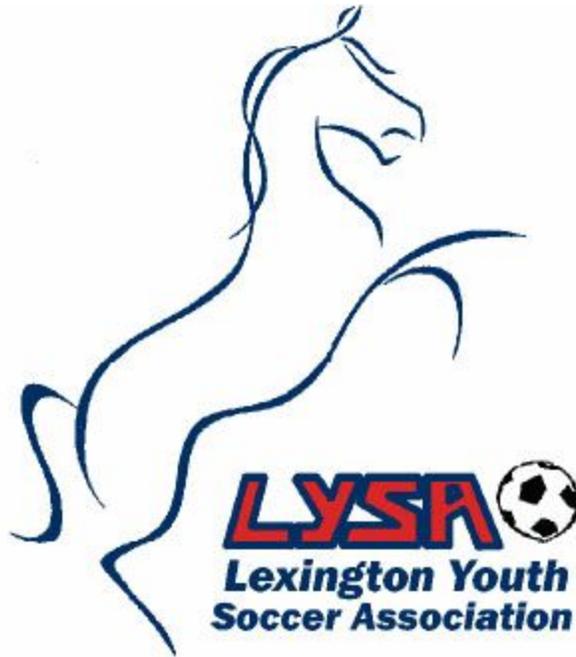


# **Simplified Soccer Rules with LYSA Exceptions**



## **Preface**

The seventeen laws of soccer provide the foundation of the game. Teaching players the rules of the game is an important part of coaching. This simplified version of the rules is intended to cover most situations that arise in games. It also contains the LYSA exceptions to the rules that have been developed to adapt the rules to youth play. The complete text of the rules is contained in Laws of the Game which is published annually by FIFA. If you are interested in learning more about the rules, we urge you to become certified as a referee. Male pronouns are used in this booklet for the purpose of simplicity and apply to both genders. It is not intended to slight the growing number of female players, coaches, and referees.

## **Revisions**

- 1) Edition revised - multiple Rules, multiple pages - August, 2004
- 2) LYSA Offside Exceptions - Rule 11 - added U10 plays without Offside Rule - August, 2005
- 3) LYSA Number of Players - Rule 3 - added small-sided and full-sided details by age group, March, 2006
- 4) LYSA Number of Players - Rule 3 - added substitutions allowed on throw-in when both teams have subs- March ,2006
- 5) LYSA Offside Exceptions - Rule 11 - added U08 & U10 penalty for flagrant disregard of the no offside rule - January, 2007
- 6) Multiple revisions, multiple pages - January 2017

## **Law 1 - The Field of Play**

### **LYSA Exceptions**

#### **Markings**

Field of Play for Under 5, Under 6 and Under 8

- Penalty Area: None
- Goal Area: 3 yards x 8 yards
- Penalty Mark: None

Field of Play for Under 10 Age Groups:

- Penalty Area: 24 yards by 12 yards
- Goal Area: 8 yards by 4 yards
- Penalty Mark: 10 yards

Other markings determined by LYSA Director of Fields

#### **Coaches**

- Coaching Areas shall be restricted to the area along and a minimum of two (2) yards outside the touchlines.
- Coaches and players from both teams shall use the side of the playing field opposite the spectators. During games, the coaching staff shall be limited to a maximum of two (2).
- **In U5/U6 and U8:** One coach for each team may be on their own end of the field when no referee is present. Each coach will serve as an official when no referee is present.

