



Modifications of the Laws of the Game for TOWN Level 2/2024

FIFA Laws of the Game:

<https://downloads.theifab.com/downloads/laws-of-the-game-2023-24?!=en>

Law 1 – *Field of play:*

- The field will be about 40x50 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:*

- 7 on the field.
- A game will be played by 2 teams consisting of no more than 7 players a side. 6 field players and a goalie.

Law 4 – *Players Equipment:*

- Players required to wear their issued jersey/t-shirt, shin guards (must be covered by socks), cleats, and 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 they must not have strings dangling.
- If wearing a hoodie, the hood **MUST BE** tucked in.
- Long hair must be tied back or a headband be worn.
- Pinnies (or distinguishing attire) must be worn by the goalkeeper.

Law 5 – *The Referee:*

- The referee will be one of our more experienced youth refs in training. However, he/she 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 Referee:*

- Parents (or a responsible young person) should run flags to help the youth referee judge when the ball is out of play. The referee will determine possession for the throw-in.

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. The 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 sideline, 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 build out 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).
- 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 and the defender has touched the ball.

Law 11A – Offsides:

- An attacking player is in an offside position if any part of their body, with the exception of their hands and arms, is in the half of the opposing team and there isn't another player from the opposing team between them and the goalkeeper before the ball is played forward. The build out line will 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.
- Exceptions to offsides: a player cannot be called offside if they receive the ball on a goal kick, throw in, or corner kick.

Law 12– Fouls and Misconduct:

- There should be consideration for whether it was truly a foul or just players losing control of their body. The objective is to stop play as little as possible. Play should

stop immediately for any head injury. No Cards will be issued. There is also NO slide tackling allowed, this will result in an indirect kick for the other team at the spot of the foul.

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; the 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 sideline, on the ground or in the air. A goal cannot be scored directly from a throw in. The thrower must not touch the ball again until it has touched another player. If the player does not make a correct throw 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.
- A correct throw-in:
 - stand facing the field of play.
 - have part of each foot on the sideline or on the ground outside the sideline.
 - throw the ball with both hands from behind and over the head from the point where it left the field of play.

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. Opposing players must be behind the build out line. They can cross the build out line once the ball is cleared from the penalty area. The ball must clear the penalty area before it can be touched by another player. If the ball does not clear the penalty area, the goal kick will be retaken.

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. Opposing players should be 10 yds away. A goal can be scored directly from a corner kick.

Notes for Coaches:

- 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.

- Players can be substituted on any stoppage where the ball is out of play or an injury. Substitutions must be reported to the referee.
- Coaches may only enter the field of play during the game at the invitation of the referee (e.g. for an injury).
- If the coach enters the field of play, at the invitation of the referee, to check on an injured player, the injured player must leave the field of play in favor of a substitute, until the next opportunity for substitution.
- Coaches and players not on the field or waiting for substitution must remain behind the coach's line. Spectators must remain behind the spectator line on the opposite side of the field from players. Spectators are not permitted at either end line or on the players' side. Those assisting the referee with flags can be between the sideline and coaches/spectator line.
- We no longer have the 6-goal rule, however your goal differential will not be recorded as any more than 6, and a victory by more than 6 goals will receive two points in standings rather than 3. Please be respectful of the other team and its players. Don't blow another team out. Here is a list of things that can be done to not run the score up:
 - Remove players - play with 6 instead of 7.
 - Shoot wide of the goal.
 - Pass the ball around.
 - Make the other teams keeper look good, pass the ball to him
 - Put restrictions on your players after being up by 3 goals, such as having to pass 5 times before shooting.
- Code of Conduct MUST be followed
- Town Director is the only person that can cancel games
- Visit WWW.MTYS.ORG for any updates on weather and games schedules