



*Online Training:
SAY Playing Rules - Laws*

SECTION 2

Welcome to Section 2 of SAY Soccer's online training course for SAY Soccer Officials. In the second section of the online training course you will be introduced to **What Is Needed To Play**, through the review of the SAY Playing Rules – Laws 1-4

What Is Needed To Play

DIMENSIONS

Recommended field sizes are as follows:

		Touchline Length (Min. - Max.)	Goal Line Width (Min. - Max.)
(1) Passers:	8-U	55 - 65 yards	35 - 45 yards
(2) Wings:	10-U	55 - 65 yards	35 - 45 yards
(3) Strikers	12-U	70 - 80 yards	45 - 55 yards
(4) Kickers:	14-U	80 - 130 yards	50 - 100 yards
(5) Minors:	16-U	80 - 130 yards	50 - 100 yards
(6) Seniors	19-U	80 - 130 yards	50 - 100 yards

- The field of play should be rectangular.
- The longer lines (sidelines) are called Touchlines.
- The shorter lines (end lines) are called Goal Lines (corner to corner).

MARKINGS

- **General**

- The field of play shall be marked with distinctive lines, not more than 5 inches in width.
- Marking must be of some material that is not injurious to eyes or skin.

- **Flags**

- A flag on a post shall be placed at each corner of the field.
- Flag post to:
 - 1) be at least five (5) feet high,
 - 2) be 1/2 inch to 1-1/2 inch in diameter,
 - 3) have a non-pointed top.

MARKINGS

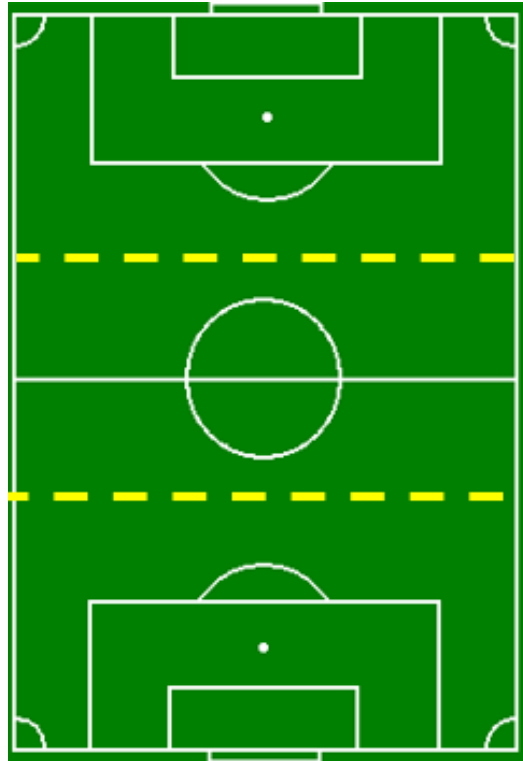
- **The Halfway-Line and Center Circle**

- A Halfway-Line shall be marked joining the midpoint of each Touchline.
- From the midpoint of the Halfway-Line, a Center Circle shall be marked with the following radius:
 - 1) Small-Sided 7v7 Fields - Passers (8-U) & Wings (10-U) – eight (8) yards
 - 2) Small-Sided 9v9 Fields – Strikers (12-U) - eight (8) yards
 - 3) Kickers (14-U), Minors (15-U) & Seniors (19-U) - ten (10) yards

- **The Corner Area**

- A quarter circle with a radius of one (1) yard from shall be drawn inside each of the four corners of the field.

