

Region 1/R/1463

Laws of the Game

(LOTG)

Refresher



Agenda

- Laws of the game update
- Pre-game
- Direct free kicks
- Indirect free kicks
- Offside
- Drop ball
- Post game

LOG Changes / Updates for 2023-2024

EVERYONE PLAYS®

BALANCED TEAMS

OPEN REGISTRATION

POSITIVE COACHING

GOOD SPORTSMANSHIP

PLAYER DEVELOPMENT



Law 3: The Players

9. Goal scored with an extra person on the field of play

If after a goal is scored, the referee realizes, before play restarts, that an extra person was on the field of play when the goal was scored, and that person interfered with play:

The Law does not expect the referee to penalize encroachment onto the field of play if it does not impact play

Law 4: Player's Equipment

1. Safety

A player must not use equipment or wear anything that is dangerous.

All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewellery is not permitted.

The players must be inspected before the start of the match and substitutes before they enter the field of play. If a player is wearing or using unauthorised/dangerous equipment or jewellery, the referee must order the player to:

- remove the item
- leave the field of play at the next stoppage if the player is unable or unwilling to comply

A player who refuses to comply or wears the item again must be cautioned.

Law 4: Player's Equipment

- Recent Jewelry Trend: permanently "welded" together thus making it non-removable (e.g., bracelets, earrings, necklaces)



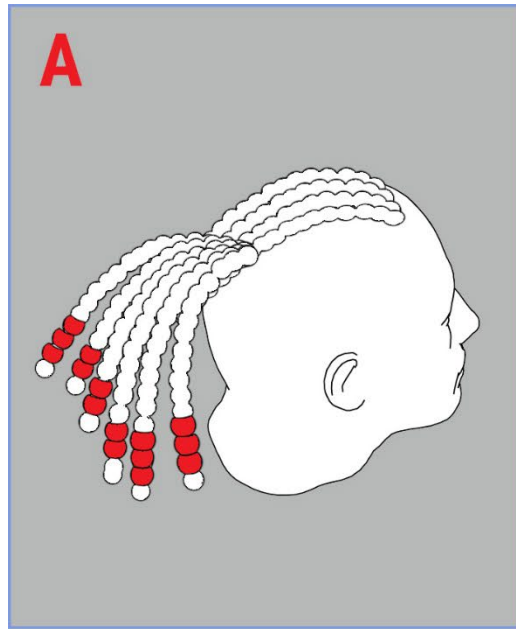
Referees should be cognizant of these trends and not allow jewelry to be worn or taped. The player can choose to either remove the item or not play that day and should be encouraged to use removable jewelry during the season. Parents and Program Administrators should be made aware of this at the start of the season to avoid any conflicts on game day.

Law 3: The Player's Equipment

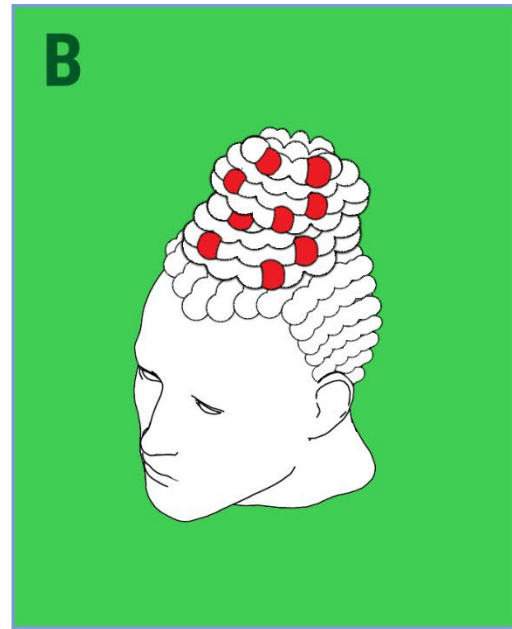
National Rules and Regulations (2.VI.F) of the AYSO Reference Book

- F. Players shall not wear anything that is dangerous to either themselves or other players subject to the referee's approval under Law 4 of the IFAB Laws of the Game. AYSO, in accordance with permitted modifications for youth games, allows the following:
- Hair Beads and Clips
Hair control devices and other adornments, such as beads, worn in the hair must meet the following criteria:
 - Be securely fastened to the head.
 - Do not present an increased risk to the player, teammates, or opponents.
 - Flat clips less than two inches in length may be used to hold the hair in place close to the head so long as their placement on the head does not present an increased risk to the player, teammates or opponents.
 - Hair charms are still considered jewelry and are not permitted.

