



# Flags and Whistles

FEBRUARY 13, 2009

VOLUME 3, NUMBER 1

## The Newsletter for Katy Youth Soccer Referee's

Welcome to Volume Three Issue number one of Flags and Whistles, the official referee newsletter of Katy Youth Soccer. We enter 2009 with a more experienced group than ever before. Many of you had the added experience of successfully officiating at the Nike Spring Cup at Bear Creek earlier this month. It was great to see KYSC Referees given an opportunity to take charge of competitive games and for us to show what we can do. I know that some of you even got to Referee the International games where teams from Mexico were playing. Opportunities like this are great for Referee development and I encourage all of you to use them to see how you measure up in the competitive environment. I will do my utmost to keep you informed of these opportunities and to work with other Associations to pool resources.

This newsletter is put together to help provide you with information for the up-coming season and to highlight what you as Referees need to do to make this a successful season. Please take a moment to read through all the information provided as there are some important issues that require your attention and as always some useful guidelines for Referees to follow.

I look forward to seeing you at the Fields.

### 2009 certified?

For those of you just starting out as a Referee I hope that you will enjoy your first season with us and look forward to seeing you for many more seasons in the future. For those of you returning for another season, Welcome back! Please make sure that you display your new 2009 Certification badge on your Referee shirt for every game. **If you do not display a current 2009 badge you will not be permitted to officiate.**

In the Fall season of 2008 we had Referees turning up to officiate in non-standard uniforms, incorrect shorts, incorrect socks etc. KYSC pays each of you an allowance towards your equipment and as a result expects you to dress only in official referee attire. Please do not turn up in non-standard uniform. In addition please make sure you bring Flags, Whistle, Cards, Notebook and pencils as a minimum to every game as part of your standard equipment.

## The Secrets of a Whistle-Blower

(Taken from Corshamref.org.uk)

Cell 1: Length 0.75 seconds	Calling the Captains	Before the game starts
<p>LOUD</p> <p><b>call captains</b></p> <p>QUIET</p>	<p>Make sure you allow plenty of time to complete the coin tossing ceremony prior to kick-off time. Call the captains to the centre-circle with a loud and confident blow of your whistle - make sure everyone hears it.</p>	<p>Weakness with the whistle is one way to lose the confidence of the players. A feeble whistle at this stage will demonstrate a weakness to the players - they will probably think: <b>"We have a right one here this week"</b>.</p>
Cell 2: Length 0.3 seconds	Starting the game	And restarting the game
<p>LOUD</p> <p><b>start</b></p> <p>QUIET</p>	<p>A short sharp blow on the whistle can be used during the kick-off to commence the start of each half or when restarting the game after a goal has been scored.</p>	<p>It is not essential (but it is recommended) to blow your whistle when restarting a game after a goal has been scored. You can just signal or speak or shout. Example " Off you go lads".)</p>
Cell 3: Length 0.4 seconds	Ball in / out of play. Throw etc.	Travels over a boundary line
<p>LOUD</p> <p><b>out - in</b></p> <p>QUIET</p>	<p>There is no need to always blow your whistle to award or indicate a throw-in, goal kick or corner etc. but you will need to do so on some occasions. Used also to start throw, goal-kick, corner etc.</p>	<p>Use the whistle if players continue playing, but do not realise (or believe) that the ball has gone out of play over a boundary line. Recommend that the whistle is used to start a corner kick.</p>
Cell 4: Length 0.75 seconds	Re-start wrong place	Free kick, throw-in etc..
<p>LOUD</p> <p><b>go to right place...</b></p> <p>QUIET</p>	<p>If a player looks as though he will restart the game from the wrong position (for example, when taking a throw-in), use the whistle to indicate that he should readjust his position to the correct location.</p>	<p>Use a combination of whistle, arm signals and verbal instructions to prevent a restart from being taken from an incorrect position. An alert Referee can prevent wrong positional restarts if he is quick enough.</p>

