

AYSO Region 498 Modifications to the Laws of the Game 2007/2008 Season

This document is organized by player age preceded by a section that applies to all ages. Within a section, paragraphs correlate to the numbered Laws of the Game (LOTG) plus a few additional paragraphs. The last sections (related to the upper ages) have so few modifications to the LOTG they are conveniently abbreviated. A table is included at the end to summarize and serve as a quick reference guide to the modifications across all ages.

GENERAL

- 1. The Field of Play.** Size, markings, and equipment vary by age. See subsequent age-specific sections.
- 2. The Ball.** Size varies by age. See subsequent age-specific sections.
- 3. The Number of Players:**
 - (A) Equal Playing Strength.** Region games U-5 through U-19 will be played with equal number of players, whenever possible. If one team is short players, there are several options available:
 - a. Give the short team players from the other team.
 - b. Larger team plays down to the number of players the shorter team can field.
 - c. Scramble the two teams and play the game.
 - d. At the option of the short-sided coach, play the game short (e.g. 7 v 9).

Also games between Region 498 and other regions (U-10 and above) should attempt to play with an equal number of players. Region 498 teams will either play down, offer players to the other team, or, at the option of the short sided coach, play the game short (per Area 5C Guidelines). The option to scramble the team players is omitted.

The referee's role in this is an honest arbitrator between the two coaches. The solution should be in the best interest of the players. Note that the referee does not have the power to forfeit a game, but may suspend a game and report to the Regional Referee Administrator what action was taken.

- (B) Substitutions.** All games are played by "halves" with substitutions allowed at the following times:
 - a. Any time a player is injured, if the injured player needs a substitute. Only the injured player(s) may be substituted.. Player(s) that started the period are credited with having played the period on the game card.
 - b. A "substitution break" approximately midway through each half.
 - c. Half time.
 - d. When a player is cautioned (optional – see paragraph 12(A)).
 - e. **Monitored Substitutions U-16 & U-19 Only.** The normal U-16 & U-19 game will be played using monitored substitutions.
 - i. The Home Team will provide a person, in accordance with Area 5/C guidance, to track the substitutions. If a person is not available from the Home Team (or optionally from Visitor Team) to track substitutions or the filled out monitored substitutions form for each team is not available, then monitored substitutions will not be used for substitutions.
 - ii. This does NOT relieve referees and coaches of the responsibility of maintaining the AYSO Philosophy, specifically "Everyone Plays."

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- iii. No formal substitution break is observed under Monitored Substitutions.
 - iv. Players wishing to substitute must enter and leave the field of play from mid-field and must be acknowledged by the referee prior to entering. Injured players may leave the field across the nearest touchline.
 - v. The referee has sole discretion as to whether or not to allow a substitution.
 - vi. Because of weather (heat) or lack of players both coaches may agree to play with substitution breaks. Once the game has started the method of substitution cannot be changed.
- 4. The Player's Equipment:**
- (A) **Footwear.** Tennis shoes or soccer shoes only. No baseball or football shoes.
 - (B) **Shin guards. MANDATORY,** worn inside socks. Referee shall have final say on what is determined to be safe player equipment.
 - (C) **Jewelry.** No jewelry shall be allowed, except medical alerts. Current guidance is to ask if a parent/guardian or coach can hold the medical alert bracelet or necklace. If they cannot, then for a bracelet they should use a terry cloth wrist band to cover and with a necklace they can tape to the inside of the uniform, but not to the skin. Using tape on skin is discouraged.
 - (D) **Conflict of Game Jerseys.** The home team is responsible for providing a method to distinguish teams in the event of jersey conflict.
 - (E) **Cold Weather Playing Uniforms.** In the event of cold weather, participants will be allowed to wear appropriate clothing. However, the jersey and shorts will be worn outside the cold weather clothing. Clothing worn must not pose a hazard to any player to include the player wearing the clothing. Referees should not prohibit clothing solely because it does not match that worn by other team members, but have the authority to prohibit dangerous clothing or that, which might result in confusion or inability to distinguish the teams. Sweatshirts with hoods will have the hoods tucked under the uniform jersey.
- 5. The Referee.** A Region 498 goal is to have AYSO trained referees on all games, but the younger age games may be officiated by coaches of the teams. Game referees will be / will have:
- a. Registered AYSO Referees or team coaches.
 - b. Volunteers and will not be paid.
 - c. Final decisions on points of fact connected with the game.
- 6. The Assistant Referees.** Only required in games where Offside applies.
- 7. The Duration of the Match.** Varies by age. See subsequent age-specific sections.
- 8. The Start of Play.** To start the first and second halves and following each goal in all age group games, play is started or restarted with a kick-off in the center of the field. A coin toss is used to determine which team kicks off to start the game and the other team kicks off to start the second half. Following a goal, the team scored upon kicks off.
- 9. The Ball in and out of Play.** The ball is out of play in all age groups when it completely crosses the touchline (side line) or goal line (end line) either on the ground or in the air.
- 10. The Method of Scoring.** A goal, in all age groups, is awarded when the ball completely crosses the goal line into the goal (between the goals posts and under the cross bar).
- 11. Offside.** Applies to only U-10 and above.
- 12. Fouls and Misconduct.** All fouls apply to all ages. In younger age games, fouls are to be explained to players.