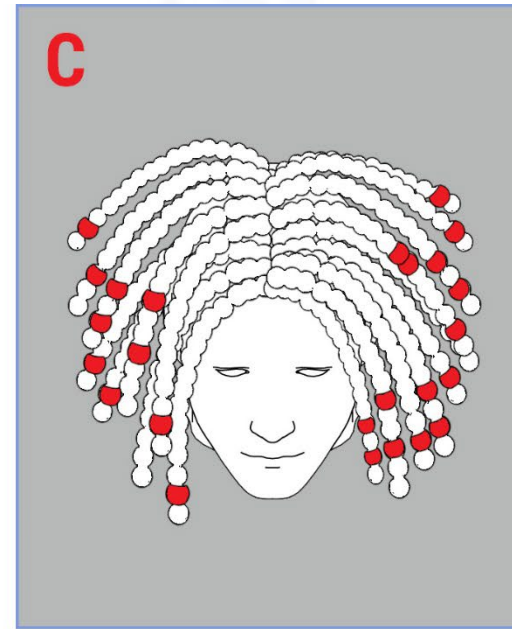
Other Equipment



Not Allowed



Allowed



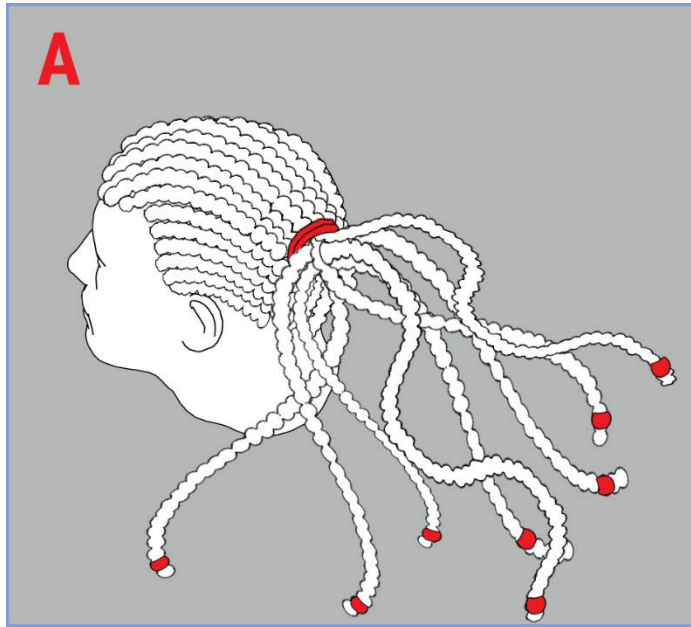
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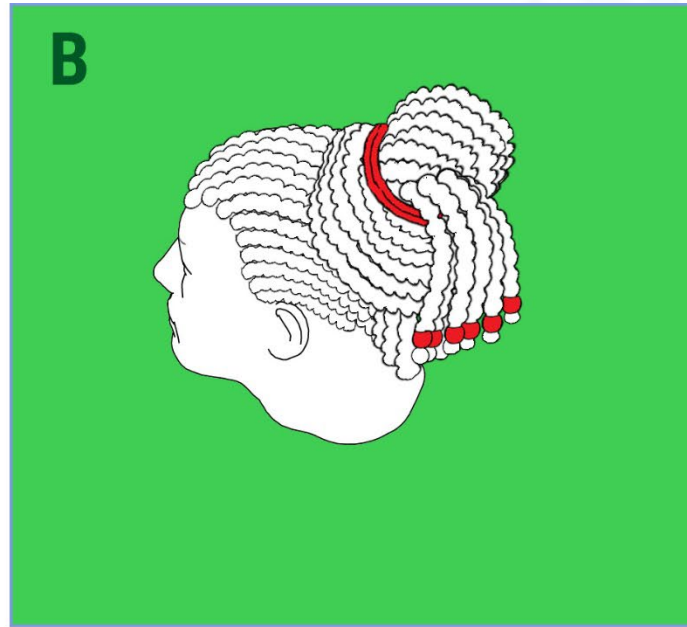
Allowed