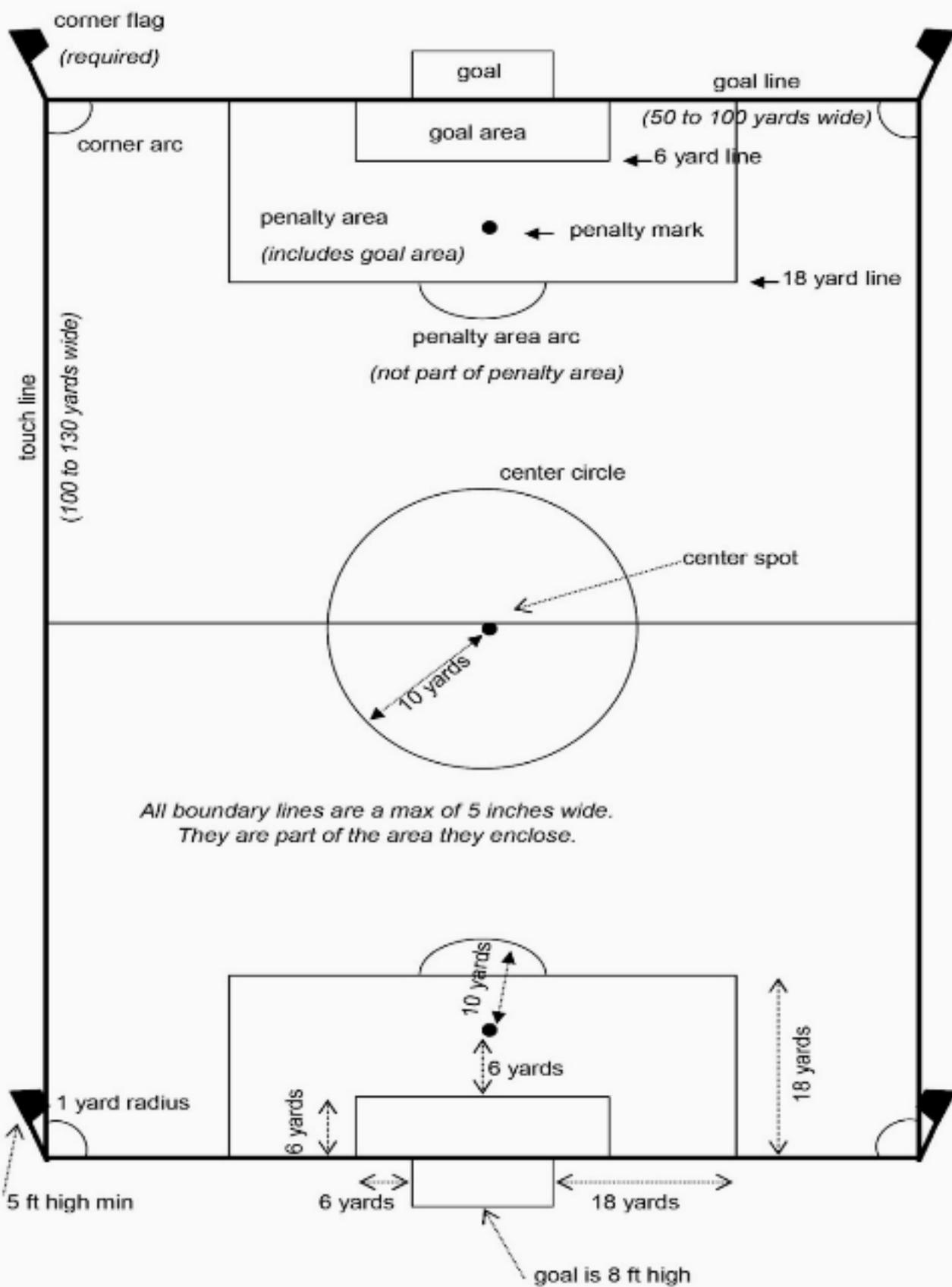
**Spectator Areas** shall be restricted to the areas along and a minimum of two (2) yards outside the touchlines. No one shall be permitted directly behind the goal, or within four (4) yards of the goal line.

**Dangerous objects:** No dangerous objects (automobiles, benches, chairs, etc.) shall be permitted within three (3) yards of the boundary lines of the field. Play shall not be allowed to begin or continue until this condition is met.

#### **Goals Dimensions:**

- For **U5/U6 and U8** Age Groups shall be four (4) feet x six (6) feet
- For Under 10 and Under 12 Age Groups shall be 6.5 feet x 18.5 feet

# The Field of Play



## Law 2 - The Ball

- **Material:** leather or other safe approved material.
- **Circumference:** 27 to 28 inches (Number 5 ball). Youth leagues may use a smaller ball.
- **Weight:** 14 to 16 ounces (Number 5 ball) at the start of the game.
- **Pressure:** 9 to 16 psi. Hand pressure should dent the ball's surface ¼ to ½ inch.
- The ball may be changed during a game only with the referee's permission.

### LYSA Exceptions

- LYSA shall use the following three ball sizes:

<u>Ball Size</u>	<u>Age Group</u>
3	U5/U6, U8
4	Under 10, Under 12
5	Under 14, Under 16, Under 19

- The "Home" Team shall provide the game ball. If the home team does not have a ball which is acceptable to the referee, he/she may select a ball provided by the Visiting Team.
- In the event a suitable ball of the correct size is not available, the referee may select a ball of another size.

## Law 3 - The Number of Players

- There must be no more than eleven (11) players on the field of play for either team. One player must be designated as a goalkeeper.
- Most leagues require seven or more players on each team to be playing for a game to be official.
- Substitutes are allowed only according to preset league rules.
- Substitutions may be made only while the ball is out of play.
- A substitute must wait for the referee's signal before entering the field of play. He/she must enter at the halfway line after the player he is replacing has left the field.
- At the moment a substitute enters the field he becomes a player and the person he is replacing ceases to be a player.
- If an injured player leaves the field and a substitute does not take his place, he may reenter the field of play when signaled by the referee, even if the ball is in play.
- An ejected player may not be replaced by a substitute. That is, if a player is ejected from the game, his team must play the remainder of the game with one less player.

- A field player may change places with the goalkeeper when play is stopped, provided the referee has been told that the change is being made.
  - Punishment if he is not told: Caution for both players at the next stoppage of play.
- Players may not enter the field during play without the referee's permission.
  - Exception: When making a play, such as throw-ins, running at the ball for a free kick or corner kick, or while playing a ball that is rolling along the touch or goal line.
  - Punishment: Caution the player and, if play was stopped, an indirect free kick (see Law 13) for the opposing team from where the ball was when play stopped.
- If a substitute enters the field without the referee's permission, the referee should stop play and caution or eject the substitute as appropriate (see Law 12). The game is restarted with a drop ball (see Law 8).

