



# NASA TOPHAT SOCCER

## LAWS OF THE GAME



The Rules of Play used will be the "FIFA Laws of the Game", as modified by the US YOUTH SOCCER Official Administrative Rulebook and those modifications contained herein (if not listed below, FIFA Laws of the game apply).

**All age divisions:** No one (Spectators or Participants) shall be behind the goal line (end line) at each of the corner flags.

**All Spectators:** will sit opposite of coaches/players on the touch lines (sidelines).

Listed below are the "Laws of the Game" that apply to the age-appropriate age division.

### Coaches:

1. U4-U8, one coach may be on the field with their team, but not to impede play.
2. U10 and above, may walk from corner flag to midline, but not cross either.
3. If coaches are giving instruction to an official in a negative manner, the official has the right to enforce the "seatbelt" rule. No walking the sidelines and must be seated on the bench, only getting up to tend an injury.
4. Any coach who is awarded the "seatbelt" rule, has earned the entire coaching team to adhere to the "seatbelt" rule **(NO EXCEPTIONS)**.
5. No more than 3 team personnel on the team side, per team. (coaches, trainer, team manager).

**ALL Present Players:** Play a minimum of 50% of each game. With exception to illness or injury.

AGE GROUP	GAME LENGTH	SIZE OF BALL	# OF PLAYERS ON FIELD	# OF PLAYERS TO START GAME	PLAYING TIME (EACH GAME)	SUBSTITUTIONS
U4/U5	30-min	3	3v3	2	50%	Unlimited
U6	4 - 12 min. Quarters	3	4v4	2	50%	Unlimited
U7/U8	4 – 12 min. Quarters	3	4v4	3	50%	Unlimited Per Consent of Ref
U9/U10	2 – 25 min. halves	4	7v7	5	50%	Unlimited Per Consent of Ref
U11/U12	2 – 30 min. halves	4	9v9	6	50%	Unlimited Per Consent of Ref
U14	2 – 35 min. halves	5	11v11	7	50%	Unlimited Per Consent of Ref
U16	2 – 40 min. halves	5	11v11	7	50%	Unlimited Per Consent of Ref
U19	2 – 45 min. halves	5	11v11	7	50%	Unlimited Per Consent of Ref

1. Substitutions (for U6 - U12).
  - a. for any small-sided less than 11 v 11 games, subs should be permitted at any stoppage with the permission of the referee.
2. Substitutions, consent of referee at following times (for U13 -U19).
  - a. Prior to throw-in your favor.
  - b. Prior to goal-kick by either team.
  - c. After a goal, by either team.
  - d. After an injury and the Referee has stopped play. Not just for the injured player.
  - e. At Half-Time.
  - f. After a Caution (yellow card) or Send Off (red card) by either team.

A sent off player cannot be substituted, and that team will play with one player down.



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AGE GROUP	GOALKEEPERS	SLIDE TACKLING	HEADING THE BALL	REFEREE(S)	OFFSIDE LAW	FREE KICKS
U4/U5	NO	NO	NO	Coaches	NO	Indirect
U6	NO	NO	NO	Coaches	NO	Indirect
U7/U8	NOT IN LEAGUE PLAY	NO	NO	Coaches	NO	Indirect
U9/U10	YES, NO ROYAL OR WHITE SHIRT	YES	NO	YES	YES	Direct/Indirect
U11/U12	YES, NO ROYAL OR WHITE SHIRT	YES	YES	YES	YES	Direct/Indirect
U14	YES, WEAR DIFFERENT COLOR THAN BOTH TEAMS PLAYING	YES	YES	YES	YES	Direct/Indirect
U16	YES, WEAR DIFFERENT COLOR THAN BOTH TEAMS PLAYING	YES	YES	YES	YES	Direct/Indirect
U19	YES, WEAR DIFFERENT COLOR THAN BOTH TEAMS PLAYING	YES	YES	YES	YES	Direct/Indirect

- **Headers:** All 12U & 14U players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 20 headers per player, per week. **NO HEADERS AT U11, Heading is allowed at the U12 Division.**
- **Headers:** Deliberate or accidental headers will not be allowed (referee discretion on “deliberate”). An indirect free kick will be awarded to the opposing team. If in goal area, ball will be placed to the nearest line outside of that area.

### In the U10 Division (7v7):

1. The goalkeeper must be given at least as much time in each game as a field player as he/she plays at Goalkeeper (a player cannot play goalkeeper an entire game at this level).

### Build-Out Lines (For U8, Kicks from the “goal” area) for U10, see below:

1. The build-out line promotes learning how to play out of the back in a less pressured setting.
2. When the goalkeeper has the ball in his or her hand hands during play from the opponent, the opposing team must move behind the build-out line until the ball is put into play.
3. Once the opposing team is behind the build-out line, the goalkeeper can pass, throw or roll the ball to a teammate.
4. **Punts and drop kicks are not allowed for U10 and younger age divisions.**
4. After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.
5. 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.
6. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the offense occurred.
7. The build-out line will also be used to denote where offside offenses can be called.
8. Players cannot be penalized for an offside offense between the halfway line and the buildout line.
9. Players can be penalized for an offside offense between the build-out line and the goal line.

### Build-Out Line Application:

1. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the buildout line.
2. However, the goalkeeper can put the ball into play sooner but he or she does so accept the positioning of the opponents and the consequences of how play resumes.
3. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build-out line prior to the ball being put into play.
4. Coaches are responsible for addressing these types of issues with their players.
5. Referees can manage the situation with misconduct if deemed appropriate.
6. Referees should be flexible when enforcing the 6-second rule and counting the time of possession should only begin when all opponents have moved behind the build-out line.