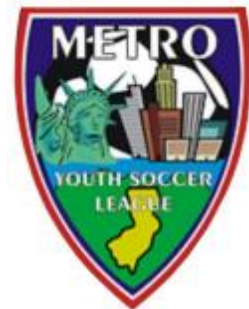




NJ YOUTH SOCCER POLICY MODIFICATIONS TO THE LAWS OF THE GAME

Fall 2021



MODIFICATIONS TO THE LAWS OF THE GAME

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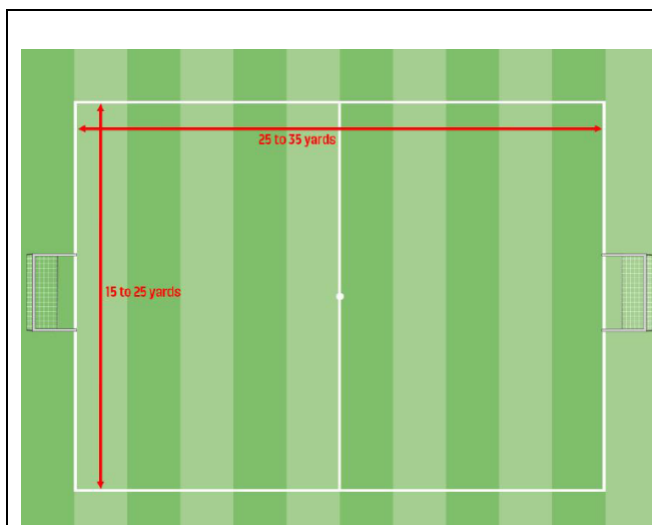
1 INTRODUCTION & PURPOSE

The purpose of this document is to provide clear communication to youth soccer travel leagues in New Jersey, and recommendations for recreation programs, on the modifications to the Laws of the Game (LOTG) to be utilized when participating in travel league sanctioned travel events. The Laws of the Game are established by IFAB and modified on a yearly basis. US Soccer has the authority to modify Laws of the Game for youth and amateur matches. The modifications listed herein do not cover futsal or other forms of soccer.

2 MODIFICATIONS TO THE LAWS OF THE GAME

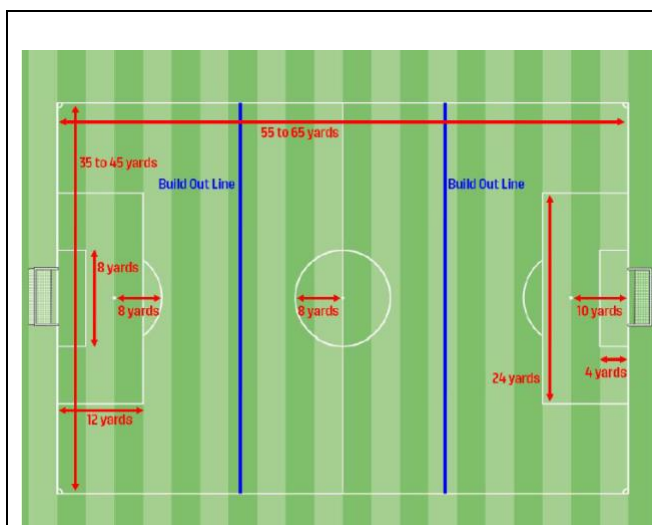
2.1 Law 1: The Field of Play

2.1.1 US Soccer PDI 4v4 Field



Field: 25-35 yards (length) x 15-25 yards (width)
Max Goal Size: Height 4' x Width 6' anchored
Corner Flags: Not needed (there is no corner arc). Goal kicks and corner kicks taken in general vicinity of the respective goal or corner.
Goal size: Height 4' x Width 6'
Goal area: None
Penalty area: None
Penalty Arc & Center Circle: None
Penalty spot: None
Build out line: None

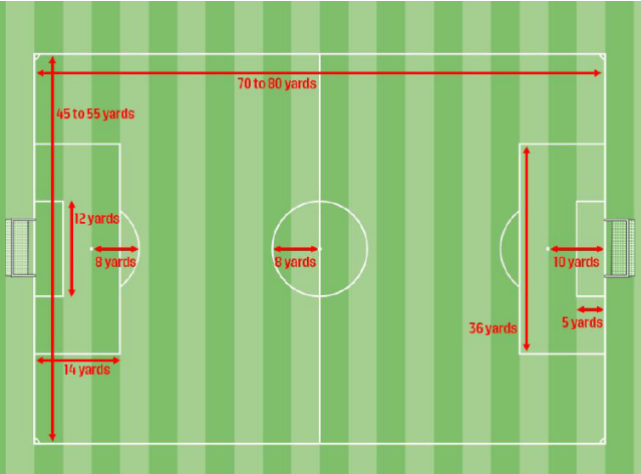
2.1.2 US Soccer PDI 7v7 Field



Field: 55-70 yards (length) x 35-45 yards (width)
Max Goal size: 7v7 Height 6.5' x Width 18.5' anchored
Goal area: 4 yards (length) x 8 yards (width)
Corner flags: Yes (but not required)
Penalty area: 12 yards (length) x 24 yards (width)
Penalty Arc & Center Circle: 8-yards
Penalty spot: 10-yards
Build out line: Yes, marked equidistant between the penalty area line and halfway line.

