

# LAWS OF THE GAME

As interpreted and modified by Hub Soccer of Denville, Inc. for the use in the Recreation Soccer Program

## Introduction:

This document is meant to be used in addition to, and not in place of, the most current edition of the FIFA Laws of the Game. All Laws of the Game are to be followed as adopted by FIFA unless they are specifically modified by this document. It is advisable that all coaches, players and parents review the FIFA Laws of the Game for which a link can be found at <http://www.fifa.com/en/index.html>, at the bottom of the page.

This document is in addition to the Hub Soccer of Denville Club Rules. All coaches, players and parents are encouraged to review the Hub Soccer of Denville Club Rules for further regulations and instructions regarding coach, player and parent conduct. All items in this document are enforceable by the referees.

## LAW 1 – THE FIELD OF PLAY

**Field Surface & Dimensions:** Fields are provided by Hub Soccer of Denville in cooperation with Denville Public Works. They are divided into three groups; mini, small sided and regulation.

Hub Soccer of Denville is divided as follows (locations are subject to change):

<u>Division</u>	<u>Size</u>	<u>Location</u>
Division 7 (PreK)	Mini Field	Gardner Field 1 (Fall) & Knuth (Spring)
Division 7 (K)	Mini Field	Gardner Field 7 (Fall) & Knuth (Spring)
Division 6	Small Sided	Upper Knuth
Division 5	Small Sided	Lower Knuth & Ford Road
Division 4	To Be Decided	To Be Decided
Division 3	To Be Decided	To Be Decided

**Field Markings:** Fields are to be played as marked by Denville Public Works. If multiple markings are provided the correct markings should be confirmed with the game referee. All lines are part of the area that they create. The touch lines and goal lines are part of the field of play and penalty area lines are part of the penalty area. (eg. If the ball is on or directly above a touch line or goal line it is in play and if the ball is on or directly above the penalty area boundary, it is inside the penalty area and may be handled by the goalkeeper).

**Corner Flags:** Corner flags are provided by Hub Soccer of Denville and should be used, but are not necessary to play. If a flag breaks or does not remain upright it must be removed for safety. The flags are in play, if a ball rebounds off of the flag and remains in the field of play, play should continue.

**Goals:** Goals *must* be anchored to the ground for all practices and games. There are *no exceptions*. Sand bags or heavy objects are not an acceptable anchoring system except on artificial turf fields.

## LAW 2 – THE BALL

Balls should be marked with the appropriate size.

<u>Division</u>	<u>Size</u>
Divisions 7 & 6	3
Divisions 5 & 4	4
Division 3	5

It is the coaches' responsibility to provide an acceptable ball for all games including inflating or deflating the ball as requested by the referee. It is the referee's sole discretion on whether a ball is acceptable for play.

## LAW 3 - THE NUMBER OF PLAYERS

Every attempt must be made to start all games on time. If a team cannot field the minimum amount of players within fifteen (15) minutes of game time, the game shall not be played.

<u>Division</u>	<u>Number of Players</u>	<u>Min. Number to Play</u>
Divisions 7 & 6	4*	4
Division 5	7	5
Division 4	9	7
Division 3	11	9

If, at any point during a game, a team is unable to field the minimum number of players, the match shall be terminated at that point.

\*If roster sizes are too large to accommodate this number (due to available coaches or any other reason) it can be increased for a season at the discretion of the Division Director but every attempt should be made to adhere to these guidelines.

In Divisions 3, 4, 5 and 6 all teams must include a goalkeeper. In the Division 7, in order to align with recommendation by US Soccer, goalkeepers will not be used.

## LAW 4 – THE PLAYERS' EQUIPMENT

**ALL PLAYERS MUST WEAR:**

**Shirts:** Shirts must have sleeves and be tucked in. Teams shall wear the shirts distributed by Hub Soccer of Denville for all games. Goalkeepers must wear a jersey or pinny different in color from both teams, but not necessarily different from the referee or opposing goalkeeper. In cold weather, sweatshirts may be worn under the distributed Hub Soccer shirt but may not contain a hood.