### **LYSA Exceptions**

- If one or both teams do not have a minimum of seven (7) players for regular teams or five (5) players for small-sided teams at the scheduled starting time, the game may be delayed for fifteen (15) minutes.
  - If at the end of 15 minutes, one team is unable to field the minimum number of players, that team shall forfeit the game.
  - If neither team is able to field the minimum number of players after the 15-minute delay, both teams shall forfeit the game.
- After play begins, either team may continue as long as it is able to field the minimum number of players. If, however, either team is unable to field the minimum, the referee shall stop the game and that team shall forfeit the game.
- In the U5/U6, U8, Under 10, Under 12 and Under 16/18 Recreational Age Groups, teams may be formed to play as small-sided teams.
  - In games between U5/U6 and U8 small-sided teams, the maximum number of players allowed to play at one time shall be four (4).
  - In games between Under 10 small-sided teams, the maximum number of players allowed to play at one time shall be seven (7), one of whom shall be the goalkeeper.
  - In games between Under 12 Recreational small-sided teams, the maximum number of players allowed to play at one time shall be nine (9), one of whom shall be the goalkeeper.
  - In Under 14, teams will be formed to play as full-sided teams. The maximum number of players allowed to play at one time shall be eleven (11), one of whom shall be the goalkeeper.

- In Under 16/18 small-sided games, the maximum number of players on the field will be eight (8), one of whom shall be the goalkeeper.
- Unlimited substitution is permitted. A team may substitute as many players as it wishes by indicating the intention to substitute and obtaining the approval of the referee to do so at the following times:
  - Prior to a throw-in its favor; if both teams have substitutions at a throw-in, both teams may substitute.
  - Prior to a goal kick by either team;
  - After a goal by either team;
  - After an injury, by either team, when the referee stops play;
  - At half-time or between periods, by either team;
  - After a caution, by either team.
- **Playing time:** All recreational players in all Age Groups must play at least 50 percent of each game as outlined in LYSA General Rules 3-1.0 Required Playing Time.

#### **Law 4 - Player's Equipment**

- The basic mandatory equipment of a player shall consist of a jersey or shirt, shorts, socks, shin guards, and shoes.
- Shin guards shall provide a reasonable degree of protection and shall be completely covered by the socks.
- A player shall not wear anything that is dangerous to another player.
- The goalkeeper must wear a jersey or shirt that distinguishes him from the other players and the referee.
- If the referee finds that a player is not in compliance with the Law, he shall ask the player to leave the field until the equipment complies.
- If the player fails to comply with the referee's instructions, the player shall not take part in the game.
- A player who has been prevented from playing or sent off the field for infringing Law 4, must report to the referee during a stoppage of play and may not enter the game until the referee is satisfied that the player has complied with the Law. LYSA Exceptions
- Equipment that is dangerous to another player or the wearer shall not be worn.

#### **Law 5 - The Referee**

- A referee shall be appointed to officiate each game. The referee's authority begins when he enters the field before the game and continues until he leaves the field after the game.

- He/she enforces the Laws of the game, keeps a record of the game, and is the official timekeeper.
- He shall decide if the game ball meets the requirements of Law 2.
- He has the power to stop the game to penalize infringements of the Laws or for serious injuries.
- He shall refrain from penalizing when it would give an advantage to the offending team.
- He has the power to suspend or terminate the game due to weather conditions or interference from spectators.
- He shall signal for the restart of the game after all stoppages.
- He shall caution (yellow card) or eject (red card) players, substitutes or coaches for misconduct under Law 12. Only players are shown the cards.
- He shall allow no one other than the players and assistant referees to enter the field without his permission.

### **LYSA Exceptions**

- There are no referees in the U5/U6 Age Groups. A coach from each team will manage the game.
- A referee may be assigned in U8 Age Group games, but might not be available for every game. In that instance, a coach from each team will manage the game.
- Referees may keep score in recreational U8 and U10 Age Group games, but they are not the official scorekeepers of those games. Scores should be reported by each head coach to their League Director.
- In the U8 and U10 Age Groups, the referee will take care to explain the nature of any infringement to the player.
- Reports of disqualifications, ejections, cautions, serious injuries, game suspensions, and/or verbal or physical abuse to a referee shall be reported to the Director of Officiating.
- The referee shall, whenever he/she has stopped the game due to the injury of a player(s), require that the player(s) be removed from the field of play as soon as possible.
- The referee has the right to ask the coach and/or assistant coach after the appropriate warning and refusal to comply with this warning to leave the area of play should they, in the opinion of the referee, be affecting the call of the game. Unsportsmanlike conduct, harassment, or any act directed toward the referee will be considered as affecting the call of the game.
- If both coach and/or assistant coach are asked to leave the field of play after appropriate warnings, the referee shall terminate the game unless a responsible adult can assume coaching responsibilities.
- Should the spectators become unruly, the game will be stopped, opposing coaches and the referee(s) will consult and the spectators will be asked to

maintain order. If, in the opinion of the referee, order is not restored, the game will be terminated.

- The referee shall be the sole judge on the field of play, and the referee's decision shall be final. No protest based on a referee's judgment shall be allowed.
- Any complaint about a referee shall be directed in writing to the Director of Officiating.

