



# Maine State Premier League Procedures and Rules 2021

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### 100. Name and Purpose

The name of the competition is the Maine State Premier League. The Maine State Premier League’s purpose is to offer an opportunity for competitive premier level youth club teams of affiliated member clubs to participate in an organized premier-level league in Maine during the spring season. The Maine State Premier League is a qualifying league for Soccer Maine’s State Cup and is a sanctioned US Youth Soccer League.

### 200. League Organization:

#### 201. Dates

The Maine State Premier League season will run from the last Sunday in March to potentially the third Sunday in June. Games will be primarily scheduled on Sundays with a few possible Saturday dates. Teams may move games to Saturdays at mutual agreement. Potential dates for 2021 are: March 28, April 3, April 11, April 18, April 25, May 2, May 9, May 16, May 23, June 6, June 12 and June 13.

#### 202. Team Eligibility

The Maine State Premier League is open to qualified premier level teams and **qualified** classic level teams fielded by Soccer Maine member clubs or by qualified teams from clubs in good standing with other State Associations who have correctly submitted entry information, paid the league fees, and are otherwise in good standing. Classic teams wishing to participate must fill out a qualifying application. Qualification is determined by the VP of Premier.



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## 204. Age Groups Offered

The Maine State Premier League will offer competition in the following age groups:

| Age group:      | Type of Games: | Format: | Player Age on Dec 31 <sup>st</sup> , 2019 |
|-----------------|----------------|---------|---|
| 10-Under (2010) | Noncompetitive | 7v7     | 9 (2011 birth year or younger)            |
| 11-Under (2009) | Competitive    | 9v9     | 10 (2010 birth year or younger)           |
| 12-Under (2008) | Competitive    | 9v9     | 11 (2009 birth year or younger)           |
| 13-Under (2007) | Competitive    | 11v11   | 12 (2008 birth year or younger)           |
| 14-Under (2006) | Competitive    | 11v11   | 13 (2007 birth year or younger)           |
| 15-Under (2005) | Competitive    | 11v11   | 14 (2006 birth year or younger)           |
| 16-Under (2004) | Competitive    | 11v11   | 15 (2005 birth year or younger)           |
| 17-Under (2003) | Competitive    | 11v11   | 16 (2004 birth year or younger)           |
| 18-Under (2002) | Competitive    | 11v11   | 17 (2003 birth year or younger)           |
| 19-Under (2001) | Competitive    | 11v11   | 18 (2002 birth year or younger)           |

**204.1** Soccer Maine retains the right to combine age groups in a playing division to ensure the viability of the league. For example, if there are not enough 13-Under teams, they would be combined with the 14-Under age group teams for purposes of the league schedule.

**204.2** 10U teams will be permitted in the MSPL if there are a minimum of 4 teams to form this age group. 10U teams must be 75% 10U age players (birth year 2010). 8U players (2012 birth year) are not permitted in the MSPL at this time.

## 205. Administration

The VP of Premier and Executive Director of Soccer Maine will conduct the Maine State Premier League. The Executive Director and staff have final determination in all matters of team entry, and scheduling. The VP of Premier has final determination regarding conduct of the league. The VP of Premier and Executive Director also have complete and final authority over any disciplinary matter arising out of Maine State Premier League play including suspension and fines when considered appropriate.

## 300. Entry Procedure and Fees

### 301. Club Affiliations

All Clubs must answer the Club Affiliation questions through their GotSport club account and submit their Club Affiliation fee of \$100 and bylaws to Soccer Maine by July 15<sup>th</sup> for the upcoming seasonal year.



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## **302. Team Entry**

Clubs must submit team entries to Soccer Maine through their **Got Sport** club accounts and pay entry fees by February 15<sup>th</sup>. The team entry fee is \$235/team. Once a club submits its entry through their **Got Sport** club account, they have committed the team to participate in the Maine State Premier League. After February 15<sup>th</sup>, Soccer Maine will not accept any further team entries, other than potential high school age teams for the High School division from member clubs. **Acceptance of those High School teams after February 15<sup>th</sup> is at the discretion of the VP of Premier and Executive Director.**

## **303. Player Registration Fees**

The player registration fee is \$15.25/player due by February 15<sup>th</sup>.