**Shorts:** Shorts must be athletic shorts. Denim shorts or shorts with buttons, snaps or zippers are not allowed. In cold weather athletic pants may be worn but must meet the same requirements as the shorts.

**Shinguards:** Shinguards must be age appropriate. A guideline is 3 inches above the top of the foot to 3 inches below the knee.

**Socks:** Socks must **fully** cover the shinguards.

**Footwear:** While soccer cleats are recommended, sneakers are acceptable for all games and practices. Baseball or football cleats are not acceptable. Metal cleats of any type are not allowed.

### PLAYERS MAY NOT WEAR:

**Jewelry:** Including but not limited to watches, rings, bracelets, “Livestrong” bracelets, necklaces, barrettes, metal hair clips, bobby pins, studs or earrings, whether taped or not. Newly pierced ears will also not be permitted to be taped and the player will be asked to sit out until the piercings can be removed.

**Glasses:** Due to safety issues, regular prescription eyeglasses may not be worn during a game. If a player is required to wear prescription eyeglasses, a pair of “sports glasses” may be used as a substitute. Players will be asked to remove regular prescription eye glasses at game time.

**Casts:** Hard casts or hard splints cannot be worn.

**Braces:** Metal braces cannot be worn unless the metal is covered and, in the opinion of the referee, is not unsafe to anyone. This does not include dental braces.

**Hats:** Baseball hats are not allowed. Winter hats may be worn as long as they do not contain any hard surfaces or loose items such as tassels.

**Exceptions** – Articles that are required to be worn at all times for religious reasons may be taped to the body in a safe manner. Medical Alert bracelets may be taped to the wrist leaving the information tag visible.

## LAW 5 – THE REFEREE

Official time is carried by the Referee.

It is not the responsibility of the Referee to control fans or parents. It is the responsibility of the coaches to keep their spectators, parents, players and themselves under control.

Decisions by the Referee are final. If there are any questions, they may be brought to the Referee’s attention during quarter breaks or at the end of the game in an appropriate manner. If there is a question or concern regarding the Referee’s interpretation of the Laws of the Game or the Referee’s conduct, contact the Division Director and he/she will contact the Referee Director.

Remember, other than Division 3, the referees are kids who, just like the players, are learning the craft of being a referee. As this is a learning process, they will make mistakes, but we must treat them with the same respect we treat the players and allow them to grow into their positions.

## LAW 6 – THE ASSISTANT REFEREE

At the discretion of the Referee, parents may be used as Assistant Referees. Their sole responsibility is to indicate when the ball fully crosses the touchline or goal line. It is the Referee’s decision to which team will restart play. Volunteer Assistant Referees will not have any responsibility for offside calls.

**LAW 7 – THE DURATION OF THE MATCH**

Duration of Games:

Division 7	8 minute quarters
Division 6	10 minute quarters
Division 5	12 minute quarters
Division 4	To Be Decided
Division 3	To Be Decided

Half time shall be limited to 5 minutes. Quarter breaks shall only last for enough time to allow for substitutions and should not exceed 2 minutes.

**LAW 8 – THE START AND RESTART OF PLAY**

**Coin Toss:** The winner of the coin toss chooses which goal they would like to attack. The other team takes the first kick-off. The kick-off will alternate every quarter. Teams shall change ends at half time only. Division 7 should not change ends during the game.

**Kick-off:** The ball must move forward on a Kick-off. There is no minimum distance it must move, it just has to move. The player taking the kick cannot touch the ball a second time until it is touched by another player. An Indirect Free Kick is awarded to the opposing team if this occurs. In Division 6, the team shall be given a second chance to perform a legal Kick-off. Division 7 shall be given as many chances as necessary.

**LAW 9 – THE BALL IN AND OUT OF PLAY**

The ball must fully cross the line on the ground or in the air to be out of play. The ball is also out of play as soon as the referee blows the whistle regardless of where the ball is. If a ball rebounds off a goal or flag and remains in the field of play, it is still in play.