### **Law 6 - The Assistant Referee**

- Two assistant referees assist the referee in controlling the game. The referee is the final authority and may not act on their advice.
- The assistant referees, when neutral, signal:
  - When the ball goes out of play, and indicate a corner kick, a goal kick, or the team entitled to the throw in.
  - Offside.
  - When they see a foul, if they feel the referee didn't see it, and indicate the team entitled to the free kick.
  - To indicate that a goal has been scored fairly.
  - When a substitution is desired.
- Club (non-neutral) assistant referees signal only when the ball goes out of play.

### **LYSA Exceptions**

- Each team shall provide a non-neutral linesman if requested by the referee. The duties of the linesman, subject to the decision of the referee, shall be to indicate when the ball is out of play, which side is entitled to a corner-kick, goal-kick, or throw-in, and when substitutions is desired.
- There are no Assistant Referees in the U5/U6, U8, U10 and U16/18 (small-sided) Recreational Age Groups

### **Law 7 - Length of the Game**

- The game is divided into two equal 45-minute halves. Youth leagues may play shorter halves.
- The referee must extend time for long or unusual delays in the game such as substitution, injury, lost ball, or time wasting by a team.
- The referee determines the amount of time to be added.
- If a penalty kick is to be taken and time runs out, the referee must extend time to allow completion of the penalty kick.
- Players are entitled to a half time rest of at least five minutes.
- If a game is abandoned, the league must decide whether the game will be replayed in full or if the score at the time of stoppage will stand.

### **LYSA Exceptions**

- The duration of LYSA games shall be:

<b><u>Age Group</u></b>	<b><u>Game Length</u></b>
U5/U6	four 10 minute quarters
U8	four 12 minute quarters
U10	four 15 minute quarters
U12	two 30 minute halves
U14	two 35 minute halves
U16/18	two 35 minute halves (small-sided games)
- Intervals between quarters shall not exceed five (5) minutes or between halves ten (10) minutes without approval of the referee.
- Periods shall not be shortened.

### **Law 8 - The Start of Play**

- KICK OFF - A kick off is taken at the center spot either to start a game, restart play after a goal has scored, start the second half of the game, or start overtime periods.
- START OF A GAME OR OVERTIME - The team captains choose by coin toss either to kick off or defend a particular goal. The winner of the coin toss has choice of goals. The loser of the coin toss has kickoff.
- RESTART AFTER A GOAL - The team scored against kicks off after a goal is scored.
- START OF SECOND HALF (OR SUCCESSIVE OVERTIME PERIODS) - The teams switch ends of the field. The team which did not kick off to start the game (or the previous overtime period) now kicks off.
- Before signaling the kick off to be taken, the referee must be sure that all players are in their own half of the field, and that opposing players are at least 10 yards from the ball.
- The ball must go forward into the opponent's half of the field at kick off. It is in play when it is touched and moves. If it is kicked sideways or backwards, the kick must be retaken.
- The player kicking off must not play the ball again until it has been touched or played by another player of either team.
  - Punishment: Indirect free kick for the opposing team
- A goal can be scored directly on a kickoff.
- DROP BALL - When the referee stops play for a reason other than a rule being broken or time running out (for example, a player injury), he restarts play by dropping the ball where the ball was when play was stopped unless the ball was within the goal area. In this case, the ball is dropped on the six-yard line at the point nearest to where it was when play was stopped.

- A drop ball is not in play until it hits the ground. If a player plays the ball before it hits the ground, the ball must be dropped again.

