

U5 (2016 Birth Year) MSA RECREATIONAL SOCCER LAWS MODIFICATIONS

(updated 4/3/21)

Special note: Goalkeepers will not play more than a half. Referees have been instructed to protect the goalkeepers inside of the goal area. Coaches are requested to instruct their players not to charge the goalkeepers. Goalkeepers are allowed to come out to the top of the penalty area for their re-start when they pick-up the ball. Coaches are not permitted on the field unless signaled onto the field by the referee.

Heading is not allowed in ages U8, U9, U10, and U12. If in the referees opinion a player intentionally heads the ball the result shall be an indirect free kick awarded to the opponent at the spot of the infraction. If the header is in the box, it will result in an indirect free kick just outside of the box.

- A. Except as listed below, the FIFA "Laws of the Game" published by the United States Soccer Federation (USSF) shall govern the play within Medina Soccer Association.
- B. Exceptions
- **Law 1 Field of Play** - The field of play will be assigned by the Association and will be played as marked.
 - **Law 2 Ball Size** - The ball size will be #3.
 - **Law 3 Number of Players and Substitutions**
 1. The starting number of players on the field will be five. (four field players and a goalie)
 2. **As a courtesy to the other players and coaches, a team should only field the number of players that its opponents are able to field.**
 3. A team down 3 goals or more may elect to add an additional player as long as the three-goal difference exists.
 4. Substitutions will be any stoppage of play.
 5. Each player SHALL play minimum of 50% of total playing time.
 - **Law 4 Players Equipment** - nothing dangerous allowed on the field, this includes jewelry
 1. Shin guards covered completely by stockings are required.
 2. footwear
 3. matching team shirt worn over any extra inclement weather clothing
 - **Law 5 Referee**
 1. The referee will be assigned by MSA.
 2. If the assigned referee does not appear for the game and no substitute can be found, the two coaches will jointly referee the game. Notify director of referees
 3. The referee will take into consideration the age group in his/her judgement calls. The spirit of the game should not be abridged by the excessive calling of penalties.
 - **Law 6 The Linesman** - Linesmen are not assigned by MSA.
 - **Law 7 Duration of the Game**
 1. Time of play shall be four 10 minute quarters with a 5 minutes halftime. 2 minutes are allowed between quarters.
 2. To keep the games on schedule, the referee may shorten the time of play.
 - **Law 8 Start of Play** - Opponents must remain 4 yds from ball until it is put into play. Kicker may not touch the ball until touched by another player.
 - **Law 9 Ball in/out of Play** - No exceptions.
 - **Law 10 Method of Scoring** - No exceptions.
 - **Law 11 Offside** - No offside will be called
 - **Law 12 Fouls and Misconduct**
 1. Coaches/parents can be carded.
 2. On a yellow card, the coach may substitute for the player with a one for one exchange.
 3. On a red card the player is not permitted to play the rest of the game, nor can he/she be substituted for in that game. The player given the red card will not be permitted to play the next scheduled game. The coach must report each red card, to the Director of Referees. The MSA Board Members will view each red card incident.
 - **Law 13 Free Kicks** - ALL kicks will be direct kicks taken from outside the goal area. Kicker may not touch the ball until touched by another player.
 - **Law 14 Penalty Kicks** – None
 - **Law 15 Kick-Ins** - There will be no throw ins. Players will be permitted several attempts at kick-ins with instructions from the referee. Kicker may not touch the ball until touched by another player.
 - **Law 16 Goal Kicks** – Goal kicks will be taken from within goal area. Ball is not in play until it leaves the penalty area.
 - **Law 17 Corner Kicks** – Will be taken from the nearest touchline. Kicker may not touch the ball until touched by another player.

MSA does not permit slide tackling