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2.1.3 US Soccer PDI 9v9 Field



Field: 70-80 yards (length) x 45-55 yards (width)
Max Goal size: 9v9 Height 7' x Width 21' anchored
 Recommended: Height 6.5'x Width 18.5' anchored
Goal area: 5 yards (length) x 12 yards (width)
Corner flags: Yes (but not required)
Penalty area: 14 yards (length) x 36 yards (width)
Penalty Arc & Center Circle: 8-yards
Penalty spot: 10-yards
Build out line: None

2.1.4 US Soccer PDI 11v11 Field

No changes from the Laws of the Game for the maximum or minimum size or layout for an 11v11 field.

2.2 Law 2: The Ball

The size of the ball shall be modified based upon the Age Group playing.

Age Group	Ball Size
13U – 19U (11v11)	5
11U – 12U (9v9)	4
8U – 10U (7v7)	4
6U – 7U (4v4)	3

2.3 Law 3: The Players

2.3.1 Travel Player Passes

- a) Players must be noted on the game day roster and present a player pass
 - to the competition authority in the manner required (e.g. digital check-in or physical pass) or
 - In the absence of a neutral competition representative, the competition authority may delegate the credential check to the Referee prior to entering the game.
- b) Validated passes are required for each player and coach who appear on are active on a team roster is required, in accordance with the travel league member policies.

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2.3.2 Roster Size and Number of Field Players

Travel Leagues set the maximum game day roster size based upon the Division (Age) of Play

Age of Play	Maximum Game Day Roster Size	Maximum # of Field Players	Minimum # of Field Players
13U – 19U (11v11)	18	11 (10+ goalie)	7 (6+ goalie)
11U – 12U (9v9)	16	9 (8+ goalie)	6 (5+ goalie)
8U – 10U (7v7)	14	7 (6+ goalie)	5 (4+ goalie)
6U – 7U (4v4)	10	4	4

2.3.3 Substitutions

2.3.3.1 Number of Substitutions

Substitutions shall be unlimited except where specified otherwise in the rules and regulations defined within the local competition authority.

2.3.3.2 Timing of Substitutions

1. Substitutions can occur at any stoppage of play and with the consent of the referee except where specified otherwise in the rules and regulations defined.
2. Unrestricted substitutions are provided by either team after a goal, end of the half, goal kick, before a drop ball, and injuries.
3. Coaches are reminded that players should be “up and ready” when requesting substitutions.

2.3.3.3 Leaving the Field of Play

Unless otherwise directed by the referee, a player who is being substituted must leave the field by the nearest point on the touchline of the player’s Team Technical area. In all cases, the Player’s safety and separation from the opponent and opponent’s fans should be considered when a Referee instructs a player on where to leave the field.

2.4 Law 4: The Player’s Equipment

A player must not use equipment or wear anything which is dangerous to himself or another player. The US Soccer assigned referee is the authority.

2.4.1 Uniforms

Travel Leagues recommend that the home team wears its dark uniform and the visiting team wears its light uniform to avoid conflict and need for changing on site. In the event of uniform conflict, the home team should be prepared to change its uniforms.

2.5 Law 5: The Referee

The age-based framework should be followed and is recommended by the New Jersey State Referee Committee. No referee is required for 4v4 competition.

2.6 Law 6: The Other Match Officials

Diagonal system of control will be used in all matches. A volunteer who helps the Referee when there are no Assistant Referees available:

- Shall help when the ball is in touch (out of play) by raising the flag, and shall not perform any other duty
- Shall not coach and should not be vocal throughout the match

MODIFICATIONS TO THE LAWS OF THE GAME

2.7 Law 7: The Duration of Match

2.7.1 *NJYS guidelines are as follow unless specified otherwise in the rules and regulations defined within the local competition authority.*

Age Group	Time	Halftime (breaks)
17U - 19U (11v11)	2 forty-five (45) minute halves	10 to 15 minutes
15U - 16U (11v11)	2 forty (40) minute halves	10 minutes
13U - 14U (11v11)	2 thirty-five (35) minute halves	10 minutes
11U - 12U (9v9)	2 thirty (30) minute halves	10 minutes
8U - 10U (7v7)	2 thirty (30) minute halves	10 minutes
6U - 7U (4v4)	4 ten (10) minute quarters	5 minutes

*(*Northern Counties Soccer Association hosts 4v4 competition at 8U.)*

2.7.2 *Referees shall include instructions, if applicable, to coaches on the timing of “cooling” breaks and/or “drinks” breaks prior to each half.*

- “cooling” breaks (60 secs — 3 mins) to allow the player’s body temperature to fall
- “drinks” breaks (max 1 min) for player hydration

2.8 Law 8: The Start and Restart of Play

2.8.1 4v4 Modifications

In the 4v4 game, “Kick-ins” and “dribble-ins” are acceptable forms of restart when the ball is out of play. Free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play.