In pictures A and C, the hair beads worn by each player are not securely fasten to the head
In pictures B and D, the hair beads worn are securely fastened to the head

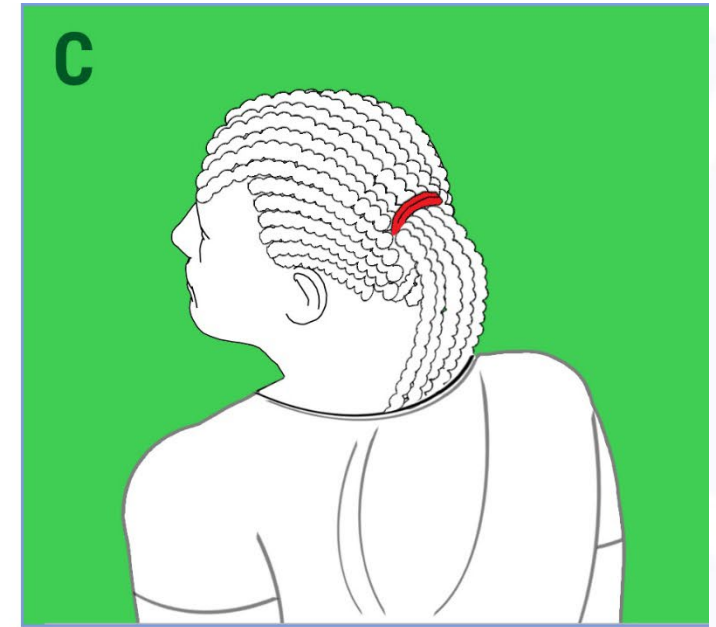
Hair adornment solutions



Not Allowed



Allowed



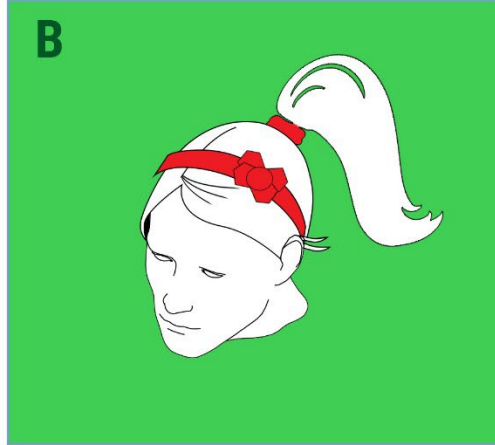
Allowed

In picture A, the player cannot play with the hair adornment in the current position as it is not securely fastened to the head. Players in pictures B and C are allowed.