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- (A) **Caution.** When player in any Division receives a Caution (Yellow Card), the coach may request to substitute in another player. The cautioned player shall be given credit for playing in the quarter in which the caution was awarded. The cautioned player, if substituted, may not return to the game until the next substitution opportunity. The referee may recommend that the coach substitute the player if in the referee's opinion this is needed to allow the player to "cool-off." Such substitution shall be done during the stoppage of play when the caution is issued.
- (B) **Misconduct.** Coaches are considered responsible for ensuring that players, spectators and coaches behave properly. Referees have the authority to suspend or terminate games in the event of severe misconduct by players, coaches, or spectators. Referees have the authority to request the removal of coaches or spectators that are not conforming to the standards of conduct defined by AYSO. Kid Zone provides guidance on the proper conduct of coaches, players, parents, referees, and spectators.
13. **Free Kicks.** Indirect Free Kicks (IFK) apply to only U-10 and above.
14. **The Penalty Kick.** Applies to only U-10 and above.
15. **The Throw-In.** Foremost, a method of returning ball into play. Adherence to the LOTG, Law 15, is not as important in younger ages as in older ages. TIs are used more often in U5/U6 games. See subsequent age-specific sections.
16. **The Goal Kick.** Applies to only U7 and above.
17. **The Corner Kick.** Applies to only U7 and above.
18. **Coaches and Spectators:**
- (A) **Coach Participation.** Player development is best served by allowing the players to make their own decisions during the game. When coaches constantly instruct the decision-making, creativity of the players is inhibited. At younger ages some instruction is needed for the game to progress. The older players should receive little or no instruction during the game. The highest form of coaching is to develop players who do not need instruction. During the game the coach should be observing what the team does well and what they need to work on. At practice the coach can recognize what the team is doing well and structure practice to improve on what he has identified as needing work.
- (B) **Non-Players:**
- a. Non-playing players, parents and spectators should remain in the designated spectator areas. No individual shall be allowed to run the length of the field except participants of the game.
- b. Parents should encourage players, but not coach or instruct during game time.
19. **Season Standings.** No season standings will be recorded for any division.
20. **Participation Awards are provided by the Region for U-6/U-5 players only.**

U-6/U-5 - SHORT SIDED GAMES

1. **Field:**
- a. Dimensions: AYSO Recommendation: Length: 30 yards, Width: 15 yards (Max.).
The length in all cases shall exceed the width.
- b. Markings.
- Distinctive lines not more than five inches wide.
- c. Goals: Maximum four (4) feet high and six (6) feet wide.