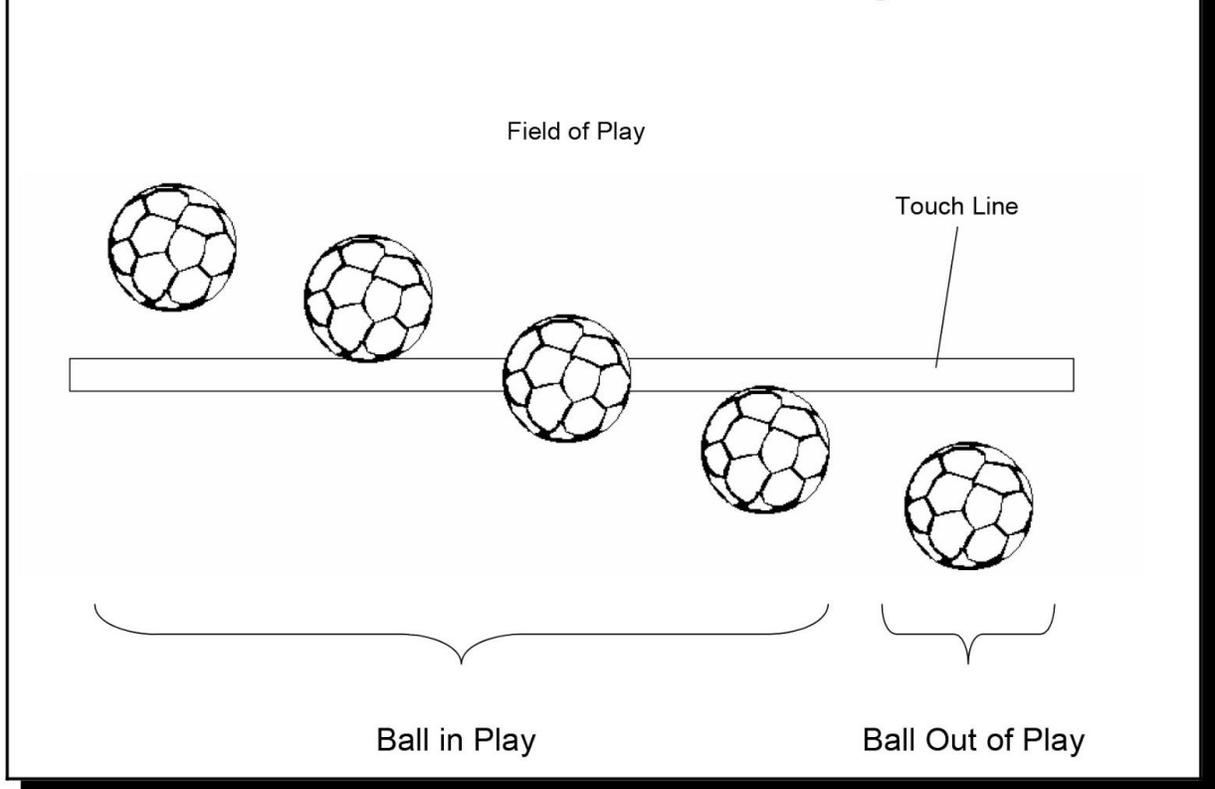
### **LYSA Exceptions**

- In the U5/U6 and U8 Age Groups, opposing players must be at least 4 yards from the ball before kickoff.
- In Age Groups which play four periods (quarters), teams shall exchange ends of the field at half-time (after the second quarter) unless the coaches of both teams request exchanges at the end of each quarter due to special condition(s) existing on one half of the field. Kickoff shall pass from one team to the other when ends of the field are exchanged.
- A team in clear possession of the ball at the time of stoppage in play for injury shall restart play with an indirect free kick from the point where the ball was at the time of the stoppage. If neither team is in clear possession at the time of an injury stoppage, a drop ball shall be taken to restart play.
- Should the start of a game be delayed because of no fault of either team, such as an earlier game finishing late, ten (10) minutes will be allowed from the end of that game to the start of the next game.

### **Law 9 - Ball In and Out of Play**

- The ball is OUT OF PLAY when:
  1. All of the ball is completely outside the outside edge of the touch line or goal line, either on the ground or in the air.
  2. The game is stopped by the referee.
- The ball is IN PLAY when:
  1. At all times other than those described under "OUT OF PLAY".
  2. When it bounces off a goal post, cross bar, or corner flag post and stays in the field of play.
  3. When it bounces off the referee or assistant referees, when they are in the field of play, and it stays in the field of play.

## Ball In and Out Of Play



### Law 10 - Scoring

- A goal can be scored only if all of the ball goes completely over the outside edge of the goal line, under the crossbar, and between the goal posts, while it is legally in play.
- Any player on a team may score goals, including the goalkeeper.
- Except when taking a free kick, throw in, goal kick, penalty kick, or kick off, a ball played by a player directly into his own goal is a score for the opposing team.
- Except in the case of a goalkeeper who is in his own penalty area, a goal can not be scored on a ball that is thrown (example - a throw-in), carried, or propelled by the hand or arm of an attacking player.

### LYSA Exceptions

- The score of a forfeit game shall be 1-0.
- The score of a double forfeit game shall be 0-0.

## Law 11 - Offside

- A player is in an offside position if all three of these conditions exist:
  1. The player is in the opponent's half of the field.
  2. The player is ahead of the ball.
  3. The player is closer to his opponent's goal than at least two opponents.

**Note:** If a player is even with the second to last opponent or with the last two opponents, he/she is not in an offside position.
- Offside position in itself, is not a violation.
- An offside violation occurs when a player in an offside position, at the moment the ball is played by a team mate, either:
  1. Participates or interferes in the play
  2. Interferes with an opponent
  3. Gains an advantage from the offside position
- A player's position at the time a pass is made determines whether or not an offside violation has occurred. A player who is onside when a pass is made can receive the pass in an offside position. A player who is in an offside position when a pass is made can not move onside to receive the pass.
- It is not an offside violation if a player in an offside position receives the ball directly from a goal kick, corner kick, or throw-in
- The penalty for an offside violation is an indirect free kick from the place when the participation, interference, or advantage occurred.

### **LYSA Exceptions**

- The offside rule is not used in U5/U6 and U8 Age Groups.
- In Under 10, there is no offside, but players are not allowed to loiter without the ball around the opponent's goal area in a flagrant disregard of the no offside rule.
  - Punishment: Indirect free kick to the opposing team.

## Law 12 - Fouls and Misconduct

- There are two types of fouls
  - fouls that are penalized by awarding a direct free kick (or a penalty kick if the foul was committed by the defending team in their penalty area) and
    - fouls that are penalized by awarding an indirect free kick.
- The fouls penalized by a free kick or penalty kick are:
  1. Kicking or attempting to kick an opponent.
  2. Tripping an opponent.
  3. Jumping at an opponent.
  4. Charging an opponent in a dangerous manner or from behind.