<b>Cell 5: Length 0.5 seconds</b>	<b>Stop play for a foul</b>	<b>Or any other stoppage of play</b>
<p>LOUD</p> <p><b>foul..stop!</b></p> <p>QUIET</p>	<p>To stop play for a foul, use a loud short and sharp whistle. The loudness of the whistle can be used to measure the seriousness of a foul. For example, the louder the whistle, the worse the foul is. Players will understand this.</p>	<p>Always blow the whistle quickly when stopping play for a foul (even though the players themselves may have already stopped). This will prevent further trouble occurring, and will inform all concerned that 'you' the Ref. has stopped play.</p>
<b>Cell 6: Length 0.75 seconds</b>	<b>Offside</b>	<b>Always use the whistle</b>
<p>LOUD</p> <p><b>off side.....</b></p> <p>QUIET</p>	<p>Stopping play for offside (particularly if Club Assistant Referees are used) will normally result in some verbal comment or other. One way to defuse this, is to blow the whistle very loud and long. This hides the whinges!</p>	<p>There will be many occasions when you decide to allow play to continue even though an offside offence has been committed. It is therefore important that you always blow the whistle quickly when you decide to stop play for an offside.</p>
<b>Cell 7: Length 1 + seconds</b>	<b>Stopping trouble</b>	<b>Keep running towards players</b>
<p>LOUD</p> <p><b>stop it now or else..</b></p> <p>QUIET</p>	<p>The whistle is an important tool when dealing with trouble high-spots. Blowing it loud and long will impart a message to the players that the Referee deems it to be a serious offence, and that they must stop immediately.</p>	<p>Keep blowing the whistle as you approach the players. This is important if you are some way away from the incident. Run as fast as you can whilst blowing hard. By the time that the players look around, you will be very near them.</p>
<b>Cell 8: Length 2 seconds</b>	<b>End of game or half</b>	<b>This is a recognised signal</b>
<p>LOUD</p> <p><b>end of... game..</b></p> <p>QUIET</p>	<p>The normal end of game (and end of half) whistle signal has developed over the years. The whistle signal shown here (including the sound file) is the standard method.</p>	<p>Players know exactly when a Referee has blown to end the game - because this signal is unique and recognised by all.</p>

## **There's No Substitute for Correct Procedure**

*Taken from a Referee Blog ([law5tales.blogspot.com](http://law5tales.blogspot.com))*

Lately, I've become a stickler for the correct substitution procedure. I was reading through "Advice to Referees" and came across section 3.4. Now, I've read the entire publication a couple of times, but this time a particular line caught my eye:

Referees who deviate from the formal process by which a substitute becomes a player - whether in the interest of saving time or because the steps are thought to be too complex and cumbersome - do so at their own peril and will eventually discover that the Laws of the Game specify the procedure for very good reasons.

I don't know about you, but I don't want to do anything that has the word "peril" associated with it. In all seriousness, I think the substitution procedure is the area where most youth referees get sloppy. In my area, I have not seen any referee enforcing the correct substitution procedure (let me know if this is not the case where you are). Typically, substitutions work like this:

1. Referee stops play
2. Coach yells "Sub!"
3. Substitutes run onto the field, directly from the bench, yelling their relieved teammates names
4. Referee restarts play.

We all know this is not the way it is supposed to go. For starters, the substitutes are to be waiting at the halfway line BEFORE the next substitution opportunity. They need to be ready to go in the game. The good referee will be aware of their presence, usually aided by the assistant referee on the team side of the field. At the next opportunity, the coach requests the substitution ("Sub!").

After the referee grants permission, the appropriate players are to exit the field. One thing youth players are not aware of, or don't consider, is they are to exit the field at the nearest point. They are not supposed to go directly to the bench from the far corners of the field. This is something you may want to remind the players of in your pre-game talk. After the players are off the field, the substitutes are beckoned onto the field, becoming players. Be aware of the substitute that does not enter the field. This often happens when there is a throw in on the team side of the field. The thrower is being removed from the game and replaced by a substitute. The substitute must step on the field before they become a player. Of course, all of this is spelled out in Law 3 under the "Substitution Procedure" heading. Recently, I decided to start enforcing the procedure to see what would happen. Because most teams are conditioned to do the procedure incorrectly, I always announce my intent, in a friendly way, before the start of the game. I usually say something like this to the coaches at the start of the game:

