle will be blown, and the game will cease.** The clock will only stop when there is a major injury, and the coach needs to come on the field or any other extreme delays. You will know that the clock has stopped by the referee raising his/her hand with the watch in the air. When the clock is about to restart the referee will announce what time he/she has left and do the same raising of the hand motion before blowing. The clock will start once the ball has been touched and is in play.



### **Law 8** – The Start and Restart of Play:

Conform to IFAB except for:

A kickoff is a way of starting and restarting play. A kickoff will be used at the start of the match, after a goal has been scored, and at the start of the second half. A goal may be scored directly from a kickoff.

Kickoff at each quarter and after halftime will follow the “ABBA” procedure.

**At this age group, the coin toss will be taken by a team captain and head coach.** The team that wins the toss may choose to take the kick-off or which side to defend.

An indirect free kick is used when restarting play, when, while the ball is still in play, the referee is required to stop play temporarily for any reason not detailed in these rules. The referee will give an indirect free kick where play was stopped and to the team who last touched the ball when play was stopped. If there is a stop in play in the penalty area, a dropped ball will be given to one of the players of the defending goals team. **At this age group any injury will ALWAYS result in a stop in play.**

### **Law 9** – The Ball In and Out of Play:

Conform to IFAB except for:

Indirect Free Kick if the ball touches the referee and goes into the goal, possession changes, or an attacking move starts.

### **Law 10** – Determining the Outcome of a Match:

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided no offence has been committed by the team scoring the goal. The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.

### **Law 11** – Offsides:

No offsides will be called for this age group

### **Law 12** – Fouls and Misconduct:

**All fouls and misconducts at this age group will always result in an indirect free kick.**

Indirect free kicks to the attacking team for an offence inside the opponents' goal area or penalty area are taken from the nearest point on the penalty area line.



**Law 13** – Free Kicks:

Conform to IFAB except for:

All opponents are at least four (4) yards from the ball until it is in play.

**For defending team free kicks in their penalty area, the ball is in play once it has left the penalty area.**

**Law 14** – The Penalty Kick:

None

**Law 15** – The Throw-In:

Conform to IFAB except for:

At this age group, the thrower has unlimited retries.

Opponents must be at least 2 yards from the point on the touchline where a throw-in is to be taken, even if the thrower is back from the line.

**Law 16** – The Goal Kick:

Conform to IFAB except for:

The goal kick should be taken on or between one of the two corners on the field which are two (2) yards from the goal line and two (2) yards away from the goal post. **The ball is in play once it has left the penalty area. Opponents must be in their own half of the field until the ball is in play.**

**Law 17** – The Corner Kick:

Conform to IFAB.



# Great Northwest Under 8 Division Rules of Competition

## Spring 2021

### As of 03/11/2021

GNW modifications to the IFAB Laws of the Game.

IFAB Laws of the Game can be found at [www.theifab.com](http://www.theifab.com)

**All changes for Spring 2022 are highlighted and bolded**

#### **Law 1** – The Field of Play:

Dimensions: The field of play must be rectangular. The touchline must be greater than the goal line.

|                     |                  |                  |
|---------------------|------------------|------------------|
| Length (touchline): | minimum 25 yards | maximum 50 yards |
| Length (goal line): | minimum 20 yards | maximum 40 yards |

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines. The center mark is at the midpoint of the halfway line. A center circle with a radius of six (6) yards is marked around it.

The Goal Area: Two lines are drawn at right angles to the goal line, eight (8) feet from the inside each goalpost. These lines extend into the field of play for three (3) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: Two lines are drawn at right angles to the goal line, twenty-two (22) feet from the inside of each goalpost. These lines extend into the field of play for nine (9) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made six (6) yards from the midpoint between the goalposts. This is ONLY to be used when doing Kicks from the Mark to decide a winner.

The Corner Area: The corner area is defined by a quarter circle with a radius of two (2) feet from each corner flagpost drawn inside the field of play.