## **400. Player Registration, Team Rosters and Player Passes**

### **401. Player Registration**

The player registration deadline is February 15<sup>th</sup> to show a viable roster. All players should be correctly registered in your **Got Sport** club account and placed on the appropriate team. Clubs can add to their rosters up to the roster freeze date of March 13<sup>th</sup>. The Player Registration fee is \$15.25 per player.

### **402. Team Rosters**

All teams must have an Official Roster verified by Soccer Maine with the State Registrar's signature to participate in the Maine State Premier League. Teams must have a copy of the Official Roster available for inspection at all competitions. The rosters must have a minimum of seven (7) players for 10U - 12U and nine (9) players for 13U and above.

**402.1. 10-Under (SS) Roster Size:** 10-Under (ss) teams playing 7v7 may have up to fourteen (14) players on their team roster.

**402.2. 11-Under (SS) Roster Size:** 11-Under (ss) teams playing 9v9 may have up to eighteen (18) players on their team roster. If playing in a separate 11-Under division, then this group is non-competitive. If playing in the 12-Under division, game day roster restrictions apply.

**12-Under (SS) Roster Size:** 12-Under (SS) teams playing 9v9 may have up to eighteen (18) players on their team roster. For each game, only a maximum of 16 players may be listed on the game day roster submitted to the referee. Once the game roster has been submitted to the referee, only the 16 players listed may participate in the game.

**402.3. 13-Under to 19-Under Roster Size:** 13-Under to 19-Under age group teams may have a maximum of 22 players listed on the team roster. However, for each game, only a maximum of 18 players may be listed on the game roster submitted to the referee. Once the game roster has been submitted to the referee, only the 18 players listed may participate in the game.



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Each player listed must be registered with the State Association in which he or she resides with his or her parent(s) or guardian(s). For a student in residence at a boarding school, college, university, or division of a college, the player may register in the state in which the boarding school, college, university, or division of the college is located. **A minimum of five (5) players for 10-U, and seven (7) players for 11-U and up constitutes a team for play.**

**402.3 Double-roster player:** Players are not permitted to double roster with teams participating in the Maine State Premier League.

**402.4. Coaches on Roster:** A maximum of 3 coaches can be rostered to a team. Each team must have an appropriately licensed coach on the sideline.

**402.5. Rosters Frozen:** The Rosters of every team 12-Under to 19-Under (also 11-Under if playing in the 12-Under division) entered in the Maine State Premier League **are frozen on March 13<sup>th</sup> at 6:00 P.M.**

## **403. Player Passes**

Individual players on Maine State Premier League teams must have a valid and current USYS Player Pass. The Player Pass must have a current photo and be laminated.

## **404. Club Pass**

The “club pass” concept’s core objective is to provide clubs and coaches with the flexibility to move players from team to team in their own club as necessary for equity in games based on player development and team needs. Club Pass allows Clubs to temporarily loan players from one team to another for a specific game. Players must be registered in their club prior to the roster freeze for the league in order to be eligible for Club Pass. Players can only be rostered to one team, and can then be written in on a roster for a particular game of another team so long as the total number of players does not exceed the allowable number of game day players for that particular age group. They also must have a player pass. **A maximum of 3 players for 10U, and 4 players for 11U and up for any given league game can be club passed onto a roster.** Any changes to the roster must be completed before the start of the game, and the roster given to the opposing coach. It is the responsibility of the coaches to understand the restrictions on club pass, not the referee. Players may be allowed to move up no more than two age groups, but never move down an age group.

Any team who adds players not within these guidelines will automatically forfeit the game be subject to a fine.