*Coach, let's make sure we have a proper substitution procedure today. If you could help me by making sure your subs are at the halfway line when they want to come in I'd appreciate it. Also, they should stay there until the players come off the field.*

As a reminder, players can, and should, exit at the nearest touch line. I usually say this during the pre-game talk in the presence of the players. That is usually enough to get them pretty close to doing it right. At the first substitution, the players might start to run right on the field as soon as you blow the whistle. This is what they are accustomed to. Inevitably, the coach has either not mentioned it to them or mentioned it without any enthusiasm. So, at the first sign of a substitution, position is everything. You need to run to the halfway line and be pretty close to the team benches so you can blow the whistle a couple of times and "remind" the players that they must wait at the touch line for the players to come off the field. This usually does the trick for the entire game. For the most part, this strict enforcement has been met without complaint. I have heard a few gripes about it "slowing the game down," but you can point out that you'll be adding time for substitutions as allowed for in Law 7.

Naturally, this brings up the problem of tournaments that do not allow the referee to add time. You cannot just go ahead and add time in tournaments that specify no time will be added. As some of my earlier posts have noted, you must keep your games on time. Since you agreed to the assignment, you also agreed to the rules. Unfortunately, there is not much you can do about it. The good news is you didn't write the rules, you are only enforcing them.

The results have been very positive. I feel like the game is more under my control. Yes, there can be a little friction with the coaches, especially when it is a close game and they have frequent substitutions, but most of them understand the value. To some extent, it does slow the game down, but it doesn't waste game time. They are really two different things. Following the procedure can allow for high emotions to be somewhat diffused, adding to your game control. Following the substitution procedure is one less thing that can go wrong in a game. Try it and you'll be a better referee for it.

## **How the KYSC Referee process works**

### **Tell us you are available**

Every Monday throughout the season an email will be sent out to the entire KYSC Referee group asking your availability to officiate the following Weekend's games. If you wish to Referee on that weekend you must respond by email to this request stating that you are available in the morning (8-12) or afternoon (12-5) or the entire day. If you wish only to officiate small sided games or act as an Assistant Referee only please include this information in your response.

### **Your game assignments**

This information sent in by each Referee is used by the Assignor to allocate crews to each and every game. The details of the weekend assignments are sent out by email on Thursday of each week to all assigned Referees.

### **Got a problem?**

If there is a problem with the games you have been assigned or something unexpected prevents you fulfilling your commitment it is important that you contact the Assignor or myself as detailed on the contacts page of this newsletter. If you fail to turn up for your assignments without prior notification on two occasions in a season you will not be assigned any further games.

### **No games assigned?**

It maybe possible that on some weekends the number of volunteering Referees exceed the number of game assignments. In this event the Assignor will give priority to those that have not been assigned for the following weekend to ensure a fair and reasonable game allocation throughout the season.

### **Why Standby Referee?**

Each weekend we will be assigning a Referee as the official paid Stand-by Referee to cater for any unexpected problem. A Stand-By Referee should be prepared to officiate any age group game as either a Center or Assistant Referee. If the Stand-by officiates games they are paid the Standby pay plus the game pay.

### **Game Day procedure**

It is important that each assigned Referee arrives at Katy Park at least 15 minutes before kick-off time. There needs to be sufficient time to check-in the teams and meet your other officials. Before proceeding to the first game every Referee MUST sign in at the Referee Schedulers table located alongside the Katy Park concession stand. Signing in informs the Field Co-Coordinator that you are present at the park and working your assignments. It is important that you sign for every game you are assigned to officiate at because this is the only proof the Assignor has that you worked these games. If you fail to sign for your game you may not get paid!

## Referee Assessments

This season KYSC will continue using its cadre of senior referees to assess the performance of all referees and assistant referees. These assessments are completely informal yet will provide valuable and impartial feedback from a qualified and experienced referee. The number of Referees greatly outnumbers the number of available assessors that I have available so please bear with us as we work through you all.