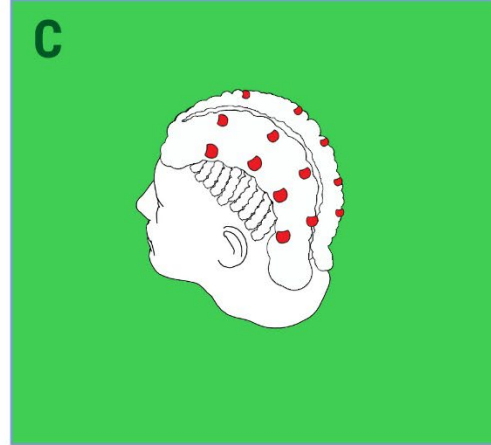
Hair adornment solutions



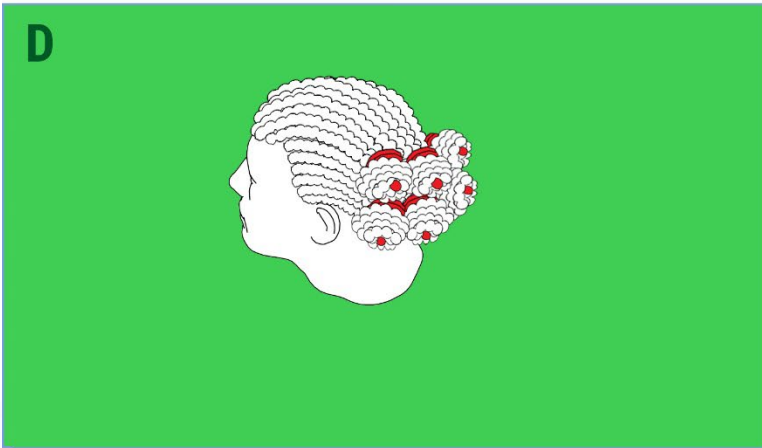
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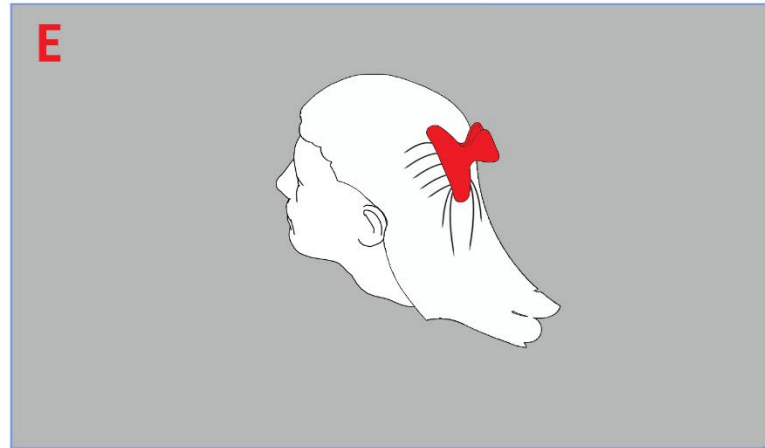
Allowed



Allowed



Allowed



Not Allowed

In pictures A, B, C & D the hair control devices are worn securely fastened and are allowed. In picture E, the hair device is not allowed as it is not securely fastened to the head.

Hair Charms



Hair charms are considered jewelry, and per Law 4 would not be permitted.

Law 4: Player's Equipment

- Medical alert bracelets are allowed, and this information must remain visible. However, to ensure the bracelet does not present a danger to the player or other players, it must be secured to the player with tape, a cloth wristband, or something equivalent taking care to leave the information visible. If a medical device is needed to restrict mobility, protect an injury or support proper alignment to expedite the healing process of a temporary injury, and is hard (cast, splint, etc.) then it is not allowed. If, on the other hand, the protective device is used to provide support, and flexibility or enable an otherwise healthy player to function normally such as a knee brace, prosthesis, hearing aid, insulin pump/monitor, monitoring device, **concussion impact reduction aids such soft header helmets and collars that are age and size appropriate, etc.**, then this would be allowed provided the device was sufficiently padded to prevent injury to the wearer, and other players.



The Referee is the sole judge as to whether or not the individual item in question is permissible to wear in the game

Law 7: The Duration of the Match

3. Allowance for time lost

Allowance is made by the referee in each half for all playing time lost in that half through:

- Substitutions
- (. . .)
- Goal celebrations
- Any other cause, including any significant delay to a restart
(e.g. ~~goal celebrations~~ due to interference by an outside agent)

Law 10: Determining the Outcome of a Match

2. Winning team

- When competition rules require a winning team after a drawn match (...), the only permitted procedures to determine the winning team are:
- Away goals rule
- Two equal periods of extra time not exceeding 15 minutes each
- ~~Kicks from the penalty mark penalties (penalty shoot-out)~~

Kicks from the Penalty Mark is now penalties or penalty shoot-out.
Warnings and cautions are not carried forward for players or team officials.

Law 10: KFTPM (cont.)

During kicks from the penalty mark:

- If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper is warned for the first offence and cautioned for any subsequent offence(s)
- If both the goalkeeper and the kicker commit an offence at the same time, the kick is recorded as missed and the kicker is cautioned

**Please remember we are dealing with youth players
and apply any discipline accordingly**

Law 11: Offside

2. Offside offence

(...)