## **500. Scheduling, Canceling, and/or Terminating Games**

### **501. Scheduling**

The Executive Director will create the League schedule based on the team entries submitted to Soccer Maine. Teams will receive a minimum of 3 games against different opponents and a



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maximum of 7 games total. Normal schedule is 6 games. Schedules will be posted on the Soccer Maine website by March 1st. Once the schedule is published, there will be no changes to the schedule except for late entry allowed by Soccer Maine, extreme weather or loss of field. Game locations and times must be entered in **Got Sport**, a minimum one week ahead of a given game to provide reasonable notice to the opposing team. **No changes to the date, location or start time will be made to the schedule within 72 hours of a scheduled game, nor will any game be rescheduled without the permission of the VP of Premier or Executive Director.**

Once the schedule has been created and posted for teams to view, individual clubs have the responsibility to arrange the times and locations for home games, keeping in mind a reasonable time frame for travel. As noted, this must be completed within a minimum of a full week ahead of the game. Soccer Maine does not secure playing sites or assign game times, but leaves these responsibilities to its Member Clubs to allow for scheduling flexibility within clubs and to facilitate assignment of referees. Neutral sites to accommodate distant opponents is not required, however, if location and cost is agreed to by both teams, then it is allowed and encouraged.

## 502. Cancelling Games

**502.1. Unforeseen Circumstances:** If severe weather or extenuating circumstances, such as destruction of field, would prevent a game from being played safely, and if the game must be postponed, the home team is responsible for making that decision and informing the opponent and the referees. The home team is responsible for attempting to find a suitable time to reschedule the game in agreement with the visiting team, within a 2-week period. If the game is not rescheduled due to the actions of one of the teams/clubs, that team/club will receive a forfeit. The home team must inform the VP of Premier of any such situation by e-mail. **There are no other circumstances that are acceptable for cancellation of a scheduled game.** Per paragraph 402.2, a minimum of 7 players constitute a team, therefore teams are expected to play their scheduled games if they have 7 or greater players. Any other cancellations are considered No Shows/Forfeits per the paragraph below.

**502.2. No Shows/Forfeits:** In the event a team does not arrive at the venue (“no show”) at the scheduled start time, the game is considered a forfeit. Any team which forfeits a game incurs a \$250 fine plus the entire amount of the referee fees. The team’s club must pay the fine to Soccer Maine within seven days (7 days) and pay the referee fees to the hosting team immediately. It is the responsibility of the hosting team (home team) to notify Soccer Maine by e-mail of any team who forfeits a game as a result of a “no show.” Failure by a club to pay the fine shall result in the club’s not being in good standing and thus its teams would be ineligible to compete in any Soccer Maine sanctioned game and/or event.

**502.3 Commitment to Play:** Any teams not completing their game schedule will not be eligible for league finals. Teams with an agreed to abbreviated schedule for purposes of



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qualifying for State Cup are not eligible for league finals. Teams not fulfilling their Maine State Premier League commitments will be reviewed at the end of the season and may be subject to fines and suspension from future competitions. Any team using the Maine State Premier League as a State Cup Qualifying league must play all games as they are scheduled.

## **503. Terminating Games**

Once a referee has jurisdiction of a game, the game may only be terminated by the referee as provided for in the FIFA Laws of the Game.

**503.1 Game Terminated in First Half:** If a game is terminated before the second half of the game has begun, and the termination is not due to the conduct of one of the teams, the game shall be replayed in its entirety.

**503.2 Game Terminated in Second Half:** If a game is terminated after play has begun in the second half of the game, but before the end of the second half, and the termination is not due to the conduct of one of the teams, the game is considered complete, and the score at the time of termination will stand.

**503.3. Games Terminated due to Misconduct:** If a referee terminates a game based on the conduct of either team, its coaches, officials, or spectators, the League Director will hold a hearing to determine penalties, including forfeiture of the game. If a team terminates a game before the referee signals the game ended, the team will forfeit the game and the League Director will hold a hearing to determine any additional penalties.

## **600. Referees & Referee Fees**

### **601. Assigning**

**Home teams are responsible for obtaining referees for League games through their designated Certified Referee Assignor. Member Clubs must have a Certified Referee Assignor.** The Referee Assignor must only assign currently certified referees. There are no exceptions to these requirements in any circumstances.