The assessment provides me, as VP KYSC Referees, feedback on how well each official is performing and if they are ready to be offered a chance to move up to an older age level game and ultimately on to more competitive games. This approach gives referees and assignors a clearer understanding as to which level of competition each assessed referee is ready to officiate at and avoids situations where inexperienced officials are tasked with officiating games they are not yet equipped to handle.

My intention as VP KYSC Referees is to promote KYSC Referees for use by HYSA, TYSA, EDS2 and EDDOA. In addition I would like to think that we could continue to provide officiating support for local tournaments held at Bear Creek and Katy Park. This will in turn enable you as Referees to improve your skills, earn more money and develop your officiating abilities.

## Referee Pay Rates

Listed below are the referee pay rates for the Spring 2009 season

<b>New KYSC Referee Rates as of 1/31/09</b>		
<b>Age Group</b>	<b>CR</b>	<b>AR</b>
U7	\$20	
U8	\$20	
U9	\$20	
U10	\$20	
U11	\$26	\$13
U12 - U13	\$30	\$15
U14 - U16	\$36	\$18
U17 - U19	\$45	\$22.50

Referees are paid by check every other week and checks are mailed to the address we have on record for you. If you have moved house or had mailing issues last season that you think could be related to an incorrect or incorrectly spelt address please send your corrected and current details to me at as shown below.

## **KYSC Age related rule changes**

The last three pages of this newsletter contain the KYSC Rule changes implemented for the small sided games for the younger age groups. Please take a moment to review the changes as there are rules here that are different to the standard FIFA rules that are applied on the full sized fields. The separate pages, when printed, can be folded three times to make a handy reference guide prior to each game. Getting the rules out mid-game will not instill sideline confidence in your understanding of the rules!!

## **Referee Officials contact information**

Referee Assignor - Linda Oram  
E-mail: - [KYSCassignor@gmail.com](mailto:KYSCassignor@gmail.com)

VP Referee KYSC – Dave Oram  
Email: - [vp.kyisc.refs@gmail.com](mailto:vp.kyisc.refs@gmail.com)



## U-7 Playing Rules

### **Law I-The Field:**

*Dimensions:* The field of play shall be rectangular, its length being not more than 35 yards nor less than 25 yards and its width not more than 30 yards nor less than 20 yards. The length in all cases shall exceed the width.

*Markings:* Distinctive lines not more than (5) inches wide. A halfway line shall be marked out across the field. A center circle is provided with a four (4) yard radius. Four corner arcs each with a two (2) foot radius.

*Goal area:* Three (3) yards from each goal post and three (3) yards into the field of play joined by a line drawn parallel with the goal line.

*Penalty Area:* None

*Goals:* The maximum size of goals will be 6 x 12 feet. Preferred size is 4ft x 6ft.

### **Law II-The Ball:** Size three (3)

### **Law III-Number of Players:**

Maximum number of players on the field at any one time is four (4). There are NO goalkeepers.

Minimum number of players to start or continue a game is 3.

Maximum number of players on the roster should not exceed eight (8) players.

Substitutions: Anytime ball is out of play with the permission of the Referee.

Playing time: Each player should play a minimum of 50% of the total playing time

**Law IV-Players Equipment:** Players may not wear any item of equipment that may be dangerous to themselves or others. Tennis shoes or soft-cleated soccer shoes are recommended. Shin guards are mandatory.

**Law V-The Referee:** There will be an assigned official licensed referee for this age group. Their job is to keep the playing environment FUN, SAFE and focused on the child. Duties are: keep time, enforce the rules, stop and restart play. When you stop play for a foul or other reason, take the time to explain to the players WHY! This is their first experience with soccer and the best time to educate.

**Law VI- Assistant Referee:** Not used.

### **Law VII-Duration of the Game:**

The game shall be divided into four (4) equal, ten (10) minute quarters with a two (2) minute break between quarters one and two and quarters three and four. There shall be a half-time break of five (5) minutes. In hot weather, team water breaks are permitted with agreement from both coaches and referee prior to kick-off. The clock continues to run and the players must remain on the field during the break.