‘Deliberate play’ (excluding deliberate handball) is when a player has control of the ball with the possibility of:

- passing the ball to a team-mate; or
- gaining possession of the ball; or
- clearing the ball (e.g. by kicking or heading it)

Law 11: Offside (cont'd)

If the pass, attempt to gain possession or clearance by the player in control of the ball is inaccurate or unsuccessful, this does not negate the fact that the player 'deliberately played' the ball.

The following criteria should be used, as appropriate, as indicators that a player was in control of the ball and, as a result, 'deliberately played' the ball:

- The ball travelled from distance and the player had a clear view of it
- The ball was not moving quickly
- The direction of the ball was not unexpected
- The player had time to coordinate their body movement, i.e. it was not a case of instinctive stretching or jumping, or a movement that achieved limited contact/control
- A ball moving on the ground is easier to play than a ball in the air

Law 12: Fouls and Misconduct

Cautions for unsporting behaviour

There are different circumstances when a player must be cautioned for unsporting behaviour, including if a player:

- (...)
- Commits any other offence which interferes with or stops a promising attack, except where the referee awards a penalty kick for an offence which was an attempt to play the ball **or challenge for the ball**

Adding challenge for the ball to SPA and DOGSO

Law 12: Fouls and Misconduct (Cont'd)

3. Disciplinary action

Team officials

Where an offence is committed **by someone from the technical area (substitute, substituted player, sent-off player or team official)** and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction

Clarified that the senior team coach can be sanctioned for unidentified offender in/from the technical area, and cannot be sanctioned for an unidentified player

Law 14: The Penalty Kick

1. Procedure

(...)

The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, ~~without touching the goalposts, crossbar or goal net,~~ until the ball ~~has been~~ is kicked. The goalkeeper must not behave in a way that unfairly distracts the kicker, e.g., delay the taking of the kick or touch the goalposts, crossbar or goal net.

Refresher topics

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GOOD SPORTSMANSHIP

PLAYER DEVELOPMENT



Pre-Game

- Arrive early (20-30 min)
 - In uniform, with required equipment
 - Check the field for any potential safety issues
- Introduce yourself to the coaches
 - Begin establishing the relationship
- Conduct a player safety check
 - Shinguards UNDER the socks
 - **NO JEWELRY**
 - **Earrings CANNOT be taped**
 - **NO EXECPTIONS – no matter how many tears**
- Have a brief pre-game with the referee team
 - Discuss how to work as a team
 - Discuss how to communicate:
 - Follow standard signals
 - Discuss any non-standard signals
- Conduct Coin Toss
 - Winner chooses possession (KO) or field

Direct Free Kicks

1. Kicks or attempts to kick an opponent
2. Strikes or attempts to strike an opponent
3. Trips or attempts to trip an opponent
4. Charges an opponent
5. Jumps at an opponent
6. Pushes an opponent
7. Tackles or challenges an opponent
8. Holds an opponent
9. Handball offense
10. Impedes an opponent with contact

Direct Free Kicks

Offenses common in 10U and younger age groups:

- Pushes an opponent
- Holds an opponent
- Handball offense
- Trips an opponent

Indirect Free Kicks

In OWN Penalty area, the goalkeeper

1. Takes more than six seconds while controlling the ball with their hands, before releasing it from their possession.
2. Touches the ball again with their hands after it has been released from their possession and has not touched any other player.
3. Touches the ball with their hands after it has been *deliberately kicked to them* by a *teammate*.
4. Touches the ball with their hands after they have received it directly from a throw-in taken by a teammate.

Other Players

5. Plays in a dangerous manner
6. Impedes the progress of an opponent without contact
7. Is guilty of dissent, using offensive, insulting or abusive language and/or actions or other verbal offenses
8. Prevents the goalkeeper from releasing the ball from their hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
9. Initiates a deliberate trick for the ball to be passed (including from a free kick or goal kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is penalized if responsible for initiating the deliberate trick
10. Commits any other offense, not mentioned in the Laws, for which play is stopped to caution or send off a player

Indirect Free Kicks

Most common IDFK foul in 10U and younger age groups

Plays in a dangerous manner

Examples:

- A kick high up *when it is dangerous to an opponent.*
- Playing ball from ground *when it unfairly makes it dangerous for opponent to play ball.*

