

Soccer Laws of the Game Made Easy – Highlights

Law 1 Field of Play: Field must be safe. Goals must be anchored with 2 sand bags.

Law 2: The Ball: The ball must be safe and correct size. U8 is size 3; U10 is size 4

Law 3: The Players U8-5 players; U10 - 7 players. Substitutions may occur prior to: throw-in, goal kick, kickoff. The substitute must be ready to enter the field at the halfway line when the game is stopped or wait for the next chance, and

- When the referee says it is OK.

Law 4 Players' Equipment: Players must wear the 5 S's:

shirt (with individual #),

shorts,

soccer socks covering shin guards,

shin guards, shoes (sneakers or cleats – cleats must not have metal or toe cleat).

Players must not wear anything dangerous, which includes cast, jewelry, hooded garment under shirt, or anything the referee deems dangerous. All earrings must be removed. Players are not allowed to place bandaids or tape over earrings. A player on the field who is wearing something dangerous, or whose uniform is not complete, can be instructed to leave the field to correct the problem. The player can return to the field only when the referee agrees that the problem has been corrected.

Medical alert jewelry or clothing required by a player's religion may be worn only if – The referee does not consider it dangerous and It does not give the player an unfair advantage while playing. Medical alert jewelry can normally be made safe by wrapping it with tape (with the necessary information still showing).

Law 5 The Referee: is in charge of the game. Referee decisions, including whether a goal is scored, are final. Referees keep the game time and the official score.

Law 6 Assistant Referee: help the referee by signaling:

When the ball has left the field.

Which team gets the corner kick, goal kick, throw-in.

When a team wants to substitute.

When an attacker is offside.

When a foul or misconduct has happened but the referee couldn't see it.

The referee can ask the assistant referee to "help with other things" for example, checking that an illegal equipment problem has been corrected.

Club linesmen are volunteers from the sideline who help the referee when there are no assistant referees.

Law 7 Duration of the Match: A game has 2 halves of equal length. U8 & U10: (2) 25 minute halves.

Law 8 Start and Re-start of Play: Teams switch ends of the field for the second half of the game. The team that didn't kick off the beginning of the 1st half, kicks off the beginning of the 2nd half. Kick-off requirements:

- From the center mark
- Each team in its half of the field
- Players from the other team must be outside the center circle
- Ball is kicked and moves forward (into the “other half” of the field)

The player who takes the kick-off can't touch the ball again until the ball has been touched by another player from either team. A goal can be scored directly from a kick-off. (“Directly” means that no one else touched or played the ball.)

A dropped ball is the way to restart play if play has been stopped for any reason not covered in the Law.

Law 9 The Ball In and Out of Play: The ball is always in play unless it completely leaves the field across the goal line or touch line, or the referee signals for the play to stop. The ball is still in play even if it hits a flagpost, goal post, crossbar or the referee. If there are football-style goal posts or anything in addition to the two goal posts and a crossbar, the ball is out of play if it hits these other parts even if the ball stays on the field.

Law 10 Method of Scoring: A goal is scored when the whole ball completely crosses the goal line between the goal posts and under the crossbar. A goal cannot be counted if it was the result of a foul by the attacking team.

Law 11 Offsides: An attacker is in an offside position if:

- Closer to the other team's goal than the ball and
- Closer to the other team's goal than the second to last defender and
- In the other team's end of the field

It is not illegal for a player to be in an offside position.

It is illegal when: Interfering with play (Having the ball passed to a player, running toward the ball or a combination of these.)

Interfering with an opponent (Getting in the way of a player on the other team, including the goalkeeper.)

Gaining an advantage: (Receiving or running to a ball which has bounced off a goal post or crossbar or that has been deflected by the goalkeeper or another defender.)

It is NOT offside if a player receives the ball directly from a throw-in, goal kick, or corner kick.

When offside is called: Indirect free kick from where the offside player was.

Law 12 Fouls and Misconduct:

Direct Kick Fouls: Restart from where fouls occurred

Kicking or attempting to kick an opponent

Tripping or attempting to trip an opponent

Striking or attempting to strike an opponent

Jumping at an opponent

Charging an opponent

Pushing an opponent

While tackling for the ball, making contact with the opponent before contacting the ball (this includes tackling an opponent from behind with little or no concern for the safety of the opponent)

Holding an opponent

Spitting at an opponent

Deliberately handling the ball with any part of the arm or hand

Indirect free kicks: restarting play with an indirect free kick from where the foul occurred. A goal cannot be scored directly from an indirect free kick (the ball must touch another player first).

Deliberately Heading the ball

Trickery

Dangerous Play

Impeding

Law 13 Free Kicks

A free kick is a way to start play again after a violation of the Law a misconduct or a foul. The free kick takes place where the foul or misconduct happened. A goal can be scored directly from a direct free kick but only against the opponents. (Remember: “directly” means that no one else has touched or played the ball.) For any free kick, the ball is in play as soon as it is kicked. All players from the other team must be at least ten yards (8 yards in U8 and U10) away from where the free kick is being taken. The player taking the free kick cannot touch the ball again unless another player has touched it.

Law 14 Penalty Kick

A penalty kick is the way to start play again after a defender commits a direct free kick foul inside the defending team’s penalty area. For U8 and U10 the ball is placed 8 yards from the goal line.

Law 15 Throw-in

A throw-in is the way to restart play when the ball leaves the field by completely crossing over a touch line. The team which did not touch the ball last takes the throw-in at the place where the ball left the field. The thrower must not touch the ball again until it has touched another player.

When delivering the ball, player must:

Face field of play, and

Have part of each foot on touchline or behind touchline, and

Throw the ball with both hands from behind and over the head.

Law 16 Goal Kick

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched an attacking player, and a goal is not scored.

The ball is kicked from any point within the goal area by a player on the defending team. The ball must be stationary when kicked.

The ball is in play when it leaves the penalty area.

Opponents must be outside the penalty area until the ball is in play.

Law 17 Corner Kick

A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

The ball must be placed in the corner area nearest to the point where the ball passed over the goal line.

The ball must be stationary.

The ball is kicked by a player on the attacking team.

The ball is in play when it is kicked and clearly moves. It does not need to leave the corner arc.

The kicker may not touch the ball again until it is touched by another player.