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2. **The Ball.** Size three.
3. **Number of Players:**
 - a. Maximum number of players on the field at any one time: 4 for U-6 and 3 for U-5. There shall be no goalkeeper.
 - b. Maximum number of players on the roster should not exceed 6 for U-6 and 5 for U-5.
 - c. Substitutions: See General Section Paragraph 3.
 - d. Playing time: MINIMUM of 50% of the total playing time. Coaches will substitute during the substitution breaks to ensure that all players present play a minimum of 75% of the game before anyone plays 100%. Exceptions may be made at parent's request for less play, injuries, or discipline problems.
 - e. No goalkeepers will be used. Moreover, a player may not be stationed in front of the goal (pseudo goalkeeper) for an extended period of time. Players may take up a defensive position in front of goal as a normal part of play as the ball moves toward the goal.
 - f. Only players should be allowed on the field, with the exception of a coach from each team who may manage the game.
4. **Player's Equipment.** No change from regular play.
5. **Referee.** All rule infractions briefly explained to the offending players.
6. **Assistant Referees.** Not required for games.
7. **Duration of Game:**
 - a. Two equal 14-minute halves (7 minute periods) for both U-6 and U5 .
 - b. Substitution breaks in accordance with General section, paragraph 3.
 - c. Half-time break of five to ten minutes.
8. **The Start of Play.** No change from regular play, except opponents must be at least five (5) yards from the spot of the kick-off.
9. **Ball in and out of Play.** No change from regular play except the restart is a throw-in for balls out of play over touch and goal lines. See paragraphs 15 and 16 below.
10. **Method of Scoring.** Everyone should enthusiastically celebrate goals but, in U-6/U-5 games, they are not recorded to determine who wins. Everyone wins in U-6/U-5 games.
11. **Offside.** Offside shall not be enforced.
12. **Fouls and Misconduct:**
 - a. Direct free kick for all fouls, with the opponents five yards away
 - b. Referee or coach should explain ALL infractions
 - c. Deliberate fouling should be rare in U-6/U-5 games. Kicking, tripping, handling the ball and dangerous play may occur. If a player is "not playing well with others" or if play must be stopped for any other reason (injury, substitution, confusion, or to watch a passing train, butterfly or frog), refocus the players and begin again with a free kick or throw-in as appropriate. Award the restart to whichever team deserves it. Players will not be shown yellow or red cards.
13. **Free kick.** No changes from regular play except that all free kicks are Direct. Play may have to be stopped occasionally to "sort things out" in U-6/U-5 games. A player may pick the ball up and start running with it or want to keep it away from the other players or perhaps there is a pile of kids on the ground kicking at both the ball and each other. Stop play and correct the situation, then restart with a free kick for a deserving player. All free kicks in U-6/U-5 are Direct free kicks, which means a goal can be scored directly from the kick.

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14. **Penalty Kicks.** No penalty kicks. For defending team infractions occurring in front of the goal, restart will be a DIRECT free kick from a safe distance and away from the goalmouth. Placement of the ball for the restart will be by the referee or coach.
15. **Throw-in.** When the ball goes out of play, in U-6/U-5 games, across a touchline or a goal line without a goal being scored, a throw-in is awarded from where it crossed the line to the team that didn't touch it last. Whether the throw-in is properly taken or not, let it go! Proper technique can be taught later. Let them play; give a quick explanation when necessary and minimize interruptions.
16. **Goal Kick.** None for U-6/U-5 games. All restarts will be thrown-in from where the ball crossed the goal line.
17. **Corner Kick.** None for U-6/U-5 games. All restarts will be thrown-in from where the ball crossed the goal line.
18. **Coaches and Spectators:**
 - a. Game scores are not recorded
 - b. All players receive participation awards
 - c. Coaches are allowed on the field during the game to act as referees and organize players.
19. **No end-of-season tournament or playoffs.**

U-8/U-7 SHORT SIDED GAMES

1. **Field:**
 - a. Dimensions: AYSO Recommendation: Length: 50 yards, Width: 25 yards (Max). The length in all cases shall exceed the width.
 - b. Markings: Distinctive lines not more than five inches wide.
 - A halfway line shall be marked out across the field.
 - A center circle with a six yard radius.
 - Four corner arcs with a one yard radius.
 - Goal area 6 yards by 12 yards.
 - Penalty area 10 yards by 18 yards.
 - c. Goals: Maximum six feet high and 18 feet wide.
2. **The Ball.** Size three.
3. **Number of Players:**
 - a. Maximum number of players on the field at any one time: 5 for both U-7 and U-8. There shall be no goalkeeper.
 - b. Maximum number of players on the roster should not exceed 7 for both U-7 and U-8.
 - c. Substitutions: See General Section Paragraph 3.
 - d. Playing time: MINIMUM of 50% of the total playing time. Coaches will substitute during the substitution breaks to ensure that all players present play a minimum of 75% of the game before anyone plays 100%. Exceptions may be made at parent's request for less play, injuries, or discipline problems.
 - e. No goalkeepers will be used. Moreover, a player may not be stationed in front of the goal (pseudo goalkeeper) for an extended period of time. Players may take up a defensive position in front of goal as a normal part of play as the ball moves toward the goal.