**LAW 10 – THE METHOD OF SCORING**

The ball must fully cross the line on the ground or in the air to be a goal. A ball on the line or directly above the line is not a goal. The ball does not have to hit the net to be a goal.

**LAW 11 – OFFSIDE**

To understand the Offside rule you must understand there is a difference between a player being in an Offside Position and being Offside.

To be in an Offside Position, the player must be:

- on the opponent's half of the field; and
- closer to the opponent's goal line than the second to last defender; and
- closer to the opponent's goal line than the ball

To be Offside, at the moment the ball touches or is played by a teammate, a player that is in an Offside Position must be actively involved in the play by:

- playing or touching the ball; or
- interfering with, obstructing or distracting an opponent; or
- gaining an advantage by playing a deflected or rebounded ball.

There is no Offside when a player receives the ball directly from a Throw-in, Goal Kick or Corner Kick.

Offside should not be called in Divisions 7, 6 and 5. It should be called in all other divisions.

## LAW 12 – FOULS AND MISCONDUCT

Indirect Kick Offenses: (should not be called in Division 7) consist of offenses by a goalkeeper that are not Direct Kick Offenses and offenses that do not include contact with another player. They are:

- goalkeeper taking longer than 6 seconds to release the ball
- goalkeeper using his/her hands after a teammate passes the ball to them
- goalkeeper using his/her hands after a teammate throws the ball in to them
- preventing the goalkeeper from releasing the ball
- impeding the progress of an opponent
- playing in a dangerous manner

Direct Kick Offenses: other than “handling the ball”, Direct Kick Offenses require performing an act “to” or “at” someone, typically making contact. They consist of:

- kicks or kicking at an opponent
- trips an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- holds an opponent
- spits at an opponent
- handles the ball deliberately

Handball: the correct term for a handball is “handles the ball deliberately” and the “hand” includes the entire length of the arm below the shoulder. Every time a ball touches a hand is not necessarily a handball. In order for a foul to be called, a couple of questions must be considered:

- did the ball strike the hand or did the hand touch the ball
- was the hand in a natural position
- was the hand above the waist
- was the hand in close to the body or extended out

In Division 6 only obvious handballs should be called. In Division 7 handballs should generally not be called unless a player picks the ball up or may be injured by other players kicking their hand.

#### Yellow Cards:

A Yellow Card (Caution) is meant to be a warning to the player or coach that their behavior is unacceptable in the spirit of the game and if it continues they will be removed from the game. A player or coach may be given a Yellow Card for any of the following seven (7) reasons:

1. unsporting behavior
2. dissent; talking back or arguing with the referee
3. persistent fouling or breaking of the Laws of the Game
4. delaying the restart of play; by kicking or throwing the ball away
5. failing to give the required 10 yards from a free kick
6. entering the field of play without the referee's permission
7. leaving the field of play without the referee's permission

Yellow Cards will not be issued in Divisions 6 and 7. Yellow Card offenses will be introduced in Division 5 and strictly enforced in Divisions 3 and 4.

#### Red Cards:

A Red Card (Sending Off) is the referee's vehicle to tell a player or coach that their actions will no longer be tolerated, and they are no longer allowed to participate in the game. If a player is sent off, their team is not allowed to replace them with another player. If a coach is sent off, and there is not another available coach, the game is terminated. A player or coach can be given a Red Card for the following seven (7) reasons:

1. serious foul play, a dangerous action during the course of play
2. violent conduct, a dangerous action outside the course of play (fighting)
3. spitting at another player, spectator, coach or referee
4. denying a goal scoring opportunity by deliberately handling the ball
5. denying a goal scoring opportunity by fouling another player
6. foul or abusive language; swearing, threatening or racial slurs
7. receiving two Yellow Cards in the same game

Red Cards will not be enforced in Division 7. In Division 6 violent conduct (fighting), spitting and foul language (swearing) will be enforced to the point that the player will be removed from the game. At this level, the team will be allowed to replace the offending player. The full use of the Red Card will be introduced in Division 5 and strictly enforced in Divisions 3 and 4.