### **602. Number of Referees**

All Maine State Premier League age groups MUST utilize a “three man” referee crew employing the diagonal system of control. A “two man/two whistle” system may NEVER be utilized under ANY circumstances. In the event that an Assistant Referee is missing, the assigned center referee can ask the participating teams to assist him/her in finding a “club linesman.” The “club linesman” will only signal the ball in or out of play according to Law 9.



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## 603. Referee Fees

Each team will pay half of the referee fees directly to the assigned referees. Teams must pay fees in full in advance of the game. Referees will be instructed not to commence a game until they have been paid in full. Referee fees are as follows:

| Age Group            | Referee:  | Assistant Referee (each): |
|----------------------|-----------|---------------------------|
| 10-Under             | \$40/game | n/a                       |
| 12-Under             | \$50/game | \$25/game                 |
| 13-Under to 14-Under | \$60/game | \$30/game                 |
| 15-Under to 16-Under | \$70/game | \$35/game                 |
| 17-Under to 19-Under | \$70/game | \$40/game                 |

**604. Referee Responsibilities:** The referee is responsible for the conduct of the game. The referee keeps the time of the game. The referee is the sole judge of the suitability of the field at game time and its equipment, and the players' uniforms and equipment.

**604.1 Game Reporting:** Upon completion of the game, the center referee should submit a Game Report to their referee assignor by e-mail. Any games that involve yellow or red cards should have a full game report submitted to the VP of Premier and Executive Director. The report shall include the score and any details regarding cautions or ejections. Reports of cautions and/or ejections shall include the Date, Player Name, ID Number [from player pass], Team Name, and reason for each caution or ejection. Official game report forms are located on the Soccer Maine website at [www.soccermaine.com](http://www.soccermaine.com) under Referees.

## 700. Game Procedures

### 701. General

Both teams and a maximum of three (3) team officials for each team shall take the same side of the field. Spectators shall take the other side of the field. The home team shall choose which side the teams will take.

**701.1. Game Ball:** The home team shall provide the game ball.

**701.2. Jersey Numbers:** All uniforms must be numbered. Duplicate numbers on any team are not permitted.

**701.3. Jersey Colors:** The away team shall have choice of jersey and sock colors. In the event of a conflict, the home team must change if so directed by the referee.

**701.4. Availability of Procedures and Rules:** Coaches are required to have a copy of these Procedures and Rules with them for any clarifications.



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## 701.5. Pre-Game Procedures

- a. These Procedures MAY NOT be waived by the referee or the coaches under any circumstances.
- b. Each team must present for inspection by the referee a copy of its approved and Frozen Roster and the Player Passes. The referee must verify the identity of the players against the Player Passes and against the Frozen Rosters, and verify player jersey numbers against the roster. The referee will verify that all documents are in good order.
- c. The referee may prohibit the participation of a player whose identity cannot be verified or whose documents are inconsistent or otherwise deemed improper.
- d. In the 10-Under to 19-Under age groups, teams will note on the Roster presented to the referee the players that will participate in the game during that game on that day. Any players listed on the roster but not playing in the game do not have to report for inspection by the referee and may sit on the team's bench in street clothes. At the time of the kick off, the roster of the participating players (14 for 10U, 16 for 11U-12U and 18 for 13U-19U) will be set and no changes can be made.
- e. Prior to the beginning of each game, the home team coach/team administrator shall be responsible for providing a copy of the Maine State Premier League's Official Game Report Form to the referee.

## 701.6. Post-Game Procedures:

- a. Home teams will enter the score of the game within 24 hours after the game is finished by going to [www.system.gotsport.com](http://www.system.gotsport.com) using a smart phone or other mobile device, and looking for the **Event Scoring** link. |
- b. Enter your **EVENT ID: Event and Pin TBD**
- c. Enter your game number and click **GO**.
- d. Click on the "H" box (Home) and enter scores for both teams, then press **SAVE**.
- e. Game scores not entered will result in a forfeit for the home team. Teams that do not enter game scores will not be eligible for league finals. Repeated violations of score reporting will result in removal from the League.
- f. The referee will submit a Game Report including results and noting any cautions (yellow cards) or ejections (red cards) to the League Director within 48 hours of completion of the all Maine State Premier League games.