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- f. Only players should be allowed on the field during regular play.
- 4. **Player's Equipment.** No change from regular play.
- 5. **Referee.** All rule infractions briefly explained to the offending players.
- 6. **Assistant Referees.** Not required for games, but may be used for ball in/out of play.
- 7. **Duration of Game:**
 - a. Twenty minute halves.
 - b. Substitution breaks in accordance with General section, paragraph 3.
 - c. Half-time break of five to ten minutes.
- 8. **The Start of Play.** No change from regular play, except the opponents must be at least six (6) yards from the spot of the kick-off.
- 9. **Ball in and out of Play.** No change from regular play except all free kicks are DIRECT.
- 10. **Method of Scoring.** No change from regular play.
- 11. **Offside.** Offside shall not be enforced.
- 12. **Fouls and Misconduct.** No change from regular play except: Referee should explain all infractions to the offending player. All free kicks are DIRECT. Players will not be shown yellow or red cards. Referees will work cooperatively with coaches and to eliminate the need for cautions and send-offs.
- 13. **Free kick.** No changes from regular play except that all free kicks are DIRECT. Opponents must be six yards away from the ball.
- 14. **Penalty Kicks.** No penalty kicks. For defending team infractions occurring inside goal area, restart will be a DIRECT free kick three yards outside goal area.
- 15. **Throw-in.** Second throw-ins shall be allowed if a player commits a foul on initial attempt.
- 16. **Goal Kick.** No change from regular play.
- 17. **Corner Kick.** No change from regular play.
- 18. **Coaches and Spectators:**
 - a. Coaches/players must remain within 10 yards of the centerline.
 - b. Spectators are not allowed behind either goal or within three (3) yards outside the touchline
- 19. **No end-of-season tournament or playoffs.**

U10 SHORT SIDED GAMES

- 1. **Field:**
 - a. Dimensions: AYSO Recommendation: Length: 80 yards, Width: 40 yards (Max.). The length in all cases shall exceed the width.
 - b. Markings: Distinctive lines not more than five inches wide.
 - A halfway line shall be marked out across the field.
 - A center circle with a eight-yard radius.
 - Four corner arcs with a three-foot radius.
 - Goal area .six yards from each goalpost and six yards into the field of play joined by a line drawn parallel with the goal line.
 - Penalty area nine yards from each goalpost and fifteen yards into the field of play joined by a line drawn parallel to the goal line.
 - c. Goals: Maximum 7 feet high and 21 feet wide.

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2. **The Ball.** Size four.
3. **Number of Players:**
 - a. Maximum number of players on the field at any one time: 7, one of whom is the goalkeeper.
 - b. Maximum number of players on the roster should not exceed 10.
 - c. Substitutions: See General Section Paragraph 3..
 - d. Playing time: MINIMUM of 50% of the total playing time. Coaches will substitute during the substitution break to ensure that all players present play a minimum of 75% of the game before anyone plays 100%.
 - e. An individual player may not be goalkeeper longer than half a game.
4. **Player's Equipment.** No change from regular play.
5. **Referee.** All rule infractions are briefly explained to the offending players.
6. **Assistant Referees.** Registered Referees. If qualified assistant referees are not available, Club Linesmen (untrained volunteers who may be affiliated with one of the teams/clubs) may be recruited from the spectators to assist the referee with calling the ball in and out of play only.
7. **Duration of Game:**
 - a. Two equal 25-minute halves.
 - b. Substitution breaks in accordance with General section, paragraph 3.
 - c. A halftime break of five to ten minutes.
8. **The Start of Play.** No change from regular play, except the opponents must be at least eight (8) yards from the spot of the kick-off.
9. **Ball in and out of Play.** No change from regular play.
10. **Method of Scoring.** No change from regular play.
11. **Offside.** No change from regular play.
12. **Fouls and Misconduct.** No change from regular play except: Referee should explain all infractions to the offending player. Players will not be shown yellow or red cards. Referees will caution players verbally only. If a red card infraction occurs, the referee will have the coach remove the player from game and continue play one player short. Referees will work cooperatively with the coaches to minimize the need for cautions and send-offs.
13. **Free kick.** No change from regular play, except opponents must be eight (8) yards away from the ball on all free kicks.
14. **Penalty Kicks.** No change from regular play.
15. **Throw-in.** No second throw-ins shall be allowed if a player commits a foul on initial attempt.
16. **Goal Kick.** No change from regular play.
17. **Corner Kick.** No change from regular play
18. **Coaches and Spectators:**
 - a. Coaches/players must remain within 10 yards of the centerline.
 - b. Spectators are not allowed behind either goal or within three (3) yards outside the touchline

