



Laws of the Game for the Campbell Soccer League Recreational Program

Note: This document intention is to summarize and adapt to our youth recreational program the IFAB (International Football Association Board) [Laws of the Game](#), however the Laws of the Game document applies in any instance not mentioned on this document.

Law #1 - The Field of Play

Age Division/Playing Format	Length Range (in feet)	Width Range (in feet)	Maximum Goal Size
U6/U8 - 7v7	165 - 195	105 - 135	6' x 12'
U10/U12 - 9v9	210 - 240	135 - 165	7' x 16'

Law #2 - The Ball

Age Division/Playing Format	Ball Size
U6/U8 - 7v7	3
U10/U12 - 9v9	4

Law #3 - The Players

Age Division/Playing Format	# of players	Min to Play	Max Roster Size
U6/U8 - 7v7	7	5	11
U10/U12 - 9v9	9	7	13

Substitutions: Unlimited. May occur at any stoppage of play with the referee's permission before entering the field. Players may exit the field at the nearest end or touch line, then walk towards the team bench.

Playing Time: Every player must play at least 50% of the game in regular league games.

Coaches: Must be next to the team bench and are the only adults allowed to provide instructions. Maximum coaches providing instructions must be 2.

Law #4 - The Players' Equipment

Uniform: Matching jerseys with numbers, shorts and socks are required. Black, grey or white non-uniform clothing is allowed based on weather conditions.

Equipment: Soccer cleats and shin guards are required. Hard casts and braces with metal are not allowed under any circumstances. Other items are at the discretion of the referee to determine whether they could cause harm to another player.

Jewelry: All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted, except for Medical Alert bracelets.

Law #5 - The Referee

Campbell Soccer League's goal is to have a USSF licensed **referee** at every match. When that is not possible, coaches, recreational referees or other adult volunteers will serve as the referee.

Referees are encouraged to **explain** all infractions to improve players' understanding.

Decisions will be made to the best of the referee's **ability** according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee, who has the discretion to take appropriate action within the framework of the Laws of the Game.

The referee may not **change** a restart decision upon realizing that it is incorrect or on the advice of another match official if: (1) play has restarted or (2) the referee has signaled the end of the period.

Advantage: allows play to continue when an offense occurs, and the non-offending team will benefit from the advantage. The referee can then penalize the offense if the anticipated advantage does not ensue at that time or within a few seconds.

Disciplinary action: Referee has the authority to show yellow (caution) and red (send-off) cards to both players and team officials. If the offender cannot be identified (including spectators), the card will be shown to the head coach.

Injuries: The play must stop immediately if there's any possibility of an injury. The referee will allow play to continue until the ball is out of play if there's no evidence or suspicion of an injury. A bleeding player must leave the field of play and may not return if there is any blood on his/her person or any equipment. Play is restarted with a coordinated dropped ball (see procedure in Law#8), unless play stopped for another reason, such as a foul.

Outside Interference: If an extra ball, other object or animal enters the field, play continues unless it interferes with play. Have it removed at the earliest convenience. If play is required to be stopped, restart with a coordinated dropped ball.

Law #6 - The Other Match Officials

Assistant referees (aka linesmen, ARs) might be assigned to 9v9 games. Their role is to assist the referee with offenses when they have a clearer view than the referee. The final decision will always be made by the (center) referee. Among other things they indicate when:

- the whole of the ball leaves the field of play, and which team is entitled to the possession of the ball
- a player is in an offside position
- a substitution is requested

Law #7 - The Duration of the Match

Age Division/Playing Format	Playing Time	Halftime
U6/U8 - 7v7	4 x 10 min	2 min each quarter
U10/U12 - 9v9	2 x 25 min	5 min

To preserve the schedule, the playing time may be shortened, at the referee's discretion but without reducing the playing time more than 80% of the planned playing time. There is no added time for stoppages, injuries, etc.

If both coaches agree, periods may be shortened due to missing players and/or external weather conditions.

Law #8 - The Start and Restart of Play

Kick-off

A kick-off starts every period of a match, and restarts play after a goal has been scored. Free kicks (direct or indirect), penalty kicks, throw-ins, goal kicks and corner kicks are other restarts (see Laws 13–17). A coordinated dropped ball is the restart when the referee stops play and the Law does not require one of the above restarts.

The away team starts the game with a kick-off and alternate with the home team for every period start with a kick-off. Teams will switch sides for the second half of the game. After a goal is scored, the opponent team starts with a kick-off. For every kick-off:

- all players, except the player taking the kick-off, must be in their own half of the field of play
- the opponents of the team taking the kick-off must be outside of the center circle until it is in play
- the ball must be stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and moves
- the player taking the kick-off must pass the ball and can only touch the ball again after another player has touched the ball
- a goal may be scored directly against the opponents from the kick-off only after the ball is touched two times by the team making the kick-off

In the event of any other kick-off procedure offense, the kick-off is retaken.

Dropped Ball:

- The ball is dropped for the defending team goalkeeper in their penalty area if, when play was stopped, the ball or the last touch of the ball was in the penalty area
- In all other cases, the referee drops the ball for one player of the team that last touched the ball at the position where it last touched a player
- All other players (of both teams) must remain at least 4m (4.5 yds) from the ball until it is in play
- The ball is in play when it touches the ground

Law #9 - The Ball in and out of Play

The ball is out of play when:

- it has wholly passed over the goal line or touchline, on the ground or in the air
- play has been stopped by the referee
- it is deflected by a match official, where the play must be restarted with a dropped ball

The ball is in play at all other times when the ball remains on the field of play.