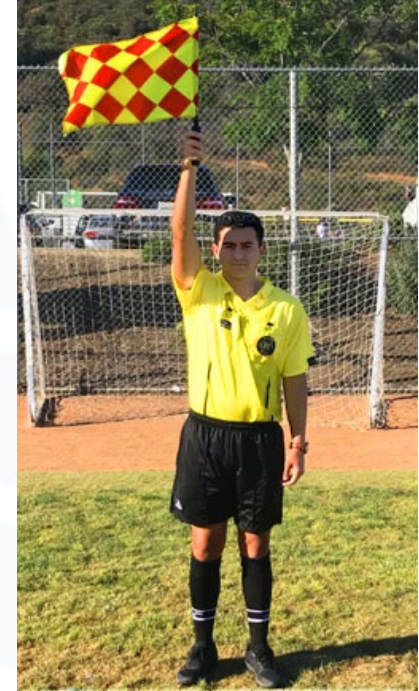
Offside

Elements of offside offense

1. Offside position
 - In the opponents' half of the field*, AND
 - Closer to the opponents' goal line than the ball, AND
 - Closer to the opponents' goal line than the second-to-last opponent.

All three elements MUST be present for a player to be in an offside position.

2. Time of judgment
 - Offside position is judged at the MOMENT the ball is played or touched by a teammate.
3. Active involvement
 - Playing the ball or being touched by it (Interfering with play)
 - Interfering with an opponent
 - Gaining an advantage



AR

Direction of attack

D1

D2

A1

A2

b

a

DECISION

Offside offense: Interfering with play (playing the ball)