**Law VIII-The Start of Play:** Conform to FIFA, with the following exception: Opponent must be five (5) yards from the center mark while kick-off is in progress.

**Law IX-Ball In and Out of Play:** Conform to FIFA: Ball must completely cross over goal line to be out of play.

**Law X-Method of Scoring:** Conform to FIFA: Ball must completely cross over goal line and between posts and beneath crossbar to be a goal.

**Law XI-Off-Side:** There is no offside.

**Law XII-Fouls and Misconduct:** Conform to FIFA with the following exceptions: All fouls shall result in a direct free kick with opponent five (5) yards away. No slide tackles are permitted. The referee must explain ALL infractions to offending player.

**Law XIII-Free Kicks:** Conform to FIFA with the following exception: All free kicks will be direct. Opponents must be five (5) yards away

**Law XIV-Penalty Kicks:** There are no Penalty Kicks.

**Law XV-Throw-In:** Conform to FIFA with the exception that an improperly performed throw-in can be retaken once.

**Law XVI-Goal Kick:** Conform to FIFA with the following exception: Goal kick may be taken any where within the goal area. Opponents must be four (4) yards away from the ball.

**Law XVII-Corner Kick:** Conform to FIFA with the following exception: Opponents must be four (4) yards away from the ball. Corner Kicks are Indirect Free Kicks.



## U-8 Modified Playing Rules

### Law I-The Field:

*Dimensions:* The field of play shall be rectangular, its length being not more than 35 yards nor less than 25 yards and its width not more than 30 yards nor less than 20 yards. The length in all cases shall exceed the width.

*Markings:* Distinctive lines not more than (5) inches wide. A halfway line shall be marked out across the field. A center circle is provided with a three (3) yard radius. Four corner arcs each with a two (2) foot radius.

*Goal area:* Three (3) yards from each goal post and three (3) yards into the field of play joined by a line drawn parallel with the goal line.

*Penalty Area:* None

*Goals:* The maximum size of goals will be 6 x 12 feet. Goals may be smaller.

### Law II-The Ball: Size three (3)

### Law III-Number of Players:

Maximum number of players on the field at any one time is four (4). There are NO goalkeepers.

Minimum number of players to start or continue a game is three (3).

Maximum number of players on the roster should not exceed ten (10) players.

Substitutions: Anytime ball is out of play with the permission of the Referee.

Playing time: Each player should play a minimum of 50% of the total playing time

**Law IV-Players Equipment:** Players may not wear any item of equipment that may be dangerous to themselves or others. Tennis shoes or soft-cleated soccer shoes are recommended. Shin guards are mandatory.

**Law V-The Referee:** There will be an assigned official licensed referee for this age group. Their job is to keep the playing environment FUN, SAFE and focused on the child. Duties are: keep time, enforce the rules, stop and restart play. When you stop play for a foul or other reason, take the time to explain to the players WHY! This is their first experience with soccer and the best time to educate.

**Law VI- Assistant Referee:** Not used.

### Law VII-Duration of the Game:

The game shall be divided into four (4) equal, ten (10) minute quarters with a two (2) minute break between quarters 1 and 2 & 3 and 4. There shall be a half-time break of five (5) minutes.

In hot weather, team water breaks are permitted with agreement from both coaches and referee prior to kick-off. The clock continues to run and the players must remain on the field during the break.

**Law VIII-The Start of Play:** Conform to FIFA, with the following exception: Opponent must be five (5) yards from the center mark while kick-off is in progress.

**Law IX-Ball In and Out of Play:** Conform to FIFA: Ball must completely cross over goal line to be out of play.

**Law X-Method of Scoring:** Conform to FIFA: Ball must completely cross over goal line and between posts and beneath crossbar to be a goal.

**Law XI-Off-Side:** There is no offside rule at this age.

**Law XII-Fouls and Misconduct:** Conform to FIFA with the following exception: All fouls shall result in a direct free kick with opponent four (4) yards away. There are no slide tackles permitted. The referee must explain ALL infractions to offending player.

