

LAW 3 – Players & Substitutions



STANDARD FULL-SIDED GAMES

- Full-sided (11v11) SAY Playing Rules will be used in the 14-U (Kickers) through 19-U (Seniors) age groups

STANDARD SMALL-SIDED GAMES

- Small-sided (9v9) SAY Playing Rules will be used in the 12-U (Strikers) age group
- Small-sided (7v7) SAY Playing Rules will be used in the 8-U (Passers) and 10-U (Wings) age groups

NON-STANDARD TEAM SIZES

- Leagues may opt to vary the size of teams requiring games to be played using less than or more than the standard number of players for an age group.
- In all games using the designated standard number of players (or not) the following relevant criteria are to be used:
 - **11v11 games:** not more than eleven (11) players, and not fewer than seven (7) players,
 - **10v10 games:** not more than ten (10) players, and not fewer than six (6) players,
 - **9v9 games:** not more than nine (9) players, and not fewer than six (6) players,
 - **8v8 games:** not more than eight (8) players, and not fewer than five (5) players,
 - **7v7 games:** not more than seven (7) players, and not fewer than five (5) players,
 - **6v6 games:** not more than six (6) players, and not fewer than four (4) players.
- **The number of players allowed in a game for each team includes the goalkeeper.**

PLAYERS

- A player is a team member who has been given permission by the Referee to be in the game and has entered the field-of-play.
- One of the players **must** be the goalkeeper.
- All other team members are substitutes.

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SUBSTITUTIONS

- The following substitutions may only be made with the permission of the Referee:
 - Both teams may substitute any number of players:
 - 1) on a goal kick
 - 2) after a goal
 - 3) during an extended time out (as for an injury)
 - 4) between periods
 - 5) when the Referee stops the game to issue a caution or a send-off
 - On a throw-in the team in possession of the ball may substitute any number of players.
 - 1) If the team in possession of the ball chooses to substitute, the opposing team may also substitute any number of players.
 - 2) If the team in possession of the ball chooses not to substitute, the opposing team may not substitute any players.
- A substitute becomes a player only upon entering the field-of-play after being acknowledged by the Referee.
- At the moment a substitute becomes a player, the teammate being replaced becomes a substitute (no matter whether on or off the field-of-play).



STEP 1 - STOP PLAY



**STEP 2 - CAUTION SUBSTITUTE,
SHOW YELLOW CARD**



**STEP 3 - PLAY IS RESTARTED
WITH AN INDIRECT FREE KICK**

INFRINGEMENTS & SANCTIONS

- Any substitute entering the field of play without the permission of the Referee, or any substitute who interferes with play whether by entering or leaving the field-of-play shall be subject to punishment for illegal substitution.
- If the infraction is noted while the ball is in play, the Referee shall stop play.
- Play is to be restarted with an indirect free kick (IFK) against the offending team at the location where the ball was when play was stopped.
- Whether or not the ball is in play, the substitute(s) shall be cautioned, shown a yellow card and removed from the field-of-play.

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CHANGING THE GOALKEEPER

- During the progress of the game, the Referee must be notified specifically before the Goalkeeper is changed (except when change is made between periods).



- Any player on the field changing places with the goalkeeper without the permission of the Referee while the ball is in play, shall be subject to punishment for improper change.
- Play is not stopped immediately
- At the next stoppage of play, the Referee will caution both players.

PLAYERS SENT-OFF

- A player ejected after the game starts may not be replaced.
- The team will play short-handed the remainder of the game.
- The player must be allowed to stay in the bench area and shall not be sent away from the field.