AR

← **Direction of attack**

D1

D2

A1

A2

DECISION
NO offside offense

AR

Direction of attack

D1

D2

A2

A1

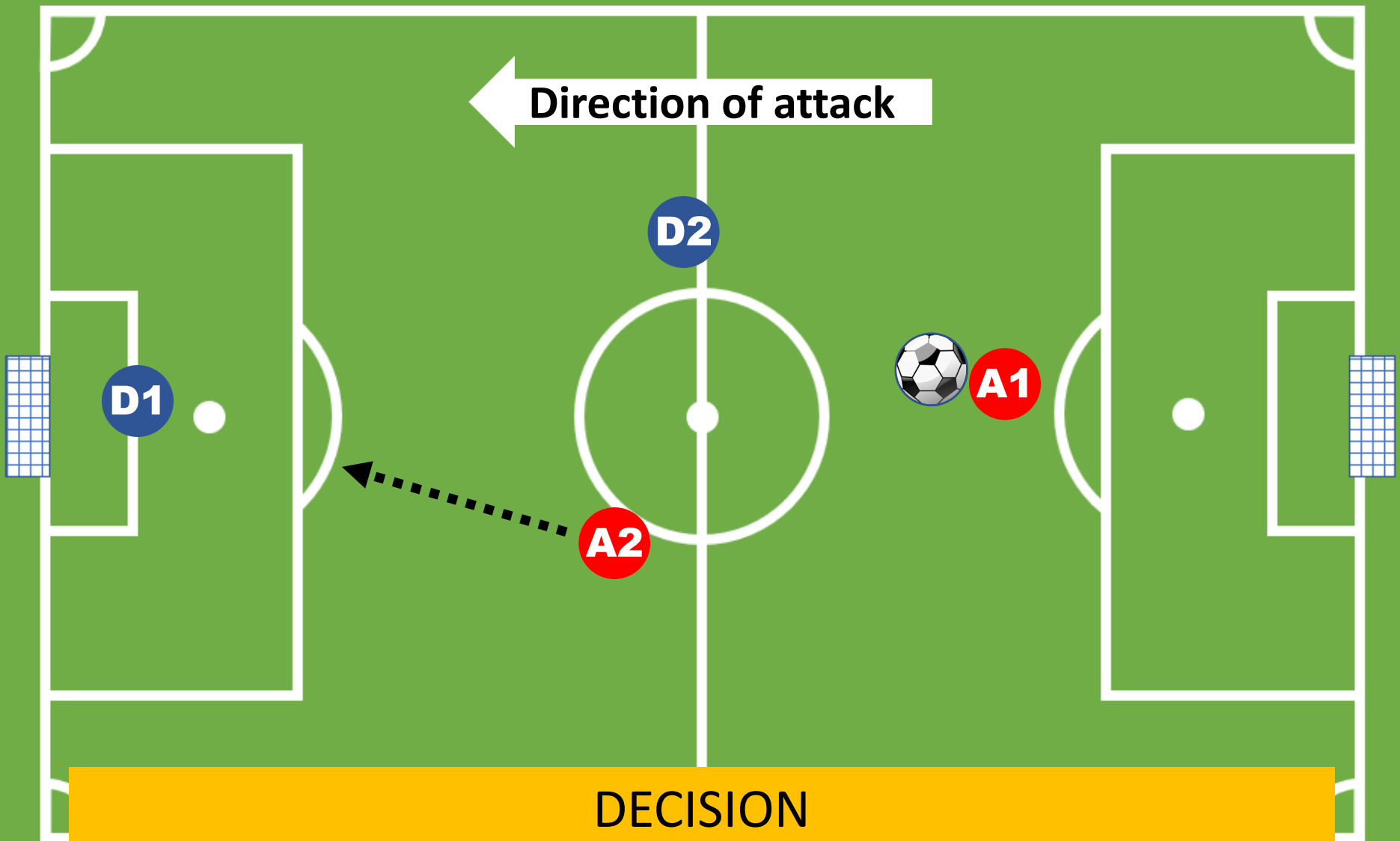
A3

DECISION

Wait and see: who will touch it first?

AR

Direction of attack



DECISION
NO offside offense. Restart with goal kick.