- 4v4 Kick-ins and/or dribble-ins are acceptable
- If used, all Kick-ins are in-direct

2.9 Law 9: Ball In and Out of Play

No NJYS Modifications at this time.

2.10 Law 10: Method of Scoring

No NJYS Modifications at this time.

2.11 Law 11: Offside

Number of Players	Offside	Determination line
13U – 19U (11v11)	Yes	Center line (no change)
11U – 12U (9v9)	Yes	Center line (no change)
8U – 10U (7v7)	Yes	Build out line
6U – 7U (4v4)	No	Offside shall not be called

2.11.1 9v9 and 11v11

No modifications at this time.

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2.11.2 7v7

- The **build out line** on the attacking half of the field shall denote where an offside offense may be called.
- Players cannot be penalized for an offside offense when on the attacking half of the field between the halfway line and the buildout line.
- Players may only be penalized for an offside offense when on the attacking half of the field between the build out line and the opposing goal line when the ball is last played by a teammate.

2.11.3 4v4 Game

- Offside shall not be enforced.

2.12 Law 12: Fouls and Misconduct

2.12.1 Heading

Number of Players	Deliberate heading in games
13U – 19U (11v11)	Allowed
12U (9v9)	Allowed*
11U (9v9)	Not allowed*
9U – 10U (7v7)	Not allowed*
6U – 8U (4v4)	Not allowed*

Notes:

*See your member league for rules on how violations during games are implemented.

*In a controlled and individual environment (where heading is an isolated skill being taught away from any form of opposition or other aspects of the game), the use of lightweight balls (foam, balloon, etc.) would be acceptable for teaching heading technique.

2.12.2 Goalkeeper Punting

2.12.2.1 9v9 and 11v11

Goalkeeper punting is permitted at 9v9 (11U – 12U) and 11v11 (13U – 19U).

At 9v9, goalkeeper from the defending penalty area cannot distribute the ball directly (not touched by another player) into the opponents' penalty area. If this infraction occurs, the restart will be an indirect free kick (IDK) at the halfway line (midfield).

2.12.2.2 7v7

Goalkeeper punting or dropkicking after a save is not permitted at the 7v7 level (9U-10U). If a goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded to the opponent and taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

2.12.2.3 4v4

Goalkeepers are not permitted at the 4v4 level.

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2.13 Law 13: Free Kicks

2.13.1.1 Encroachment (Proper distance from a direct or indirect free kick)

Age Group	Number of players	Encroachment
13U – 19U (11v11)	11v11	10 yards
11U – 12U (9v9)	9v9	8 yards
8U – 10U (7v7)	7v7	8 yards
6U – 7U (4v4)	4v4	3 yards

2.13.1.2 4v4 Game

All free kicks are indirect.

2.14 Law 14: Penalty Kicks

The spot from which a penalty shall be taken is modified for the 9v9 and 7v7 games.

Age Group	Number of players	Penalty Mark
13U – 19U (11v11)	11v11	12 yards (no change)
11U – 12U (9v9)	9v9	10 yards
8U – 10U (7v7)	7v7	10 yards
6U – 7U (4v4)	4v4	No penalty kicks

2.15 Law 15: Throw-in

2.15.1 9v9 and 11v11 Game

No modifications at this time.

2.15.2 7v7 Game

Travel leagues recognizes that some competitions may permit a second attempt at a throw-in for the U9 and U10 ages.

2.15.3 4v4 Game

In the 4v4 game “Kick-ins” and “Dribble-ins” are acceptable forms of restarts as an alternative to a Throw-in. If used, all “Kick-ins” are indirect. Local competition authorities should specify the method of restart from the touchline.

2.16 Law 16: Goal Kick

2.16.1 11v11 and 9v9

No modifications at this time.

2.16.2 7v7 (Build-out line)

Travel leagues have approved the US Soccer Player Development Initiative for the use of build out lines at the 7v7 level (*i.e.*, U9 and U10).

- On a goal kick or when the goalkeeper has the ball in his or her hands during play from the opponent, the opposing 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).
- There are variations by League as to when the opposing team can cross the build out line and play resumes as normal after the ball is put into play by the goalkeeper or by goal kick. Refer to League rules for details.

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2.16.2.1 7v7 Build out Line Practical Applications

- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes
- 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
- Coaches are responsible for addressing these types of issues with their players
- Referees can manage the situation with misconduct if deemed appropriate.
- 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.

2.16.3 4v4

Goal kicks shall be taken in the general vicinity of the respective goal.

2.17 Law 17: Corner Kick

No modifications at this time.

2.17.1 4v4

Corner kicks shall be taken in the general vicinity of the corner.