5. Strikes or attempts to strike an opponent.
  6. Pushing an opponent.
  7. When tackling, make contact with an opponent before making contact with the ball.
  8. Holding an opponent.
  9. Spitting at an opponent.
  10. Deliberately playing the ball with the hand or arm (except for the goalkeeper in his own penalty area).
- These fouls involve either intent, carelessness, recklessness, or the use of unnecessary force.
- The fouls penalized by an indirect free kick are:
    1. Dangerous play (example - a high kick that comes close to another player's head).
    2. A fair charge (shoulder to shoulder) on an opponent when not attempting to play the ball.
    3. Impeding an opponent from playing the ball without attempting to play the ball.
    4. Charging the goalkeeper inside his goal area.
    5. Goalkeeper violations:
      - a. Taking more than six seconds to release the ball after gaining control.
      - b. Playing the ball with his hands after releasing it into play if it has not left the penalty area or been touched by an opponent.
      - c. Playing the ball with his hands after it has been deliberately kicked or thrown (throw-in) to him by a teammate. He can use his hands to receive the ball if directed to him from the head, knee, or chest of a teammate.
      - d. Deliberately wastes time by not putting the ball back in play.
  - **Misconduct** is penalized with a caution (yellow card) or ejection (red card). While fouls can occur only when the ball is in play, misconduct can occur at any time before, during, or after the game and can involve an opponent, teammate, referee, or coach.
    - A player will be cautioned (**yellow card**) if:
      - He enters or reenters the field of play without the referee's permission.
      - He continuously breaks the rules.
      - He argues with the referee.
      - He is guilty of unsporting conduct.
      - He does not move 10 yards from the ball on an opponent's free kick or corner kick.
      - He delays the start of replay.
    - A player will be ejected (**red card**) for:
      - Serious foul play (a violent foul).

- Violent conduct (a violent act committed when the ball is not in play or against a teammate or referee when the ball is in play).
  - Foul or abusive language.
  - Committing a second cautionable offense.
  - Spitting at an opponent or any other person.
  - Denying an opponent of an obvious goal scoring opportunity with a handball or other foul.
- Coaches may be cautioned or ejected, however only players are shown the yellow or red cards.
- If the referee stops the game to administer a caution or ejection, the game is restarted with an indirect free kick by the opposing team. If the misconduct occurs during a stoppage in play, the game is restarted in the manner it would have been restarted without the misconduct (throw-in, goal kick, penalty kick, etc).

### **LYSA Exceptions**

- **Heading.** In any age group that includes 10-year-olds, including up to U12 in the recreational leagues and U11 in the competitive leagues, heading will be considered dangerous play. The team shall be penalized by the award of an indirect free kick.
- **Punting.** Goalkeepers are prohibited from punting the ball in 7v7 games (U10 and below). Punishment: If the Goalkeeper punts the ball an indirect free kick shall be awarded and should be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred
- A player charging the goalkeeper within his own penalty area shall be penalized by the award of an indirect free kick.
- In the U5/U6, U8, and U10 Age Groups, slide tackles which result in physical contact initiated by the tackling player, regardless of whether the ball was played prior to the contact, will be considered dangerous play and shall be penalized by awarding of an indirect free kick. If in the opinion of the referee, a more serious foul (tripping, violent charge, etc.) was committed by the attacking player, the referee shall penalize for the more serious offense.
- Direct free kicks and penalty kicks are not given in the U5/U6 and U8 Age Groups. All fouls are penalized with indirect free kicks.
- Players who are cautioned must be substituted immediately. They may return to the game at the next substitution opportunity. (See LYSA exception - Law 3.)

## Law 13 - Free Kick

- There are two kinds of free kicks: DIRECT and INDIRECT. See Law 12 for which fouls are associated with each kind of free kick.
- DIRECT FREE KICK - A goal may be scored by kicking the ball directly into the opponent's goal, without the ball touching any player other than the kicker. If it does touch another player before going into either goal, it is also a valid goal.
- INDIRECT FREE KICK - A goal can be scored only if the ball is touched or played by one or more players (either team) after it is kicked into play and before it enters the goal.
- The free kick is taken from where the foul or infraction occurred.
- EXCEPTIONS:
  1. A free kick by the defending team within its own goal area may be taken from any point within the goal area.
  2. An indirect free kick by the attacking team within the defending team's goal area is taken on the six yard line at the point nearest to where the offense occurred.
- The ball must be stationary when it is kicked.
- The referee signals an indirect free kick (rather than a direct free kick) by putting one arm straight up and holding it up until the ball is touched or played by another player (either team) or goes out of play.
- The team taking a free kick within its own penalty area is entitled to have all opposing players at least 10 yards from the ball and outside the penalty area until the ball leaves the penalty area. However, the kicker may kick the ball without waiting if he wishes.
- If the kicker asks the referee to move the opponents back (he shouldn't have to ask), he must wait for the referee's signal before kicking the ball.
- A player who tries to delay the taking of a free kick must be cautioned. If he does it again, he must be ejected.
- After stopping play to caution or eject a player, the referee must first properly record the player's identification and type of misconduct, then signal for the kick to be taken.
- The ball is in play after a free kick is taken when it has been touched and moves. If the free kick is within the kicking team's own penalty area, the ball must also leave the penalty area before the ball is in play. If it doesn't leave the penalty area, the kick must be retaken.
- If the ball is played a second time by any player before it goes the distance of one full turn or before it leaves the kicking team's own penalty area, the free kick must be retaken.
- The player taking the free kick must not play the ball again after it is in play until another player (either team) has touched or played it.
- Punishment: Indirect free kick for the opposing team

- A player cannot score directly on his own goal when taking a free kick. If the ball does not touch another player (either team) before entering the kicking player's goal, play is restarted with a corner kick by the opposing team. If the free kick is taken within the kicking player's penalty area, the ball won't have gone into play, so the free kick must be retaken.