Technical Area: None

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is ten (10) feet and the maximum distance from the lower edge of the crossbar to the ground is five (5) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.



### **Law 2** – The Ball:

Conform to IFAB except for:

Ball size 3

### **Law 3** – The Number of Players:

Conform to IFAB except for:

A match is played by two teams, each with a maximum of seven (7) players, one must be the goalkeeper. A match is not to start or continue if either team has fewer than five (5) players.

Substitutions: Coaches may make substitutions on any of their own throw ins and/or their own corner kicks. Coaches may also make substitutions on any goal kick, after any goal, or when the other team makes substitutions. All substitutions are with the permission of the referee. Substitutions are unlimited.

When a player is injured and needs to be substituted off the field, the other team, if they choose to do so, may substitute one of their players that is ready to be substituted so it is a fair “1 to 1” substitution. All other substitutes will be substituted at the next appropriate substitution.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may be co-ed.

### **Law 4** – The Players’ Equipment:

Basic equipment includes player jersey, proper footwear, shin guards and socks. Shin guards are to be covered entirely by socks, made of rubber, plastic, or a similar suitable material, and provide a reasonable degree of protection.

All Items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, hard hair pieces etc.) are forbidden and must be removed. If stud earrings must stay in, it is the players/parent’s responsibility to put a band aid on the ear to cover the earring. Hoop earrings are never allowed. No other jewelry may be covered by a band aid or tape.

Shoes must NOT have a front stud (i.e. baseball cleats or football cleats) for safety. Soccer cleats, Indoor Soccer cleats, or running shoes are permitted.

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Keepers must wear a jersey or shirt that is neither the color of their own teams’ jerseys or the opposing teams’ jerseys.**

### **Law 5** – The Referee:

Certified Referee (Grade 8 or higher) or Association certified referee will be used.



**Law 6** – Other Match Officials:

None shall be used

**Law 7** – The Duration of the Match:

Conform to IFAB except for:

**A match lasts for four (4) equal quarters of ten (10) minutes. There shall be a quarter interval of two (2) minutes and a half-time interval of five (5) minutes.**

**A count-up clock will be used. Once time has expired, the whistle will be blown, and the game will cease.** The clock will only stop when there is a major injury, and the coach needs to come on the field or any other extreme delays. You will know that the clock has stopped by the referee raising his/her hand with the watch in the air. When the clock is about to restart the referee will announce what time he/she has left and do the same raising of the hand motion before blowing. The clock will start once the ball has been touched and is in play.

**Law 8** – The Start and Restart of Play:

Conform to IFAB except for:

A kickoff is a way of starting and restarting play. A kickoff will be used at the start of the match, after a goal has been scored, and at the start of the second half. A goal may be scored directly from a kickoff.

Kickoff at each quarter and after halftime will follow the “ABBA” procedure.

The team that wins the toss may choose to take the kick-off or which side to defend.

A dropped ball is used when restarting play, when, while the ball is still in play, the referee is required to stop play temporarily for any reason not detailed in these rules. The referee will give a drop ball where play was stopped and to the team who touched the ball when play was stopped. If there is a stop in play in the penalty area, a dropped ball will be given to the goalkeeper or one of the players of the defending goals team. All other players (of both teams) must be at least 5 yards away.

**Law 9** – The Ball In and Out of Play:

Conform to IFAB.

**Law 10** – Determining the Outcome of a Match:

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided no offence has been committed by the team scoring the goal.

The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.



**Law 11** – Offsides:

No offsides will be called for this age group

**Law 12** – Fouls and Misconduct:

Conform to IFAB

If, after a throw-in or deliberate pass from a team-mate, the goalkeeper unsuccessfully kicks or tries to kick the ball to release it into play, the goalkeeper can then handle the ball

All verbal offences are punished with an IDFK

**Law 13** – Free Kicks:

Conform to IFAB except for:

All opponents are at least six (6) yards from the ball until it is in play.