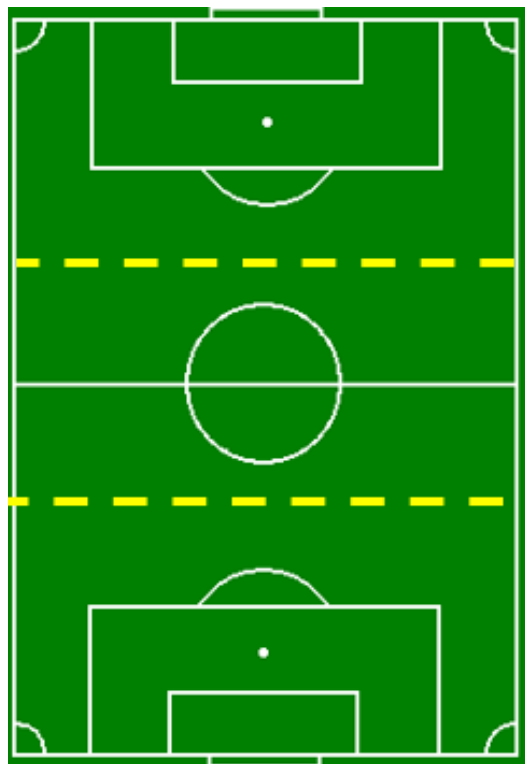
MARKINGS



- **Offside (Build-Out) Lines (Small-Sided 7v7 Fields only)**
 - Offside Lines are also sometimes known as Build-Out Lines.
 - Offside Lines shall be marked across the full field width between each touchline and shall be:
 - parallel to the Halfway-Line,
 - located on each half of the field,
 - located equidistant between the Halfway-Line and the Penalty Area Line.

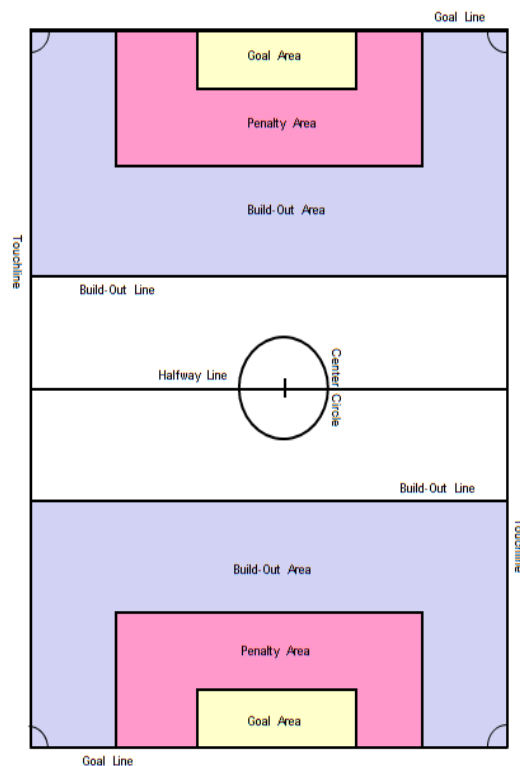
Field Of Play

BUILD-OUT AREAS



- The Build-Out Areas are designated for use on small-sided 7v7 fields.
- The Build-Out Areas shall only be used for Wings (10-U) and Passers (8-U) matches.
- The Build-Out Areas are located on each half of the field:
 - between the Offside Line (or Build-Out line) and the goal line,
 - bounded by the two touchlines.

SMALL SIDED 7v7 FIELDS



PASSERS (8-U) & WINGS (10-U)

Offside Line (or Build-Out Line):

Located equidistant between the halfway line and the Penalty Area line.

Build-Out Area:

Area on the field between the Offside Line (or Build-Out Line) and the Goal Line bounded by the two Touchlines.

THE GOAL AREA

- A Goal Area lines are marked from the inner side of the goal posts such that the outer dimensions of the Goal Area are:
 - six (6) yards from the goal posts along the goal line and into the field for Kickers (14-U) thru Seniors (19-U) resulting in a 20-yards wide by 6-yards deep Goal Area,
 - five (5) yards from the goal posts along the goal line and into the field for small-sided Strikers (12-U) resulting in a 16-yards wide by 5-yards deep Goal Area,
 - two (2) yards from the goal posts along the goal line and four (4) into the field for small-sided Wings (10-U) and Passers (8-U) resulting in an 8-yards wide by 4-yards deep Goal Area.

THE PENALTY AREA

- The Penalty Area lines are marked from the inner side of the goal posts such that the outer dimensions of the Penalty Area are:
 - eighteen (18) yards from the goal posts along the goal line and into the field for Kickers (14-U) thru Seniors (19-U) resulting in a 44-yards wide by 18-yards deep Penalty Area,
 - fifteen (15) yards from the goal posts along the goal line and fourteen (14) yards into the field for Strikers (12-U) resulting in a 36-yards wide by 14-yards deep Penalty Area,
 - ten (10) yards from the goal posts along the goal line and twelve (12) yards into the field for Wings (10-U) and Passers (8-U) resulting in a 24-yards wide by 12-yards deep Penalty Area.