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U12 GAMES

- 1. Field.** No change.
- 2. The Ball.** Size four.
- 3 – 6.** No change.
- 7. Duration of Game:**
 - a. Two equal 30-minute halves.
 - b. Substitution breaks in accordance with General section, paragraph 3.
 - c. A halftime break of five to ten minutes.
- 8 – 17.** No change.

U14 GAMES

- 1 – 6.** No change.
- 7. Duration of Game:**
 - a. Two equal 35-minute halves.
 - b. Substitution breaks in accordance with General section, paragraph 3.
 - c. A halftime break of five to ten minutes.
- 8 – 17.** No change.

U16 GAMES

- 1 – 6.** No change.
- 7. Duration of Game.** Two equal 40-minute halves.
- 8 – 17.** No change.

U19 GAMES

- 1 – 6.** No change.
- 7. Duration of Game.** Two equal 45-minute halves.
- 8 – 17.** No change.

Attached is a reference table which summarizes Region 498's modifications to the LOTG distinguishing between player ages.

Region 498 Modifications to the LOTG																	6/10/2007		
		L	A	W		N	U	M	B	E	R	&	N	A	M	E			
		1	2	3	4	5 & 6	7	8	9	10	11	12	13	14	15	16	17		
		Field	Ball	Players	Equip	Referees	Duration	Restarts	In/Out of Play	Scoring	Offside	Fouls	Free Kicks	PKs	Throw-ins	Goal Kicks	Corner Kicks		
	U19																	U19	
	U16						40 min halves											U16	
	U14						35 min halves											U14	
	U12		4				30 min halves											U12	
A	U10	80x40 field, max 7'x21' goals, 15x25yd PA, 16yd wide CC	4	7, GK ≤ half game			25 min halves, 5-10 min halftime	8 yds on KO				No Cards	8 yds on FKs					U10	A
G	U8	50x25 field, max 6'x18' goals, 6x12yd GA, 10x18yd PA, 12yd wide CC	3	5, no GK nor pseudo GK		ARs optional	20 min halves, 5-10 min halftime	6 yds on KO			N/A	No IFKs, No Cards	No IFKs, 6 yds on DFKs	N/A (DFKs instead of PKs)	Re-tries allowed			U8	G
E	U7	50x25 field, max 6'x18' goals, 6x12yd GA, 10x18yd PA, 12yd wide CC	3	5, no GK nor pseudo GK		ARs optional	20 min halves, 5-10 min halftime	6 yds on KO			N/A	No IFKs, No Cards	No IFKs, 6 yds on DFKs	N/A (DFKs instead of PKs)	Re-tries allowed			U7	E
	U6	30x15 field, max 4'x6' goals, No goal area, No penalty area	3	4, no GK nor pseudo GK		No ARs	14 min halves, 5-10 min halftime	5 yds on KO			N/A	No IFKs, No Cards	No IFKs, 5 yds on DFKs	N/A (DFKs instead of PKs)	Throw-ins instead of GKs & CKs, No infringements	N/A (Throw-ins instead of GKs)	N/A (Throw-ins instead of CKs)	U6	
	U5	30x15 field, max 4'x6' goals, No goal area, No penalty area	3	3, no GK nor pseudo GK		No ARs	14 min halves, 5-10 min halftime	5 yds on KO			N/A	No IFKs, No Cards	No IFKs, 5 yds on DFKs	N/A (DFKs instead of PKs)	Throw-ins instead of GKs & CKs, No infringements	N/A (Throw-ins instead of GKs)	N/A (Throw-ins instead of CKs)	U5	
		1	2	3	4	5 & 6	7	8	9	10	11	12	13	14	15	16	17		

NOTE: Blank cells mean no changes have been made to that particular Law by Region 498 for that particular Age group.