Law #10 - Determining the Outcome of a Match

A goal is scored when the ball passes over the goal line in its entirety, between the goalposts and under the crossbar. Ties will stand (no extra time or kicks from the penalty area).

Recreational "Mercy" Rule

When there is a 4-goal differential, the winning team may not score within the Penalty Box area and all the shots must be taken from the outside of Penalty Box after 7 consecutive and uninterrupted passes. If the winning team score a goal without meeting these conditions the goal will not count, and the opposite team will restart with an indirect free kick from the point where the last shot was made.

Law #11 - Offside

An attacking player is in an offside position when she is in the opponent's half, she does not have the ball and there are not two defending players between her and the goal line. The determination is made when the ball is touched (not when received). An offside call is made only if this player is engaged in the play. Being in an offside position is not a foul; she must be involved in the play. There is no offside offense if a player receives the ball directly from a throw-in, corner kick or goal kick. When there is an offside call, play restarts with an indirect free kick at the location of the offense.

Build out line

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. This also applies to goal kicks. Once the opposing team is behind the build out line, the player can pass, throw or roll the ball into play. After the ball is put into play, the opposing team can cross the build out line and play

resumes as normal. The build out line is a parallel line to the center line and located in between the center line and then penalty area on each side of the field.

Law #12 - Fouls and Misconduct

Direct free kick

Is awarded if a player commits or attempts to commit an offense against an opponent in a manner considered by the referee to be careless, reckless or using excessive force. An offense includes, but is not limited to charges, jump at, kicks, pushes, strikes, tackles or trips. A direct free kick is also awarded if a player commits a handball, holds or impedes an opponent with contact, bites, spits or throws an object at the ball, an opponent or a match official.

A player committing a careless (without precaution) offense should have a verbal warning. A reckless (act with disregard to the danger) might be cautioned with a yellow card and using excessive force that endangers the safety of an opponent must be sent off with a red card.

Handball

Not every touch of a player's hand/arm with the ball is an offense. Referees must judge the 'validity' of the hand/arm's position in relation to what the player is doing in that situation (accidental touches are not a foul).

Indirect free kick

Is awarded for offenses that don't involve direct contact with another player such as dangerous plays, challenges to a goalkeeper that has the control of the ball, heading the ball and insults. Indirect free kick is also awarded if the goalkeeper releases the ball and then pick it up again.

Yellow card

Other offenses that might be cautioned by a yellow card to a player or coach include, but are not limited to, delaying the restart of play, dissent by word or action, entering or deliberately leaving the field of play without the referee's permission, failing to respect the required distance when play is restarted, persistent offenses, unsporting behavior (faking an injury or pretending to be fouled, changing positions with the goalkeeper without the referee's permission, handball to either prevent a goal or try to score a goal, shows a lack of respect for the game)

Red card

Offenses that are entitled for sending off a player or a coach with a red card include, but are not limited to, a foul committed within the penalty area that is an obvious attempt to prevent a goal and was not an attempt to play the ball, a serious foul play, biting or spitting at someone, a violent conduct, receiving a second caution in the same match, using offensive, insulting or abusive language and/or actions

Law #13 - Free Kicks

All free kicks are generally taken from the place where the offense occurred. The ball must be stationary, and the kicker must not touch the ball again until it has touched another player. Until the ball is in play, all opponents must remain at least 8 yds from the ball, unless they are on their own goal line between the goalposts. Where three or more defending team players form a 'wall', all attacking team players must remain at least 1 yard from the 'wall' until the ball is in play.

A goal is awarded if the ball enters the goal in a direct free kick that is kicked directly into the opponents' goal. If the ball enters the goal when is kicked directly into the opponents' goal in an indirect free kick, a goal is not awarded, and the defensive team restart with a goal kick.

Law #14 - The Penalty Kick

7v7: there are no penalty kicks. All offenses, even inside the penalty area, are awarded an indirect free kick.

9v9: the ball will be placed 10 yards from the goal line. Except for the kicker and goalie, all other players must remain outside of the penalty area until the ball is kicked. The goalie must maintain at least one foot on the goal line until the ball is kicked.

Law #15 - The Throw-in

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air. A goal cannot be scored directly from a throw-in.

The thrower must stand facing the field of play, have part of each foot on the touchline or on the ground outside the touchline and throw the ball with both hands from behind and over the head from the point where it left the field of play. The thrower must not touch the ball again until it has touched another player.

All opponents must stand at least 2 yards from the point on the touchline where the throw-in is to be taken.

The ball is in play when it enters the field of play. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly, it is retaken by the opposing team.

At the referee's discretion, the referee may allow one retake if a foul occurs explaining to the player the foul.

Law #16 - The Goal Kick

When the last touch on the ball is by the attacking team, the defending team will place the ball on the edge of the goal area to restart play. The opposing players must retreat behind the build out line until the ball is in play. The team taking the goal kick may choose to restart play before the opponents have retreated behind the build out line. The ball is in play as soon as it is touched.

Law #17 - The Corner Kick

When the ball crosses over the goal line, last touched by a player from the defending team, a corner kick is awarded. A goal may be scored directly from a corner kick.

The ball must be placed in the corner area nearest to the point where the ball passed over the goal line, must be stationary and is kicked by a player of the attacking team