**Law XIII-Free Kicks:** Conform to FIFA with the following exception: All free kicks will be direct. Opponents must be four (4) yards away

**Law XIV-Penalty Kicks:** There are no Penalty Kicks.

**Law XV-Throw-In:** Conform to FIFA with the exception that an improperly performed throw-in can be retaken once.

**Law XVI-Goal Kick:** Conform to FIFA with the following exception: Goal kick may be taken any where within the goal area. Opponents must be four (4) yards away from the ball.

**Law XVII-Corner Kick:** Conform to FIFA with the following exception: Opponents must be four (4) yards away from the ball. Corner Kicks are Indirect Free Kicks.



## Under 9 Playing Rules

### **Law I-The Field:**

Dimensions: The field of play shall be rectangular, its length being not more than 60 yards nor less than 45 yards and its width not more than 45 yards or less than 35 yards. The length in all cases shall exceed the width.

Markings: Distinctive lines not more than (5) inches wide. A halfway line shall be marked out across the field. A center circle with an eight (8) yard radius. Four corner arcs each with a two (2) foot radius. Goal area: six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.

Penalty area: fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a

line drawn parallel with the goal line.  
Penalty Spot: eight (8) yards out from center of goal line.  
Goals: 6 x 18 feet maximum. Goals may be smaller.

**Law II-The Ball:** Size four (4)

### **Law III-Number of Players:**

Maximum number of players on the field at any one time is six (6) including the goalkeeper. Minimum number of players to start or continue a game is 5. Maximum number of players on the roster should not exceed 10. Substitutions: At any stoppage of play with the permission of the referee. Playing time: Each player should play a minimum of 50% of the total playing time.

### **Law IV-Players Equipment:**

Players may not wear any item of equipment that may be dangerous to themselves or others. Tennis shoes or soft-cleated soccer shoes are recommended. Shin guards are mandatory.

**Law V-The Referee:** An official licensed referee will be assigned to each game.

### **Law VI-Assistant Referee:**

No Assistant Referees are required at this age group.

### **Law VII-Duration of the Game:**

The game shall be divided into two (2) equal halves of twenty five (25) minutes each, There shall be a half-time break of five (5) minutes.

In hot weather, team water breaks are permitted with agreement from both coaches and referee prior to kick-off. The clock continues to run and the players must remain on the field during the break

### **Law VIII-The Start of Play:**

Conform to FIFA, with the following exception: Opponent must be eight (8) yards from the center mark while kick-off is in progress.

### **Law IX-Ball in and Out of Play:**

Ball must completely cross line to be "out of play". Ball is "in play" if any part of the ball is on or above the line.

### **Law X-Method of Scoring:**

Conform to FIFA- ball must completely cross goal line, between posts and beneath crossbar to count.

**Law XI-Off-Side:** There is no offside rule at this age.

### **Law XII-Fouls and Misconduct:**

Conform to FIFA

### **Law XIII-Free Kicks:**

Conform to FIFA with the following exception: Opponents must be eight (8) yards away before kick is allowed.

### **Law XIV-Penalty Kicks:**

Conform to FIFA.

**Law XV-Throw-In:** Conform to FIFA

**Law XVI-Goal Kick:** Conform to FIFA

### **Law XVII-Corner Kick:**

Conform to FIFA with the following exception: Opponents must be eight (8) yards away from the ball.



## Under 10 Playing Rules

### Law I-The Field:

Dimensions: The field of play shall be rectangular, its length being not more than 70 yards nor less than 60 yards and its width not more than 50 yards nor less than 40 yards. The length in all cases shall exceed the width.

Markings: Distinctive lines not more than (5) inches wide. A halfway line shall be marked out across the field. A center circle with an eight (8) yard radius. Four corner arcs each with a two (2) foot radius.

Goal area: six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.

Penalty area: fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a line drawn parallel with the goal line.

Penalty Spot: eight (8) yards out from center of goal line.

Goals: 6 x 18 feet maximum. Goals may be smaller.

**Law II-The Ball:** Size four (4)

**Law III-Number of Players:** Maximum number of players on the field at any one time is eight (8) including the goalkeeper. Minimum number of players to start or continue a game is 6.