THE PENALTY MARK

- A Penalty Mark shall be a spot no larger than nine (9) inches in diameter located opposite the center of the goal and:
 - twelve (12) yards from the goal line for Kickers (U-14), Minors (U-16) and Seniors (U-19),
 - ten (10) yards for Strikers (U-12), Wings (U-10) and Passers (U-8).
- From the center of the Penalty Mark, a Penalty Arc shall be marked outside the Penalty Area having a radius of:
 - ten (10) yards for Kickers (U-14), Minors (U-16) and Seniors (U-19),
 - eight (8) yards for Strikers (U-12), Wings (U-10) and Passers (U-8)

THE GOALS

- The goals are placed at the midpoint of each goal-line with each upright the same distance from the corner flag.
 - For Kickers (U-14) thru Seniors (U-19) the goals are twenty-four (24) feet wide by eight (8) feet high.
 - For Strikers (U-12) the goals are eighteen (18) feet wide by six (6) feet high.
 - For Wings (U-10) and Passers (U-8) the goals are twelve (12) feet wide by to six (6) feet high.
- The back edge of the goal posts shall be in line with the outside edge of the goal line.
- Uprights and crossbar should have the same width.
- Goal nets shall be attached to the post and crossbar and fastened to the ground in such a manner as to not interfere with the goalkeeper.
- **For safety reasons, the goals, including those that are portable, must be anchored securely to the ground.**

FIELD CONDITIONS

- The goal line should be the same width as the depth of the goal posts.
- Goals should be painted white.
- All markings are part of the areas they enclose.
- If a crossbar becomes damaged and falls, or is in danger of falling, it must be removed:
 - Games may continue with the approval of both coaches.
 - The Referee's judgment will determine whether any particular shot would have been under the crossbar, had one been there.
- If the field is not adequately lined or if there are no nets on the goals, the game may proceed to the best of the Referee's judgment.
- If the Referee determines the field to be unsafe for play, the game shall be abandoned.

THE BALL

- The ball must be SAFE (The Referee makes this decision).
- Every ball used in a game must be inspected by the Referee(s).
- The ball should be properly inflated.
- The ball will not be changed during the game without the approval of the Referee(s).
- If the ball bursts or becomes defective during the course of a match:
 - the match is stopped
 - The match is restarted with a dropped ball in accordance with **Law 8**.

BALL SIZE

- The ball shall be spherical.
- The table below describes what size ball is used for each age group.

<u>AGE</u>	<u>SIZE</u>
Passers (8-U)	3
Wings (10-U)	4
Strikers (12-U)	4
Kickers (14-U)	5
Minors (16-U)	5
Seniors (19-U)	5

STANDARD FULL-SIDED GAMES

- Full-sided (11v11) **SAY Playing Rules** will be used in the Kickers (14-U), Minors (16-U) and Seniors 19-U) age divisions.

STANDARD SMALL-SIDED GAMES

- Small-sided (9v9) **SAY Playing Rules** will be used in the Strikers (12-U) age division.
- Small-sided (7v7) **SAY Playing Rules** will be used in the Passers (8-U) and Wings (10-U) age divisions.

NON-STANDARD TEAM SIZES

- Leagues may opt to vary the size of teams requiring games to be played using less than or more than the standard number of players for an age group.
- In all games using the designated standard number of players (or not) the following relevant criteria are to be used:
 - **11v11 games:** not more than eleven (11) players, and not fewer than seven (7) players
 - **10v10 games:** not more than ten (10) players, and not fewer than six (6) players
 - **9v9 games:** not more than nine (9) players, and not fewer than six (6) players,
 - **8v8 games:** not more than eight (8) players, and not fewer than five (5) players,
 - **7v7 games:** not more than seven (7) players, and not fewer than five (5) players,
 - **6v6 games:** not more than six (6) players, and not fewer than four (4) players.
- **The number of players allowed in a game for each team includes the goalkeeper.**

PLAYERS

- A player is a team member who has been given permission by the Referee to be in the game and has entered the field-of-play.
- One of the players **must** be the goalkeeper.
- All other team members are substitutes.