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## **702. Coaches**

At all times, a minimum of one USSF licensed and Soccer Maine rostered coach must coach a team and be present in the team area. A maximum of three Soccer Maine licensed coaches may be in the team area during games. Coaches are restricted to the technical area and cannot coach from any other area of the field. They must refrain from loud, persistent, or intrusive coaching of players from the touchline.

**All coaches, assistant coaches and other team personnel are required to complete all risk management, SafeSport training and concussion awareness training processes in order to be rostered to and/or work with a premier team affiliated with a Soccer Maine club.** These are all available in your **Got Sport** club account.

**702.1. Coaches' Responsibilities:** Coaches are responsible for their own conduct and for the conduct of their players and fans at all games. Abusive or obscene language, violent play, violent conduct or other behavior detrimental to the game will not be tolerated. Parents and other spectators must remain on the opposite sideline. Failure of a coach to control his/her players and spectators may result in action against him/her by the referee and by Soccer Maine. Coaches and managers who are ejected must leave the vicinity of the playing field and remain completely away from the playing field for the duration of the game and immediately afterwards. Failure to abide by this rule may result in additional disciplinary action.

## **703. Field**

The home team/club is responsible for ensuring that the game field is ready and safe for play at least 30 minutes prior to the scheduled kick-off. Ready and safe for play includes but is not limited to: smooth and stable playing surface, proper field markings, corner flags, goals, goal nets, all according to FIFA Laws of the Game, and goal anchors. Should reasonable corrections be required by the referee, the host team is responsible for compliance.

Failure to provide a suitable game field according to the above standards is grounds for a game to be terminated. If a game must be terminated due to a game field that is not ready and safe for play, the home team will incur a \$250 fine.

Clubs are requested to submit a list of their home fields to the VP of Premier prior to the start of the season.

## **704. Game Oversight**

Once the referee is on site, s/he is responsible for ensuring that the game is played to completion per the rules and regulations being applied to the game. The referee has the exclusive right and corresponding responsibility to terminate and/or abandon a game. Should this occur, the referee must provide a written game report within 24 hours to the League Director, and the State Referee Administrator.



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## 705. Heading Protocol

**There will be no heading allowed in games for players 10 and under (U11 and below). This includes any players of this age who are playing on an older team.** This protocol should be followed in all training/practices as well.

Deliberate heading in these age groups will result in awarding an indirect free kick to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to the spot of the offense.

12U through 14U players shall limit heading training to no more than 30 minutes per week. Players younger than 12U who may be playing up on a MSPL team shall not engage in heading in either practice or games regardless of the age group of the team they are playing for. Please note that this follows the newly released Concussion Initiative from US Soccer for all youth soccer players, known as the Recognize to Recover Player Safety Campaign.

## 706. Laws of the Game

Except as otherwise provided for in these rules; FIFA's "Laws of the Game" apply to all age groups within the Maine State Premier League.

**706.1. Game Duration and Ball Size:** The length of games and the ball size shall be as follows:

| Age Groups           | Length of game | Ball size |
|----------------------|----------------|-----------|
| 10-Under             | Two 25' halves | Size 4    |
| 11-Under to 12-Under | Two 30' halves | Size 4    |
| 13-Under to 14-Under | Two 35' halves | Size 5    |
| 15-Under to 16-Under | Two 40' halves | Size 5    |
| 17-Under to 19-Under | Two 45' halves | Size 5    |

**706.2. Tie Games:** Tie scores will stand in all games. No overtime or penalty-kick tiebreakers.

**706.3. Substitutions:** Substitutions may be made, with the consent of the referee, at any stoppage of play. There is no limit on the re-entry of a substituted player into the game for 10-Under through 19-Under age divisions. The goal of Soccer Maine is to use the Maine State Premier League as an opportunity to develop all of the players on the roster. Coaches are encouraged to group substitutions to minimize stoppages of play either by having several players from their own team enter together rather than consecutively several minutes apart, or by having substitutes ready to enter at the same time as substitutes from the opposing team.



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Please note that though we do not utilize limited substitution in the Maine State Premier League, it is utilized in State Cup and Regionals for which MSPL is a qualifying league, at the 15-Under and up age groups.