Maximum number of players on the roster should not exceed 12.

Substitutions: At any stoppage of play with the permission of the referee.

Playing time: Each player should play a minimum of 50% of the total playing time.

**Law IV-Players Equipment:** Players may not wear any item of equipment that may be dangerous to themselves or others. Tennis shoes or soft-cleated soccer shoes are recommended. Shin guards are mandatory.

**Law V-The Referee:** An official licensed referee will be assigned to each game.

**Law VI-Assistant Referee:** Not required

**Law VII-Duration of the Game:** The game shall be divided into two (2) equal halves of twenty-five (25) minutes each, There shall be a half-time break of five (5) minutes.

**Law VIII-The Start of Play:** Conform to FIFA, with the following exception: Opponent must be eight (8) yards from the center mark while kick-off is in progress.

**Law IX-Ball in and Out of Play:** Ball must completely cross line to be "out of play". Ball is "in play" if any part of the ball is on or above the line.

**Law X-Method of Scoring:** Conform to FIFA- ball must completely cross goal line, between posts and beneath crossbar to count.

**Law XI-Off-Side:** Referees will call blatant offside only. With only one official full application of FIFA Law 11 is not possible.

**Law XII-Fouls and Misconduct:** Conform to FIFA

**Law XIII-Free Kicks:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away before kick is allowed.

**Law XIV-Penalty Kicks:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away before kick is allowed.

**Law XV-Throw-In:** Conform to FIFA

**Law XVI-Goal Kick:** Conform to FIFA

**Law XVII-Corner Kick:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away from the ball.



## Under 11 Playing Rules

### Law I-The Field:

Dimensions: The field of play shall be rectangular, its length being not more than 70 yards nor less than 60 yards and its width not more than 50 yards nor less than 40 yards. The length in all cases shall exceed the width.

Markings: Distinctive lines not more than (5) inches wide. A halfway line shall be marked out across the field. A center circle with an eight (8) yard radius. Four corner arcs each with a two (2) foot radius.

Goal area: six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.

Penalty area: fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a line drawn parallel with the goal line.

Penalty Spot: eight (8) yards out from center of goal line.

Goals: 6 x 18 feet maximum. Goals may be smaller.

### Law II-The Ball: Size four (4)

**Law III-Number of Players:** Maximum number of players on the field at any one time is eight (8) including the goalkeeper. Minimum number of players to start or continue a game is 6.

Maximum number of players on the roster should not exceed 12.

Substitutions: At any stoppage of play with the permission of the referee.

Playing time: Each player should play a minimum of 50% of the total playing time.

**Law IV-Players Equipment:** Players may not wear any item of equipment that may be dangerous to themselves or others. Tennis shoes or soft-cleated soccer shoes are recommended. Shin guards are mandatory.

**Law V-The Referee:** An official licensed referee will be assigned to each game.

**Law VI-Assistant Referee:** 2 official licensed Assistant Referees will be assigned.

**Law VII-Duration of the Game:** The game shall be divided into two (2) equal halves of thirty (30) minutes each, There shall be a half-time break of five (5) minutes.

**Law VIII-The Start of Play:** Conform to FIFA, with the following exception: Opponent must be eight (8) yards from the center mark while kick-off is in progress.

**Law IX-Ball in and Out of Play:** Ball must completely cross line to be "out of play". Ball is "in play" if any part of the ball is on or above the line.

**Law X-Method of Scoring:** Conform to FIFA- ball must completely cross goal line, between posts and beneath crossbar to count.

**Law XI-Off-Side:**  
Conform to FIFA.

**Law XII-Fouls and Misconduct:**  
Conform to FIFA

**Law XIII-Free Kicks:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away before kick is allowed.

**Law XIV-Penalty Kicks:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away before kick is allowed.

**Law XV-Throw-In:** Conform to FIFA

**Law XVI-Goal Kick:** Conform to FIFA

**Law XVII-Corner Kick:** Conform to FIFA with the following exception: Opponents must be eight (8) yards away from the ball.