SUBSTITUTIONS

- Both teams may substitute any number of players, but only with the permission of the Referee:
 - 1) on a goal kick
 - 2) after a goal
 - 3) during an extended time out (as for an injury)
 - 4) between periods
 - 5) when the Referee stops the game to issue a caution or a send-off.
- On a throw-in the team in possession of the ball may substitute any number of players.
 - If the team in possession of the ball chooses to substitute, the opposing team may also substitute any number of players.
 - If the team in possession of the ball chooses not to substitute, the opposing team may not substitute any players.

SUBSTITUTIONS

- On a throw-in the team in possession of the ball may substitute any number of players.
 - If the team in possession of the ball chooses to substitute, the opposing team may also substitute any number of players.
 - If the team in possession of the ball chooses not to substitute, the opposing team may not substitute any players.
- A substitute becomes a player only upon entering the field-of-play after being acknowledged by the Referee.
- At the moment a substitute becomes a player, the teammate being replaced becomes a substitute (no matter whether on or off the field-of-play).

INFRINGEMENTS & SANCTIONS

- Any substitute entering the field of play without the permission of the Referee, or any substitute who interferes with play whether by entering or leaving the field-of-play shall be subject to punishment for illegal substitution.
- If the infraction is noted while the ball is in play, the Referee shall stop play.
- Play is to be restarted with an indirect free kick (IFK) against the offending team at the location where the ball was when play was stopped.
- Whether or not the ball is in play, the substitute(s) shall be cautioned, shown a yellow card and removed from the field-of-play.



STEP 1 – Stop Play

STEP 2 – Caution Substitute, Show Yellow card



STEP 3 – Play Is Restarted With An Indirect Free Kick

GOALKEEPER CHANGE

- During the progress of the game, the Referee must be notified specifically before the Goalkeeper is changed (except when change is made between periods).
- Any player on the field changing places with the goalkeeper without the permission of the Referee while the ball is in play, shall be subject to punishment for improper change.
- Play is not stopped immediately.
- At the next stoppage of play, the Referee will caution both players.



SENT-OFF PLAYERS

- A player ejected after the game starts may not be replaced.
- The team will play short-handed the remainder of the game.
- The player must be allowed to stay in the bench area and shall not be sent away from the field.

INSPECTION

- Prior to any game the Referee shall inspect the player's equipment and prevent any player whose equipment does not conform to the requirements of this **Law** from playing until such time as it does comply.

SAFETY

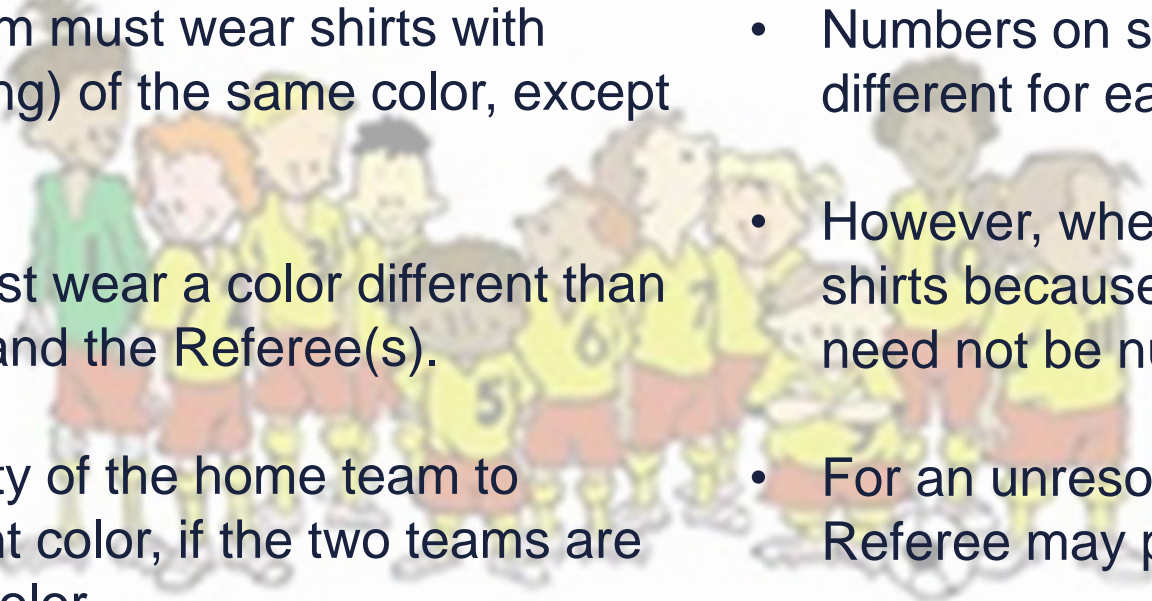
- A player shall not wear anything which is dangerous to any other player or themselves.