AR



Direction of attack

D2

A1

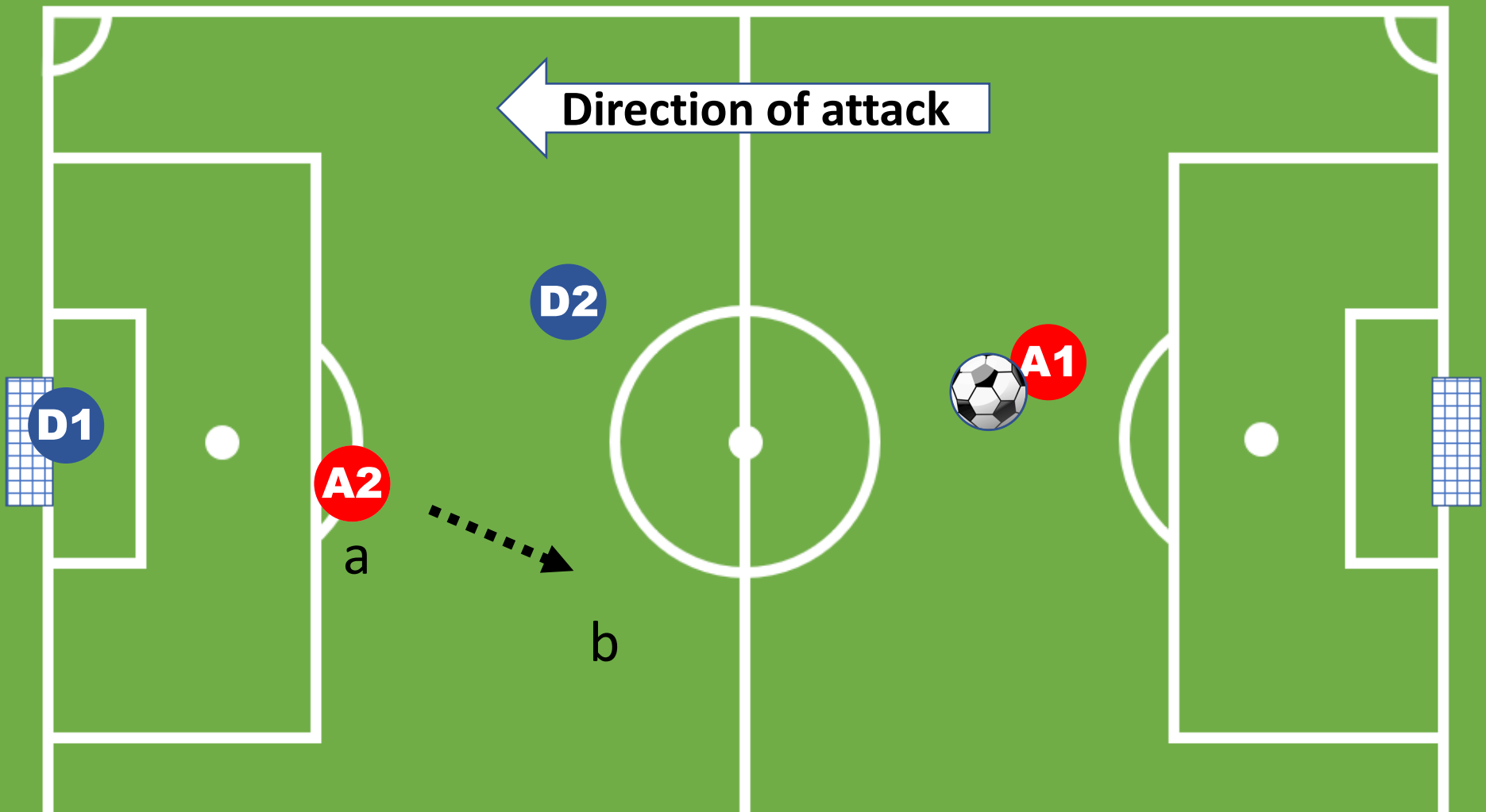
A2

D1

DECISION
NO offside offense

AR

← **Direction of attack**



DECISION
Offside offense: Interfering with play (playing the ball)

AR

← **Direction of attack**

D1

D2

A1

A2

a

b

DECISION

Offside offense: Interfering with play (playing the ball)

AR

Direction of attack

D1

D2

A2

A1

A3

DECISION
NO offside offense

Dropped Ball



DROPPED BALL:

- To restart play for
 - an unusual but neutral reason
 - Injury
 - Dog on the field
 - Stray ball
- If ball was in penalty area or last touched in penalty area, it is dropped to defending goalkeeper.
- Otherwise, ball is dropped to a single player from team that touched it last, from where it was when play was stopped.
- All players at least 4.5 yards away from player taking dropped ball.
- Ball in play when hits ground
- If player kicks ball before it hits ground, ball is dropped again.
- A goal cannot be scored directly from a dropped ball. Ball must touch another player first.

- Supervise team handshakes
- Congratulate referee team and seek feedback
- Complete and sign lineup card.
- Why important?

All AYSO games shall be conducted in accordance with the current FIFA Laws of the Game and decisions of the International Board in effect at a date specified by the area director for his/her area (approximately the time of team formation for a given season), with the exceptions detailed in the AYSO National Rules and Regulations.

Referee Game Report

Date 7-4-76 Time 12:00 Field RB9 Conditions SUNNY
 Home Team/Colors PINK CARSIES / PINK Visiting Team/Colors HORNETS / YELLOW
 Halftime Score 1-0 In Favor Of YELLOW Final Score 4-1 Winning Team PINK

Overall Conduct & Sporting Behavior

Excellent	Normal	Poor	Additional comments:
Players: <input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<u>VERY SUPPORTIVE OF OPPONENTS</u>
Coaches: <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Spectators: <input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
Reference Name (Print): <u>BIBIANA SIZINIAUS</u> Phone/email: _____			
1 st AR (Please Print): <u>SIÂN FLLIS</u> Phone/email: _____			
2 nd AR (Please Print): <u>ESTHER STAVBLI</u> Phone/email: _____			

Preliminary Incident Report

(A more detailed report may be required – Check with your local Administrator)

Disciplinary Action / Significant Injuries / Additional Comments: Please include names and player numbers.

#7, AURORA LONGDOZE, CAME LATE,
SHE OVERSLEPT.

Signatures only needed if additional information is included in the Preliminary Incident Report

Referee's Signature: _____

1st Assistant Referee's Signature: _____

2nd Assistant Referee's Signature: _____

Reorder #CS004-7 REV 4/04

Build Out Line (BOL)

Link to BOL video (8 Min) on Section 1 Referee site

<https://www.ayso1ref.com/mp4/BOL-2019-v31.mp4>

Thank You!!!