For defending team free kicks in their penalty area, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area

**Law 14** – The Penalty Kick:

None

**Law 15** – The Throw-In:

Conform to IFAB except for:

If an infraction occurs the thrower gets one (1) retry

Opponents must be at least 2 yards from the point on the touchline where a throw-in is to be taken, even if the thrower is back from the line

**Law 16** – The Goal Kick:

Conform to IFAB except for:

The goal kick should be taken on or between one of the two corners on the field which are three (3) yards from the goal line and three (3) yards away from the goal post. **It is suggested that opponents are in their own half of the field until the ball is in play.**

At goal kicks, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area

**Law 17** – The Corner Kick:

Conform to IFAB.



# Great Northwest Under 11 Division Rules of Competition Spring 2021 As of 03/11/2021

GNW modifications to the IFAB Laws of the Game.

IFAB Laws of the Game can be found at [www.theifab.com](http://www.theifab.com)

**All changes for Spring 2022 are highlighted and bolded**

## **Law 1** – The Field of Play:

Dimensions: The field of play must be rectangular. The touchline must be greater than the goal line.

|                     |                  |                  |
|---------------------|------------------|------------------|
| Length (touchline): | minimum 50 yards | maximum 90 yards |
| Length (goal line): | minimum 35 yard  | maximum 65 yards |

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines. The center mark is at the midpoint of the halfway line. A center mark is at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: Two lines are drawn at right angles to the goal line, nineteen (19) feet from the inside each goalpost. These lines extend into the field of play for four (4) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: Two lines are drawn at right angles to the goal line, thirty-seven (37) feet from the inside of each goalpost. These lines extend into the field of play for twelve (12) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made ten (10) yards from the midpoint between the goalposts. An arc of a circle with a radius of eight (8) yards from the center of each penalty mark is drawn outside the penalty area.

The Corner Area: The corner area is defined by a quarter circle with a radius of one (1) yard from each corner flagpost drawn inside the field of play.

Technical Area: The technical area will be five (5) yards away from the halfway line, three (3) yards off the touchline, have a length of twenty (20) yards, and have a width of five (5) yards

Substitution Area: The Substitution area will be centered on the halfway line, three (3) yards off the touchline, have a length of five (5) yards, and have a width of five (5) yards

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is six (6) yards and the maximum distance from the lower edge of the crossbar to the ground is seven (7) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.



### **Law 2** – The Ball:

Conform to IFAB except for:

Ball size 4

### **Law 3** – The Number of Players:

**A match is played by two teams, each with a maximum of nine (9) players, one must be the goalkeeper. A match is not to start or continue if either team has fewer than six (6) players.**

Substitutions: Coaches may make substitutions on any of their own throw ins and/or their own corner kicks. Coaches may also make substitutions on any goal kick, after any goal, or when the other team makes substitutions. All substitutes wanted to come on the field must be in the Substitution Area when the ball becomes dead. All substitutions are with the permission of the referee. Substitutions are unlimited.

When a player is injured and needs to be substituted off the field, the other team, if they choose to do so, may substitute one of their players that is ready to be substituted so it is a fair “1 to 1” substitution. All other substitutes will be substituted at the next appropriate substitution.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. A team’s Keeper is the only exception. Teams and matches may be co-ed.

### **Law 4** – The Players’ Equipment:

Basic equipment includes player jersey, proper footwear, shin guards and socks. Shin guards are to be covered entirely by socks, made of rubber, plastic, or a similar suitable material, and provide a reasonable degree of protection.

All Items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, hard hair pieces etc.) are forbidden and must be removed. If stud earrings must stay in, it is the players/parent’s responsibility to put a band aid on the ear to cover the earring. Hoop earrings are never allowed. No other jewelry may be covered by a band aid or tape.