## **800. Standings, Playoffs, Tiebreakers**

### **801. Standings**

Standings will be kept in each competitive age group division or combined age group division. A team's standings in its division will be determined by the number of points it receives based on its win/loss record during the league season. Points will be awarded as follows:

- a. Three (3) points for a Win
- b. One (1) point for Tie
- c. Zero (0) points for a Loss

### **802. Playoffs**

The top two teams in each **competitive age group** (this is not the same as playing division) will play in a league final. Teams must fulfill all league obligations, and play all league games to qualify for the final. Soccer Maine reserves the right to combine age groups into a single playoff division if there are less than 3 teams in any age group. Several age groups may be joined in a playing division, however their league final would be separate as long as there were at least 3 teams for that age group. League finals will be played at the end of the season on a weekend to be determined. At the discretion of the VP of Premier, if there are 8 or more teams in a single age group, there may be semifinals.

**802.1. Club Pass in Playoffs:** Club pass will be allowed in league finals up to a maximum of 4 players as long as the players in question are not playing in a league final for another team. Players whose team qualifies for their league final are not eligible to club pass onto another team for league finals.

Club Pass players cannot displace rostered players who are ready and able to play in their league final. Club Pass players cannot be added to a team that has reached its maximum 18 player game limit.

### **803. Tiebreakers**

In the event of a tie within a division, the following criteria will be used to determine final placement:

- a. Head to head result;
- b. Goal differential (only the first four goals greater than the opponent count toward goal differential);
- c. Fewest goals allowed;
- d. Fewest Yellow and Red Cards;



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- e. Coin Toss conducted by VP of Premier or Executive Director.
  - f. Three-way ties are resolved starting at tie breaker # 2, with second place again starting with tie breaker # 2.

## **900. Protests, Penalties, Suspensions**

### **901. Protests**

All questions relating to the qualifications of the competitors or interpretation of the rules or any dispute shall be referred to the VP of Premier, and in their absence, the Executive Director. A plea of ignorance to the Procedures and Rules of the League is not sufficient grounds for a protest or appeal, nor are decisions of the referees. The League shall not hear game protests.

### **902. Suspensions**

Any player who is ejected from a game (receives a red card) or a coach/assistant coach who is ejected from a game must sit out the next Maine State Premier League game. Any player or coach who is ejected from the last game of the season must sit out the next Soccer Maine sanctioned game, whether in a league, State Cup, tournament, or other event. A player, coach, or parent may be suspended for more than one game if the VP of Premier determines the initial offense to merit more severe consequences. The VP of Premier will notify the appropriate State Association of all disciplinary actions. It is the responsibility of the Club President to report game suspensions to the VP of Premier and Executive Director.



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## APPENDIX A – LAWS OF THE GAME

Except as otherwise provided for in these rules; FIFA's "Laws of the Game" apply to all age groups within the Maine State Premier League.

**For all age groups, goals must be anchored securely to the ground.**

### Rules: U-10 Modified Rules - 7v7

#### Law 1 – The Field:

- A. Dimensions: The field of play shall be rectangular, its length being not more than 65 yards nor less than 55 yards, and its width not more than 45 yards or less than 35 yards. The length in all cases shall exceed the width. Recommendation: Length – 60 yards, Width – 40 yards.
- B. Markings:
  1. Distinctive lines necessary, sidelines and goal lines.
  2. Penalty Area – 12 yards out from the goal line x 24 yards wide.
  3. A halfway line can be marked out across the field or otherwise indicated.
  4. While other markings are possible, they are not necessary to ensure the enjoyment and development of the youngsters.
  5. A center circle with an 8-yard radius.
  6. Four corner arcs with a two-foot radius.
  7. Goal Area – 4 yards from the goal line x 8 yards wide.
  8. Goals – Maximum of 6 feet high and 18 feet wide.

#### Law 2 – The Ball: Size 4.

#### Law 3 – Number of Players:

- A. Maximum number of players on the field at any one time: seven. One of these players must be designated as the goalkeeper.
- B. Playing time: Each player **SHALL** play a minimum of 50% of the total playing time.
- C. There will be U-10 girls' teams and U-10 boys' teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered a boys' team.