### **LYSA Exceptions**

- Only indirect free kicks are given in the U5/U6 and U8 Age Groups.
- Opponents must allow at least 4 yards from the ball on a free kick in the U5/U6 and U8 Age Groups.

### **Law 14 - Penalty Kick**

- If a player commits a penalty foul (see Law 12) in his own penalty area, the fouled team is given a penalty kick from the penalty mark, rather than a free kick.
- The location of the foul, not the location of the ball, determines whether a penalty kick or direct free kick is awarded.
- The penalty area arc is not part of the penalty area. It marks the minimum 10 yard distance that all players, except the properly identified kicker and the defending goalkeeper, are outside the penalty area and penalty arch, but inside the field of play.
- The defending goalkeeper must stand on his goal line, between the goal posts, not moving his feet forward until the ball is kicked. He may move laterally along the goal line. If he moves his feet forward and the shot doesn't score, the referee has the penalty kick retaken. It is recommended in youth games that the referee remind the goalkeeper that he must not move his feet forward until the ball is kicked, not when the whistle blows.
- No defending or attacking players may enter the penalty area or penalty arc before the ball is kicked, this is called encroachment. If:
  1. DEFENDER ENCROACHES - a scoring shot is allowed, non-scoring shot is retaken.
  2. ATTACKER ENCROACHES - a scoring shot is disallowed and the kick is retaken. A non-scoring shot that stayed in play or is deflected out of play by the goalkeeper, an indirect free kick is given to the defending team; for a non-scoring shot that goes directly out of play, the game is restarted with a goal kick.
  3. DEFENDER AND ATTACKER ENCROACHES - the penalty kick is retaken whether it scored or not.
- The ball must move forward. If played directly sideways or backward, the penalty kick must be retaken. After it has been touched and moves, any player other than the kicker may play the ball (that is, a goal may be scored directly or indirectly from a penalty kick.)

- The kicker must not play the ball a second time before another player (either team) does.
  - Punishment: Indirect free kick to the opposing team.