Shoes must NOT have a front stud (i.e. baseball cleats or football cleats) for safety. Soccer cleats, Indoor Soccer cleats, or running shoes are permitted.

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Keepers must wear a jersey or shirt that is neither the color of their own teams’ jerseys or the opposing teams’ jerseys.**



#### **Law 5** – The Referee:

Certified Referee (Grade 8 or higher) or Association certified referee will be used.

Referee cannot change a restart decision after play has restarted but, in certain circumstances, may issue a YC/RC for a previous incident.

Team officials guilty of misconduct can be shown a YC/RC; if an offender cannot be identified, the senior coach in the technical area receives the YC/RC

#### **Law 6** – Other Match Officials:

Certified Referee (Grade 8 or higher) or Association certified referee will be used.

#### **Law 7** – The Duration of the Match:

Conform to IFAB except for:

**A match lasts for two (2) equal halves of twenty-five (25) minutes. There shall be a half-time interval of ten (10) minutes.**

**A count-up clock will be used. Once time has expired, the whistle will be blown, and the game will cease.** The clock will only stop when there is a major injury, and the coach needs to come on the field or any other extreme delays. You will know that the clock has stopped by the referee raising his/her hand with the watch in the air. When the clock is about to restart the referee will announce what time he/she has left and do the same raising of the hand motion before blowing. The clock will start once the ball has been touched and is in play.

#### **Law 8** – The Start and Restart of Play:

A kickoff is a way of starting and restarting play. A kickoff will be used at the start of the match, after a goal has been scored, and at the start of the second half. A goal may be scored directly from a kickoff.

The team that wins the toss may choose to take the kick-off or which side to defend.

A dropped ball is used when restarting play, when, while the ball is still in play, the referee is required to stop play temporarily for any reason not detailed in these rules. The referee will give a drop ball where play was stopped and to the team who touched the ball when play was stopped. If there is a stop in play in the penalty area, a dropped ball will be given to the goalkeeper or one of the players of the defending goals team. All other players (of both teams) must be at least 5 yards away.

#### **Law 9** – The Ball In and Out of Play:

Conform to IFAB.

Dropped ball if the ball touches the referee (or other match official) and goes into the goal, possession changes or an attacking move starts.



**Law 10** – Determining the Outcome of a Match:

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided no offence has been committed by the team scoring the goal. The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.

**Law 11** – Offsides:

Conform to IFAB.

**Law 12** – Fouls and Misconduct:

Conform to IFAB except for:

When a player commits any cautionable (YC) offence that player must be substituted off the field of play. They may be substituted back on at the next available substitution for that team.

Handball text re-written for greater clarity/consistency with clear guidelines for when 'non-deliberate' handball should (and should not) be penalized.

Confirmation that an 'illegal' handball offence by a goalkeeper in their own penalty area is not sanctioned with a YC/RC

If, after a throw-in or deliberate pass from a team-mate, the goalkeeper unsuccessfully kicks or tries to kick the ball to release it into play, the goalkeeper can then handle the ball.

Referee can delay issuing a YC/RC until the next stoppage if the non-offending team takes a quick free kick and creates a goal-scoring opportunity.

All verbal offences are punished with an IDFK

**Law 13** – Free Kicks:

Conform to IFAB except for:

All opponents are at least eight (8) yards from the ball until it is in play.

For defending team free kicks in their penalty area, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.

When there is a defensive 'wall' of at least 3 players, all attacking team players must be at least 1m from the 'wall'; IDFK if they encroach.



**Law 14** – The Penalty Kick:

Conform to IFAB except for:

The penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them.

Goalkeeper must have at least part of one foot on, or in line with, the goal line when a penalty kick is taken; cannot stand behind the line.

If an offence occurs after the referee signals for a penalty kick to be taken but the kick is not taken, it must then be taken after any YC/RC is issued. First offence of this rule is a warning. Second offence is a YC.