#### Law 4 – Player's Equipment: Conform to FIFA with the following exceptions:

- A. Footwear: Tennis shoes or soft-cleated shoes.
- B. Shin-guards: Mandatory.

#### Law 5 -- Referee:

- A. Certified referees.
- B. All rule infractions shall be briefly explained to the offending player.



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**Law 6 – Assistant Referees:** N/A

**Law 7 – Duration of the Game:**

- A. The game shall consist of two equal halves of 25 minutes each.
- B. The half time break shall be five minutes.
- C. If the game is ‘tied’ at the conclusion of the second half, the match is deemed complete and a “tie” is awarded to both teams.

**Law 8 – The Start of Play:** Conform to FIFA with the following exception: Opponents must be seven yards from the center mark while the kick-off is in progress.

**Law 9 – Ball in and Out of Play:** Conform to FIFA.

**Law 10 – Method of Scoring:** Conform to FIFA.

**Law 11 -- Offside:** There shall be no offside.

**Law 12 – Fouls and Misconduct:** Conform to FIFA with the following exceptions:

- A. All fouls will result in an **INDIRECT FREE KICK** with the opponents seven yards away from the ball.
- B. The referee must briefly explain **ALL** infractions to the offending player.

**Law 13 – Free Kicks:** Conform to FIFA with the following exceptions:

- A. Shall be classified under one heading – **INDIRECT**.
- B. Opponents must be seven yards away from the ball.
- C. A goal may not be scored until the ball has been played or touched by a second player on either team.

**Law 14 – Penalty Kicks:** No penalty kicks are to be taken during these games.

**Law 15 – Throw-in:** Conform to FIFA with the following exception: A second throw-in must be allowed if the player commits a foul on the initial attempt. The referee shall explain the proper method before allowing the player to re-throw.



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**Law 16 – Goal Kick:** Conform to FIFA with the following exceptions:

- A. Goal kick may be taken within two to three yards of the goal.
- B. Opponents must retreat to mid-field when the kick is taken.

**Law 17 – Corner Kick** Conform to FIFA with the following exception: Opponents must be seven yards away from the ball.

**Law 18 – Substitutions:** Substitutions shall be unlimited, and be made at mid-field:

1. Prior to a throw-in -either team
2. Prior to a goal kick –either team
3. After a goal -either team
4. After an injury when the referee stops the game –either team
5. At half time –either team

**Rules: Rules: U-11 & U-12 Modified Rules - 9v9**

**Law 1 – The Field:**

- A. Dimensions: The field of play shall be rectangular, its length being not more than 80 yards nor less than 70 yards and its width not more than 55 yards or less than 45 yards. The length in all cases shall exceed the width. Recommendation: Length - 75 yards, Width - 50 yards.
- B. Markings:
  1. Distinctive lines not more than 5 inches wide.
  2. A halfway line shall be marked out across the field.
  3. A center circle with an 8-yard radius.
  4. Four corner arcs with a radius of two feet.
  5. Goal Area - 5 yards out from the goal line x 16 yards wide.
  6. **Penalty Area - 14 yards out from the goal line x 36 yards wide. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.**
- C. Goals: Recommended - six feet high by 18 feet wide. Optional – A 7-foot by 21-foot goal is allowed.

**Law 2 – The Ball:** Size 4.



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## **Law 3 – Number of Players:**

- A. Maximum number of players on the field at any one time: nine. One of these players must be designated as the goalkeeper.
- B. There will be girls' and boys' teams. Boys' teams may be co-ed. If there is one boy on a team, it is considered boys team.

## **Law 4 – Player's Equipment:** Conform to FIFA.

## **Law 5 -- Referee:**

- A. Certified Referees.
- B. All rule infractions shall be briefly explained to the offending player.