Slide Tackling: Although not necessarily a Red Card offense, in Hub Soccer of Denville any player performing a slide tackle during a game shall be ejected from that game, but may be replaced by another player from their team. In order to be considered a slide tackle the player must intentionally leave his/her feet in a sliding manner in an attempt to play the ball while another player on either team is in playing distance of the ball, approximately one yard. The player may not be replaced if the slide tackle is deemed by the referee to be a Red Card offense or a second Yellow Card offense.

In Division 6, if the referee deems the actions to be unintentional, a player may be given one warning. No ejections should occur in Division 7.

## LAW 13 – FREE KICKS

Direct Free Kick: a goal can be scored against the opponent directly from the free kick. If a Direct Free Kick is awarded to a team inside their opponent's penalty area, it is a Penalty Kick.

Indirect Free Kick: the ball must touch two players before it enters the goal, it does not matter what team the players are on. If an Indirect Free Kick is awarded to a team inside their opponent's penalty area, it is taken in the same manner as anywhere else on the field.

A goal cannot be scored directly on the team taking the free kick. If the ball enters the team's own goal directly from a free kick a Corner Kick is awarded to the other team. If an Indirect Free Kick is kicked directly into the opponent's goal, a Goal Kick is awarded.

If a free kick is awarded to a team inside their penalty area, the opposing team must stay outside the penalty area and cannot touch the ball until it leaves the penalty area. The player taking the kick cannot touch the ball a second time until it is touched by another player; an Indirect Free Kick is awarded to the opposing team if this occurs.

The defending team must remain at least 10 yards from any free kick. The attacking team does not have to request the 10 yards, it is automatic. In Divisions 5 & 6 this distance is reduced to 8 yards. In Division 7 this distance is reduced to 6 yards.

## LAW 14 – THE PENALTY KICK

A Penalty Kick is awarded if a team is awarded a Direct Free Kick inside their opponent's penalty area.

All players other than the goalkeeper and the shooter must remain outside of the penalty area and arc and behind the penalty spot until the ball is kicked. The goalkeeper must remain on the goal line and facing the shooter until the ball is kicked. They may move side to side, but not forward or backward. The shooter cannot touch the ball a second time until it is touched by another player; an Indirect Free Kick is awarded to the opposing team if this occurs.

In Divisions 3, 4, 5 & 6 all Penalty Kicks are taken from 12 yards from the goal line and centered on the goal. Penalty Kicks shall not be awarded in Division 7; the ball shall be moved outside of the penalty area and handled as a Direct Free Kick.

## LAW 15 – THE THROW-IN

During a Throw-in, the player must:

- stand behind or on the touch line; and
- have both feet on the ground; and
- use both hands; and
- deliver the ball from behind and over their head.

The thrower cannot touch the ball a second time until it is touched by another player; an Indirect Free Kick is awarded to the opposing team if this occurs. A goal cannot be scored directly from a Throw-in.

In Division 6, the players shall be given a second chance to make a correct Throw-in. In Division 7 the players shall be given multiple opportunities to make a correct Throw-in.

**LAW 16 – THE GOAL KICK**

All opponents must be outside of the penalty area when a Goal Kick is taken. The ball must leave the penalty area before it can be touched by any other player. If it is touched by either team before it leaves the penalty area, the kick is retaken.

The player taking the Goal Kick cannot touch the ball a second time until it is touched by another player; an Indirect Free Kick is awarded to the opposing team if this occurs. In Division 7 the kick should be retaken if this occurs.

**LAW 17 – THE CORNER KICK**

A Corner Kick is taken on or within the 1 yard arc in the corner of the field. A goal can be scored directly from a Corner Kick.

The player taking the Corner Kick cannot touch the ball a second time until it is touched by another player; an Indirect Free Kick is awarded to the opposing team if this occurs. In Division 7 the kick should be retaken if this occurs.