**Law 15** – The Throw-In:

Conform to IFAB.

Opponents must be at least 2 yards from the point on the touchline where a throw-in is to be taken, even if the thrower is back from the line.

**Law 16** – The Goal Kick:

Conform to IFAB.

At goal kicks, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.

**Law 17** – The Corner Kick:

Conform to IFAB.



# Great Northwest Under 14 Division Rules of Competition

## Spring 2021

### As of 03/11/2021

GNW modifications to the IFAB Laws of the Game.

IFAB Laws of the Game can be found at [www.theifab.com](http://www.theifab.com)

**All changes for Spring 2022 are highlighted and bolded**

#### **Law 1** – The Field of Play:

Dimensions: The field of play must be rectangular. The touchline must be greater than the goal line.

|                     |                  |                   |
|---------------------|------------------|-------------------|
| Length (touchline): | minimum 60 yards | maximum 130 yards |
| Length (goal line): | minimum 40 yards | maximum 100 yards |

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines. The center mark is at the midpoint of the halfway line. A center mark is at the midpoint of the halfway line. A circle with a radius of ten (10) yards is marked around it.

The Goal Area: Two lines are drawn at right angles to the goal line, five (5) yards from the inside each goalpost. These lines extend into the field of play for six (6) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: Two lines are drawn at right angles to the goal line, eleven (11) yards from the inside of each goalpost. These lines extend into the field of play for eighteen (18) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made twelve (12) yards from the midpoint between the goalposts. An arc of a circle with a radius of ten (10) yards from the center of each penalty mark is drawn outside the penalty area.

The Corner Area: The corner area is defined by a quarter circle with a radius of one (1) yard from each corner flagpost drawn inside the field of play.

Technical Area: The technical area will be five (5) yards away from the halfway line, three (3) yards off the touchline, have a length of twenty (20) yards, and have a width of five (5) yards

Substitution Area: The Substitution area will be centered on the halfway line, three (3) yards off the touchline, have a length of five (5) yards, and have a width of five (5) yards

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is eight (8) yards and the maximum distance from the lower edge of the crossbar to the ground is eight (8) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.



#### **Law 2** – The Ball:

Conform to IFAB

#### **Law 3** – The Number of Players:

**A match is played by two teams, each with a maximum of ten (10) players, one must be the goalkeeper. A match is not to start or continue if either team has fewer than seven (7) players.**

Substitutions: Coaches may make substitutions on any of their own throw ins and/or their own corner kicks. Coaches may also make substitutions on any goal kick, after any goal, or when the other team makes substitutions. All substitutes wanted to come on the field must be in the Substitution Area when the ball becomes dead. All substitutions are with the permission of the referee. Substitutions are unlimited.

When a player is injured and needs to be substituted off the field, the other team, if they choose to do so, may substitute one of their players that is ready to be substituted so it is a fair “1 to 1” substitution. All other substitutes will be substituted at the next appropriate substitution.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. A team’s Keeper is the only exception. Teams and matches may be co-ed.

A player who is being substituted must leave the field at the nearest point on the boundary line, unless otherwise directed by the referee

#### **Law 4** – The Players’ Equipment:

Basic equipment includes player jersey, proper footwear, shin guards and socks. Shin guards are to be covered entirely by socks, made of rubber, plastic, or a similar suitable material, and provide a reasonable degree of protection.

All Items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, hard hair pieces etc.) are forbidden and must be removed. If stud earrings must stay in, it is the players/parent’s responsibility to put a band aid on the ear to cover the earring. Hoop earrings are never allowed. No other jewelry may be covered by a band aid or tape.

Shoes must NOT have a front stud (i.e. baseball cleats or football cleats) for safety. Soccer cleats, Indoor Soccer cleats, or running shoes are permitted.

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Keepers must wear a jersey or shirt that is neither the color of their own teams’ jerseys or the opposing teams’ jerseys.**



#### **Law 5** – The Referee:

Certified Referee (Grade 8 or higher) or Association certified referee will be used.