## **Law 6 – Assistant Referees:**

- A. Certified Assistant Referees.
- B. Use "Club Linesman"

## **Law 7 – Duration of the Game:**

- A. The game shall consist of two equal halves of 30 minutes each.
- B. The half time break shall be five minutes.
- C. U-11 is "non-results oriented."
- D. U-12 is "results oriented."
- E. If the game is 'tied' at the conclusion of the second half, the match is deemed complete and a "tie" is awarded to both teams.

## **Law 8 – The Start of Play:** Conform to FIFA with the following exception: Opponents must be 8 yards from the center mark while the kick-off is in progress.

## **Law 9 – The Ball in and Out of Play:** Conform to FIFA.

## **Law 10 – Method of Scoring:** Conform to FIFA.

## **Law 11 -- Offside:** Conform to FIFA.

## **Law 12 – Fouls and Misconduct:** Conform to FIFA.





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**Law 13 – Free Kicks:** Conform to FIFA with the following exception: Opponents must be eight yards away from the ball.

**Law 14 – Penalty Kicks:** Conform to FIFA with the exception that the penalty mark is ten yards from the center of the goal line.

**Law 15 – Throw-in:** Conform to FIFA.

**Law 16 – Goal Kick:** U-12 Conforms to FIFA. U-11 conforms to FIFA with the following exceptions:

- a. Goal kick may be taken within two to three yards of the goal.
- b. Opponents must retreat to mid-field when the kick is taken.

**Law 17 – Corner Kick:** Conform to FIFA.

**Law 18 – Substitutions:** Substitutions shall be unlimited, and be made at mid-field:

- Prior to a throw-in -either team
- Prior to a goal kick –either team
- After a goal -either team
- After an injury when the referee stops the game –either team
- At half time –either team

## **Rules: Rules: U-13 & U-14 Modified Rules - 11v11**

### **Law 1 – The Field:**

A. Dimensions: The field of play shall be rectangular, its length being not more than 120 yards nor less than 100 yards and its width not more than 80 yards or less than 60 yards. The length in all cases shall exceed the width. Recommendation: Length - 100 yards, Width - 70 yards.

### B. Markings:

1. Distinctive lines not more than 5 inches wide.
2. A halfway line shall be marked out across the field.
3. A center circle with a 10-yard radius.
4. Four corner arcs with a radius of three feet.



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5. Goal Area - 6 yards from each goal post and 6 yards into the field of play, joined by a line drawn parallel with the goal line.
  6. Penalty Area - 18 yards from each goal post and 18 yards into the field of play, joined by a line drawn parallel with the goal line.
- C. Goals: 8 feet high and 24 feet wide.

**Law 2 – The Ball:** Size 5.

**Law 3 – Number of Players:**

Maximum number of players on the field at any one time: eleven. One of these players must be designated as the goalkeeper.

**Law 4 – Player’s Equipment:** Conform to FIFA.

**Law 5 -- Referee:**

Certified Referees only.

**Law 6 – Assistant Referees:**

Certified Assistant Referees only.

**Law 7 – Duration of the Game:**

- A. The game shall be divided into two equal halves.
  - 13U & 14U 35-minute halves
  - 15U & 16U 40-minute halves
  - 17U – 19U 45-minute halves
- B. The half-time break shall be five minutes.
- C. If the game is ‘tied’ at the conclusion of the second half, the match is deemed complete and a “tie” is awarded to both teams.

**Law 8 – The Start of Play:** Conform to FIFA.

**Law 9 – Ball in and out of Play:** Conform to FIFA.

**Law 10 – Method of Scoring:** Conform to FIFA.



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**Law 11 -- Offside:** Conform to FIFA.

**Law 12 – Fouls and Misconduct:** Conform to FIFA.

**Law 13 – Free Kicks:** Conform to FIFA.

**Law 14 – Penalty Kicks:** Conform to FIFA.

**Law 15 – Throw-in:** Conform to FIFA.

**Law 16 – Goal Kick:** Conform to FIFA.

**Law 17 – Corner Kick:** Conform to FIFA.

**Law 18 – Substitutions:** Substitutions shall be unlimited, and be made at mid-field:

- Prior to a throw-in -either team
- Prior to a goal kick –either team
- After a goal -either team
- After an injury when the referee stops the game –either team
- At half time –either team