BASIC EQUIPMENT

- The basic compulsory equipment to be worn by a player shall consist of:
 - **Shirt**
 - **Shorts**
 - **Socks**
 - **Shin-guards**
 - **Shoes**
- Shoes and shinguards must be **SAFE**.



UNIFORM SHIRTS

- 
- A cartoon illustration of a soccer team consisting of ten players and one referee. The players are wearing yellow jerseys with red shorts, and the referee is wearing a green jersey and red shorts. They are standing in a line on a grassy field.
- All players on a team must wear shirts with sleeves (short or long) of the same color, except the goalkeeper.
 - The goalkeeper must wear a color different than that of either team and the Referee(s).
 - It is the responsibility of the home team to change to a different color, if the two teams are wearing the same color.
 - Numbers on shirts are required and must be different for each player.
 - However, when a team must wear alternate shirts because of a color conflict, such shirts need not be numbered.
 - For an unresolved color conflict, the Referee may permit the game to proceed.

SHINGUARDS

- Shin guards shall:
 - be made of a suitable material (rubber, plastic, or similar substances)
 - provide a reasonable degree of protection
 - be covered entirely by the socks.



FOOTWEAR

- Shoes that meet the following criteria are typically considered to be legal:
 - those made by well-known manufacturers and designated as soccer footwear
 - gym shoes
 - any type of shoe that has any number of cleats
 - shoes with cleats that are made of rubber, plastic or metal that have no sharp edges.
- Shoes shall be properly tied (or otherwise appropriately fastened).



PERSONNAL EQUIPMENT

- **Illegal equipment:** The following shall be considered examples of illegal equipment and shall not be worn by any player:
 - shin-guards with exposed sharp edges
 - jewelry or watches
 - face or spectacle guards
 - helmets of hard material,
 - any type of cast or splint (other than so-called inflated "air" casts or splints), even though covered with soft padding
- **Illegal equipment:** The following shall also be considered examples of illegal equipment and shall not be worn by any player:
 - knee brace(s) - unless wrapped and covered with soft padding and approved by the Referee
 - cleats with sharp edges
 - foreign objects in the mouth (such as gum or ice), other than internal orthodontic devices.

PERSONAL EQUIPMENT

- **NOTE:** The previous examples are not intended to be all-inclusive.
 - The Referee may determine other equipment to be illegal or dangerous.
 - The items listed above are considered to be illegal equipment (except as noted) at all times.
- Use of these items shall not be permitted at any time, even by agreement between the coaches and the Referee.

PUNISHMENT

- For any infringement of this **Law 4**, the player shall be instructed by the Referee to immediately:
 - adjust their equipment or
 - obtain missing equipment, or
 - leave the field-of-play to do so, if correction on the field is deemed to be impractical.
- A player who has been instructed to leave the field-of-play shall not return without first reporting to the Referee (or an Assistant Referee), who shall determine that the player's equipment is in order.
- The player shall only re-enter the game at a moment when the ball has ceased to be in-play and only with the Referee's permission.

PERSONALL EQUIPMENT

- **Legal Equipment:** The following shall be considered examples of legal equipment, and as such may (except as noted) be worn by any player:
 - soft head wear such as knit cap
 - goalkeepers may wear gloves
 - a soft-billed cap or a properly fitted and fastened safety helmet, made of foam or other soft material hearing aids
 - eyeglasses, with or without strap
 - contact lenses soft gloves
 - warm-up suit, hooded sweatshirts, sweatpants and similar soft apparel - but only if worn under the player's uniform.

