



TOWN RULES - as of 3/2022

Law 1 - *Field of play* -

- The field will be about 40 x 50 yds
- Penalty Area will be 14 yds from each goal post and 14 yds from the goal line. Goal area will be 6yds from each goal post and from the goal line.
- 6x18 or 6x24 goals
- Corner flags

Law 2 - *The Ball: Size 4*

Law 3 - *Number of Players* - 9 on field

A game will be played by 2 teams consisting of no more than 6 players a side. 5 field players and a goalie.

Law 4 - *Players Equipment* -

Players required to wear their issued jersey/t shirt, Shin guards (must be covered by sock) and issued socks. Cleats are optional but are highly recommended as are black soccer shorts. No Jewelry of any kind is allowed. Players with glasses must either remove them or have approved sports goggles to play. Soft hats are ok however hoodies are not allowed.

Law 5 - *The Referee* -

The referee will be a one of our more experienced youth refs in training. However, She/he is still learning to ref, so please be respectful and understand they will make mistakes. Our refs are evaluated by the board and director in charge of the refs on a regular basis.

Law 6 - *The Assistant Ref* -

Parents should run flags to help the youth referee.

Law 7 - *Match Duration* -

Teams will play two 30 minute halves, there should be a 5 min break between halves.

Law 8 - *Start and Restart of Play* -

Play will start normally by a player kicking the ball forward, other team should be at least 10 yds away.

Law 9 - *The Ball in and Out of Play* -

The ball is out of play when it has completely crossed the goal line or touch line either on the ground or in the air.

Law 10 - *The Method of Scoring* -

A goal is scored when the ball passes between the goal posts and the whole ball has completely crossed the goal line.

Law 11 - *Build Out Line*

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing (now defending) team must move behind the building line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed on 7v7 fields). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area.

Law 11A - *Offsides*

The build out line will also be used to denote where offside offenses can be called. Attacking players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Law 13 - *Free Kicks* -

In the event that play needs to be restarted, the ball should be placed on the ground and kicked into play; opposing team should be at least 8 yds away. ABSOLUTELY NO DROP BALLS. Other than the slide tackle rule, there are to be NO direct kicks.

Law 14 - *The Penalty Kick* - NONE

Law 15 - *The Throw in* -

A throw in is awarded to the opponents of the player that last touched the ball after the whole of the ball has crossed the touch line (side line). A goal cannot be scored directly from a throw in. Players can not touch the ball after throwing it in until it has touched another player on the field. If the player does not make a correct throw in the

first time, they will get a second opportunity to do so. If it is a foul throw on the second attempt the other team gets the throw in.

Law 16 - The Goal Kick -

A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team. Players should be outside of the penalty area.

Law 17 - The Corner Kick -

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team. Players should be 10 yds away.

Notes for Coaches:

There is to be no "heading" of the ball. In the event of a header the ball will be given to the opposing team and the free kick rule will be invoked. It will be an indirect kick.

- Good sportsmanship, fun and learning are a priority.
- NO HEADING ALLOWED.
- Players can be substituted on either teams goal kick or your own throw in
- We no longer have the 6 goal rule, however please be respectful of the other team and its players. Here is a list of things that can be done to not run the score up.
 - You can remove players
 - Shoot wide of the goal
 - Pass the ball around
 - Make the other teams keeper look good, pass the ball to him
 - SUGGESTION is to start to put restrictions on your players after being up by 3 goals, things like have to pass 5 times. Don't blow another team out.
- Code of Conduct must be followed
- Town Commissioner is the only person that can cancel games
- Visit WWW.MTYS.ORG for any updates on weather and games schedules