

# **PLAYING RULES FOR THE LMSC SPRING INTRAMURAL PROGRAM**

## **ELECTRONS AND SENIORS DIVISIONS (LEVEL THREE REFEREES)**

There are 17 Laws in the game of soccer, the following is a modified version of these laws which will be used for the Seniors and Electrons Divisions. The rules have been made so as to maximize player enjoyment. The primary objective of the program is **ENJOYMENT OF THE GAME OF SOCCER.**

### **LAW I -- THE FIELD**

The Electrons Divisions (girls 10 & 11 year olds) and Seniors Division (boys 10 & 11 year olds) will play on fields about 70 yards long and 50 yards wide. There will be a 12 yard goalie box in front of each goal.

### **LAW II -- THE BALL**

The Seniors and Electrons Divisions will use a size 4 soccer ball.

### **LAW III -- NUMBER OF PLAYERS AND SUBSTITUTIONS**

In the spring, the Electrons and Seniors will play 8 v 8. It is recommended that teams play with two forwards, three midfielders, two defenders and a goalie. Teams will have a maximum of 14 players on their roster.

All teams must use a different goalkeeper each half. All players are to play goalie at least one half during the season. Each player is to play a minimum of half the game EVERY game. Playing time is to be divided EQUALLY among players. Star players and children of the coaches are NOT to be given extra playing time.

Standard travel team rules will apply for making substitutions. A coach may make substitutions at the following times:

- When your team has a throw in (or on your opponent's throw in if they are making a substitution).
- When either team has a goal kick.
- When play is stopped due to an injury.
- At halftime.
- After a goal has been scored.

In addition to the standard travel team rules for substituting, a team may also make substitutions on an opposing team throw in, but **ONLY** if the opposing team makes substitutions. A team may not make substitutions on an opposing team throw in if the opponents do not stop play to make substitutions.

Coaches are to get the attention of the referee by yelling "substitutions please." If the referee does not hear you and play continues, the substitutions may not enter the field.

Coaches are urged to minimize the number of times substitutions are made since the process reduces the amount of time the ball is in play during the game. The coach should get the players on and off the field as quickly as possible in order to get the game restarted.

## **LAW IV -- PLAYER EQUIPMENT**

Players should have a pair of soccer shoes with rubber cleats on the bottom. They should not play in sneakers or dress shoes since this will cause them to slip more frequently and increase the probability of injury. Players should not wear long pants (sweat pants are acceptable). Coaches and referees should look to be sure all players shoes are properly tied. Players should wear white gym shorts.

The United States Youth Soccer Association makes the wearing of shin guards MANDATORY. Players are not to wear anything dangerous such as an arm cast or jewelry.

Goalies are to wear a shirt that is a different color from the two teams.

For safety reasons, players are NOT to wear baseball hats or any other type of hat. If a player is wearing a hat, he is to remove it immediately.

## **LAW V -- THE REFEREE**

There will be one referee. He shall be responsible for starting the game on time and ending the game on time so that following games do not get put behind schedule. The referee is the ONLY person who may start play, stop play and call fouls. If a referee does not show for a game, the coaches are to find someone else to officiate.

Coaches are not to yell at or try to intimidate the referee. If they should disagree with a call, they should talk to the referee in private at half time or after the game. It is very important that coaches maintain a positive image in the eyes of their players and not yell at the referees. Any coach or adult who abuses the referee will be reported by the referee to the Division Commissioner who will deal with the matter accordingly.

## **LAW VI -- LINESMAN**

Linesmen will normally not be used. If the field lines are hard to see, the referee may ask someone to help call out of bounds. The linesman should signal out of bounds with a raising of the arm or a verbal signal. The ball remains in play however until the referee blows the whistle (a linesman cannot stop play).

## **LAW VII -- DURATION OF THE GAME**

Each game will be divided into two halves of 25 minutes. There will be a five minute break at halftime. Teams shall change direction at halftime. The referee is to see that the game starts on time. If a game is running behind schedule, the referee will shorten the game so that the next game will start on time. The referee is to be sure that the breaks do not exceed their designated lengths.

## **LAW VIII -- THE START OF PLAY**

Opponents must be in their own half of the field and at least eight yards from the ball. All kickoffs are to go forward. Coaches are asked to have the play start with a PASS and not just a long kick down field. The person taking the kick may not touch the ball again until another player has touched the ball.

## **LAW IX -- BALL IN AND OUT OF PLAY**

The ball is in play until it ENTIRELY goes over one of the out of bounds lines (whether in the air or on the ground). Play shall continue in all cases until the referee blows the whistle. Coaches and spectators are not to tell players to stop playing unless the whistle has sounded. The ball is still in play if it rebounds onto the field of play directly from the goal post, a corner flag or the referee.

## **LAW X -- METHOD OF SCORING**

The ENTIRE ball must go through the goal while on the ground or in the air.

## **LAW XI -- OFFSIDES**

**These divisions will use the standard soccer offsides rule**. Referees will be instructed to strictly enforce this rule.

## **LAW XII -- FOULS AND MISCONDUCT**

Fouls will be enforced according to standard soccer rules and will be punished by a direct kick or indirect kick, depending on the type of foul committed.

The referee is to stop play and briefly EXPLAIN (15 words or less) the foul to both the offending player AND to the other players. The referee is to try and help the players to better understand the game of soccer.

In EVERY soccer age group, up through professional, a hand ball violation is NOT called if the ball hits a player in the arm when his arms are at his side and the player could not possibly avoid having the ball hit his arm.

Slide tackles are ILLEGAL in all LMSC intramural divisions. This will be strictly enforced by the referees. **Coaches are not to teach slide tackles to their players.**

## **LAW XIII -- FREE KICKS**

Defensive players must be eight yards from the ball on all free kicks. The defensive team may make a wall on the goal line for a free kick in front of their goal.

#### **LAW XIV -- PENALTY KICKS**

Standard soccer rules apply. The penalty kick will be taken from a spot eight yards out from the goal line. The referee will need to march off eight yards from the goal line and place the ball at that spot.

#### **LAW XV -- THROW INS**

Standard throw in rules will apply and will be strictly enforced.

Note: When a goalie picks up a ball, he may return the ball into play by either a kick (punt) or throw. A goalie throw is different from a throw in and does not have to follow the rules of a throw in.

#### **LAW XVI -- GOAL KICK**

A goal kick will restart the game after the ball has entirely crossed the goal line, but not through the goal posts and is last touched by an attacker. Goal kicks will be taken by the defensive team from anywhere inside of the goalie box.

#### **LAW XVII -- CORNER KICK**

A Corner Kick will restart the game after the ball has entirely crossed the goal line (except for a goal) and was last touched by a defender. The corner kick will be taken by the offensive team from the corner of the field. Opponents must be at least eight yards from the ball when it is kicked. A goal may be scored directly from a corner kick.

#### **LAW XVIII -- COMMON SENSE**

When in doubt, common sense should be used to interpret the laws and the shape the spirit of the game.