Referee cannot change a restart decision after play has restarted but, in certain circumstances, may issue a YC/RC for a previous incident.

Team officials guilty of misconduct can be shown a YC/RC; if an offender cannot be identified, the senior coach in the technical area receives the YC/RC

#### **Law 6** – Other Match Officials:

Certified Referee (Grade 8 or higher) or Association certified referee will be used.

#### **Law 7** – The Duration of the Match:

Conform to IFAB except for:

**A match lasts for two (2) equal halves of thirty (30) minutes. There shall be a half-time interval of ten (10) minutes.**

**A count-up clock will be used. Once time has expired, the whistle will be blown, and the game will cease.** The clock will only stop when there is a major injury, and the coach needs to come on the field or any other extreme delays. You will know that the clock has stopped by the referee raising his/her hand with the watch in the air. When the clock is about to restart the referee will announce what time he/she has left and do the same raising of the hand motion before blowing. The clock will start once the ball has been touched and is in play.

#### **Law 8** – The Start and Restart of Play:

A kickoff is a way of starting and restarting play. A kickoff will be used at the start of the match, after a goal has been scored, and at the start of the second half. A goal may be scored directly from a kickoff.

The team that wins the toss may choose to take the kick-off or which side to defend.

A dropped ball is used when restarting play, when, while the ball is still in play, the referee is required to stop play temporarily for any reason not detailed in these rules. The referee will give a drop ball where play was stopped and to the team who touched the ball when play was stopped. If there is a stop in play in the penalty area, a dropped ball will be given to the goalkeeper or one of the players of the defending goals team. All other players (of both teams) must be at least 5 yards away.

#### **Law 9** – The Ball In and Out of Play:

Conform to IFAB.

Dropped ball if the ball touches the referee (or other match official) and goes into the goal, possession changes or an attacking move starts



**Law 10** – Determining the Outcome of a Match:

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided no offence has been committed by the team scoring the goal. The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.

**Law 11** – Offsides:

Conform to IFAB.

**Law 12** – Fouls and Misconduct:

Conform to IFAB except for:

When a player commits any cautionable (YC) offence that player must be substituted off the field of play. They may be substituted back on at the next available substitution for that team.

Handball text re-written for greater clarity/consistency with clear guidelines for when 'non-deliberate' handball should (and should not) be penalized.

Confirmation that an 'illegal' handball offence by a goalkeeper in their own penalty area is not sanctioned with a YC/RC

If, after a throw-in or deliberate pass from a team-mate, the goalkeeper unsuccessfully kicks or tries to kick the ball to release it into play, the goalkeeper can then handle the ball.

Referee can delay issuing a YC/RC until the next stoppage if the non-offending team takes a quick free kick and creates a goal-scoring opportunity.

All verbal offences are punished with an IDFK

**Law 13** – Free Kicks:

Conform to IFAB.

For defending team free kicks in their penalty area, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.

When there is a defensive 'wall' of at least 3 players, all attacking team players must be at least 1m from the 'wall'; IDFK if they encroach.



**Law 14** – The Penalty Kick:

Conform to IFAB.

Goalkeeper must have at least part of one foot on, or in line with, the goal line when a penalty kick is taken; cannot stand behind the line.

If an offence occurs after the referee signals for a penalty kick to be taken but the kick is not taken, it must then be taken after any YC/RC is issued. First offence of this rule is a warning. Second offence is a YC.

**Law 15** – The Throw-In:

Conform to IFAB.

Opponents must be at least 2 yards from the point on the touchline where a throw-in is to be taken, even if the thrower is back from the line.

**Law 16** – The Goal Kick:

Conform to IFAB.

At goal kicks, the ball is in play once it is kicked and clearly moves; it does not have to leave the penalty area.

**Law 17** – The Corner Kick:

Conform to IFAB.