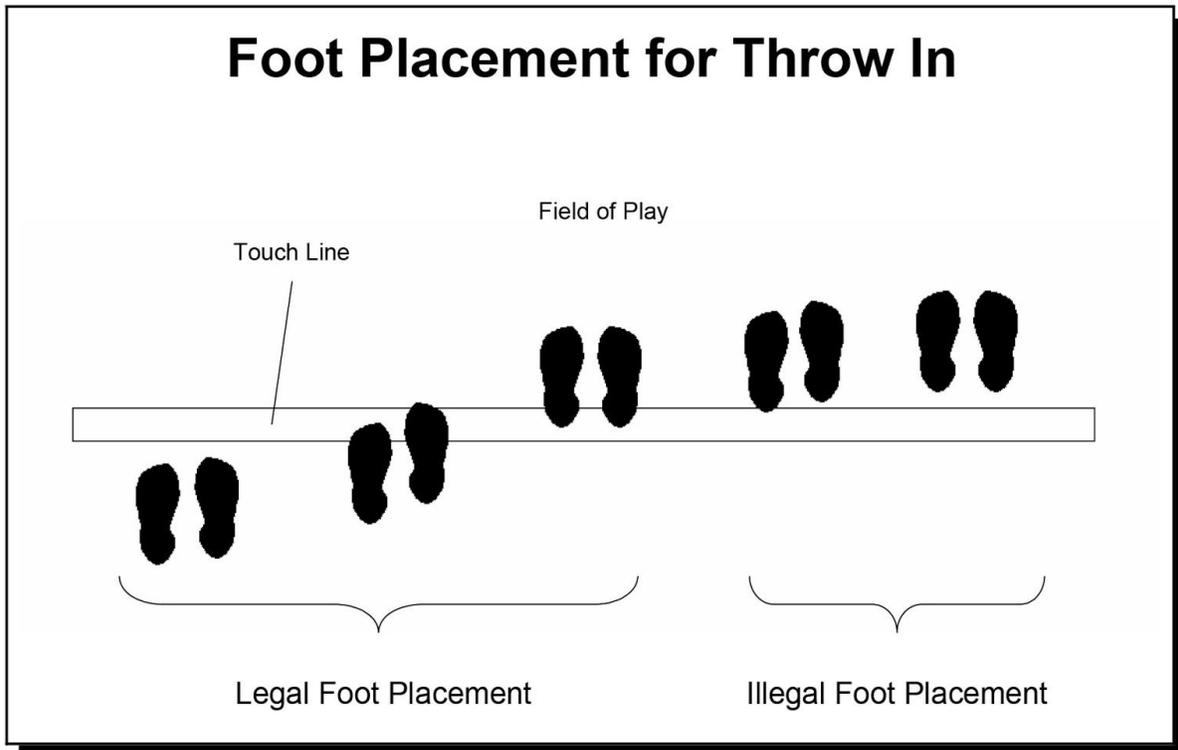
### **LYSA Exceptions**

- Penalty kicks are not given in U5/U6 and U8 Age groups

### **Law 15 - Throw In**

- A throw in is taken to restart the game after the ball goes out of play past the touch line. It is retaken from where the ball crossed the line (within one yard).
- To have gone out play, all of the ball must have gone completely past the outside edge of the touch line, either on the ground or in the air above the line.
- The throw in is taken by any player on the team that did not touch the ball last.
- The thrower faces the field of play. As the ball leaves his hands, some part of both feet must be on the ground, either on the touch line or outside the line.
- He must throw the ball with both hands, in one continuous movement from the back of his head and over the top of the head.
- If the ball is not thrown properly and it enters the field, the opposing team is given a throw in.
- The ball is in play after it is released and as soon as any part of it is over the outside edge of the touch line.
- If a properly thrown-in ball goes out of the field again without touching any player, the opposing team throws the ball in from where it crossed the touch line when last leaving the field.

## Foot Placement for Throw In



- The original team entitled to a throw-in, retakes the throw-in if the ball doesn't enter the field (it has entered the field when any part of it is over the outside edge of the touch line).
- The thrower must not play the ball again until another player (either team) touches or plays it.
  - Punishment: Indirect free kick to the opposing team.
- A player can't score a goal by throwing the ball directly into either goal. If thrown into the opponent's goal, a goal kick is taken. If thrown into his own goal, a corner kick is taken.

### **LYSA Exceptions**

- In the Age Groups U10 and below, the referee may allow an improper throw in to be retaken one (1) time for instructional purposes.

### **Law 16 - Goal Kick**

- A goal kick is taken by any defending player to restart the game after the ball goes out of play past the goal line (unless it is a valid goal) when it was last touched by an attacking player.

- To have gone out of play, all of the ball must have gone completely past the outside edge of the goal line, either on the ground or in the air above the goal line.
- The kick may be taken anywhere in the goal area.
- The team taking the goal kick is entitled to have all opposing players remain outside the penalty area until the ball leaves the penalty area, but the kicker may kick the ball without waiting if he desires.
- The ball must be stationary when it is kicked.
- To be in play, the ball must leave the penalty area and stay in the field of play. If the ball doesn't leave the penalty area, or is played again on any player before leaving the area, the goal kick must be retaken.
- The kicker must not play the ball again after it is in play until another player (either team) touches or plays it.
  - Punishment: Indirect free kick to the opposing team.
- A goal may be scored directly from a goal kick.

### **LYSA Exceptions**

- In the U5/U6 and U8 Age Groups, opposing players must be in their own half of the field when a goal kick is taken.

### **Law 17 - Corner Kick**

- A corner kick is taken to restart the game after the ball goes out of play past the goal line (unless it is a valid goal) when last touched by a defending player.
- To have gone out of play, all of the ball must have gone completely past the outside edge of the goal line, either on the ground or in the air above the goal line.
- The ball is placed within the corner arc on the side of the field where the ball went out of play.
- The corner flag posts must not be moved during the game.
- The corner kick may be taken by any player on the attacking team. He may score by kicking the ball directly into the goal.
- The kicker is entitled to have opponents at least 10 yards from the ball when he kicks it, but the kicker may kick the ball when they are closer if he desires.
- The ball must be stationary when it is touched and moves.
- To be in play, the ball must be touched and move.
- The kicker must not play the ball again after it is in play until another player (of either team) touches or plays it. Punishment: Indirect free kick to the opposing team.

### **LYSA Exceptions**

- In the U5/U6 and U8 Age Groups, opponents must allow at least 4 yards from the ball when he kicks it.

## **LYSA Severe Weather Policy, from LYSA General Rules**

### **8-3.2 Severe Weather**

- It is the policy of LYSA that any LYSA activity shall be stopped and possibly terminated due to the presence of severe weather. Severe weather shall include but is not limited to:
  1. The sighting of lightning.
  2. The hearing of thunder.
  3. The sighting of a funnel cloud.
- If any of these conditions are present during a game, then the referee in charge shall stop the game and instruct everyone to clear the field and seek shelter.
- After a wait of at least 30 minutes with the absence of any severe weather, the game may be resumed.
- If after 30 minutes the severe weather continues, the referee may terminate the game. If any of these conditions are present during a practice or a scrimmage where no referee is present then the coach or coaches are responsible for stopping the practice or scrimmage and instructing everyone to clear the field and seek shelter.
- After a wait of at least 30 minutes with the absence of any severe weather, the practice or scrimmage may be resumed.
- If after 30 minutes the severe weather continues, the practice or scrimmage shall be terminated.
- Any modification of the 30 minute wait time may only be made by the LYSA Board.