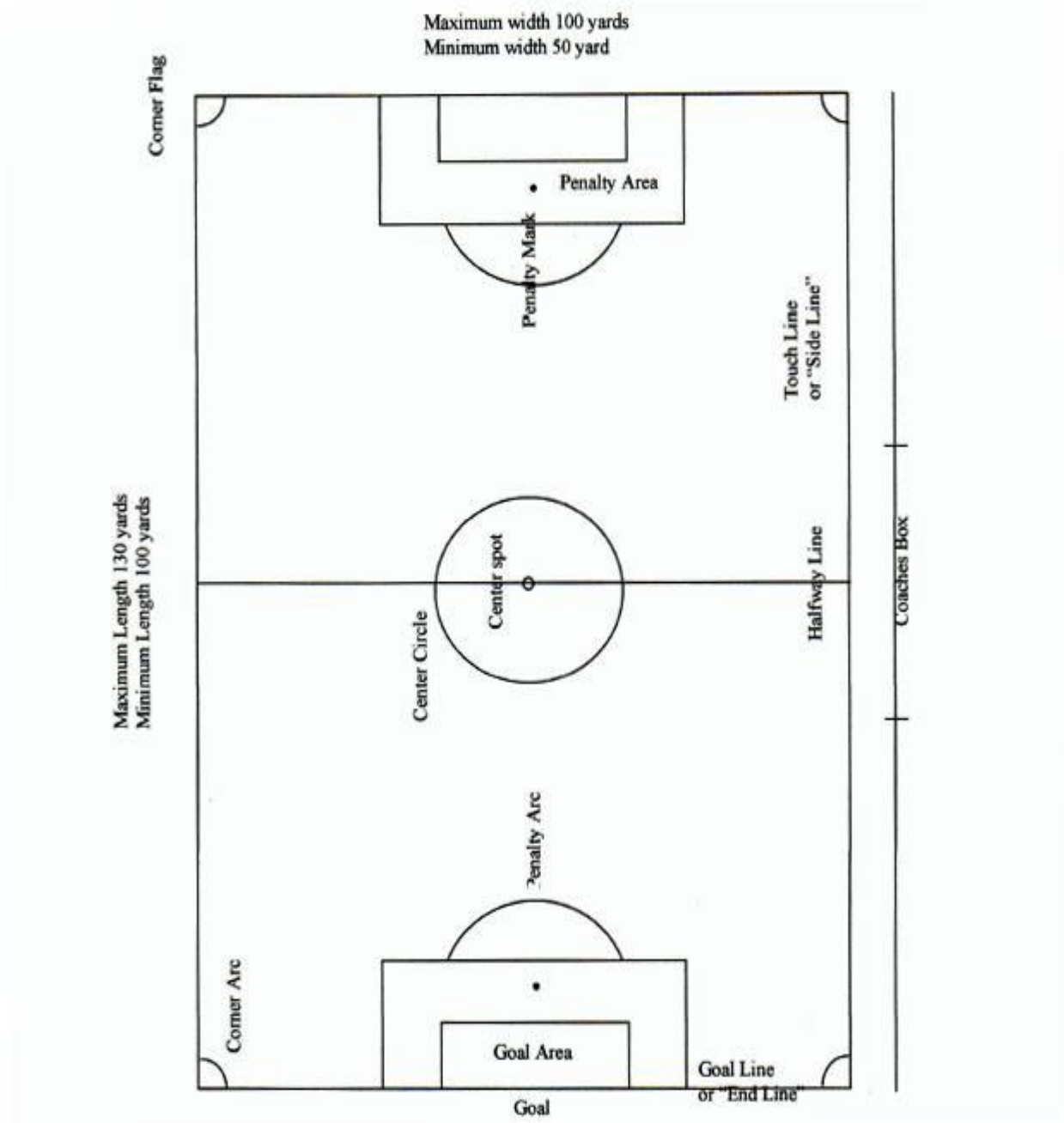


NMSA SOCCER

NMSA Simplified Laws of the Game

Law 1: The Field of Play

See diagram:



Law 2: The Ball

Kindergarten (U6)	size 3
Division 1 (U8)	size 3 (Division 1 - 1st & 2nd Grade)
Division 2 (U10)	size 4 (Division 2 - 3rd & 4th Grade)
Division 3 (U12)	size 4 (Division 3 - 5th & 6th Grade)
Division 4 (U 14)	size 5 (Division 4 - 7th & 8th Grade)

Law 3: The number of players

Division 1 (U8)	7 vs 7 (Division 1 - 1st & 2nd Grade)
Division 2 (U10)	7 vs 7 (Division 2 - 3rd & 4th Grade)
Division 3 (U 12)	9 vs 9 (Division 3 - 5th & 6th Grade)
Division 4 (U 14)	11 vs 11 (Division 4 - 7th & 8th Grade)

Every player present at the start of the game shall play at least half the game unless sick, injured, or subject to disciplinary action. The coach administering such action will advise the opposing coach before the start of the game of the identity of the disciplined player(s) and the degree of restriction that will be imposed on his/her play. There shall be no limit on the number of players available to be substituted. Players substituted for shall be allowed to re-enter the game. (Division 1 Exception: Barring injury or sickness, coaches should only substitute at the end of each period. Division 2 Exception #1: On a throw-in, if the team in possession substitutes, then the defending team may also substitute. Division 2 Exception #2: When the ball does not go out of bounds for long periods of time thereby creating NO substitution opportunities, a coach may make the referee aware of the situation so that the referee may stop play for substitution purposes only.)

Law 4: Players' Equipment

The player must wear a shirt, shorts, shin guards, socks (that fully cover the shin guards), and rubberized cleats. The goalie's shirt should be different from the other players'. No metal cleats, casts, jewelry, baseball caps or slip- on sneakers are allowed. Sweatshirts or sweat pants may be worn under the normal playing uniform under adverse weather conditions. Any glasses must be sports goggles with plastic lenses.

Law 5: Referees

The referee is in charge of the game, from the time he/she walks onto the field.

Law 6: Assistant Referee

Assistant Referees/Line Judges assist the referee by signaling balls that go out of play and signaling offside; but the referee is the final authority.

Law 7: Duration of the Game

Oceanport Soccer will play with the following time limits, running time, with no clock stoppage when the ball goes out of bounds. It is up to the coaches to decide before the game starts if they wish to play quarters instead of halves. This must be communicated to the Referee before the start of the game.

Division 1 - Four 8 min. quarters

Division 2 - Two 25 min. halves

Division 3 - Two 30 min. halves

Division 4 - Two 35 min. halves

Law 8: The Start of Play

The game is started at midfield at the beginning of the game, after a goal is scored, and at the beginning of each period. The ball must be touched by a player on the kicking team before it can be played again.

Law 9: Ball In and Out of Play

The ball is out of play when it has COMPLETELY CROSSED the sideline or goal line, in the air or on the ground, or when the game has been stopped by the referee. It is in play at all other times.

Law 10: Method of Scoring

A goal is scored by sending the ball COMPLETELY over the goal line between the posts and under the crossbar.

Law 11: Offside

A player that is ahead of the ball without two opponents ahead of him is in OFFSIDE POSITION (which is not illegal by itself); if this player is involved in the offensive play he is then OFFSIDE (which is illegal), and the defending team is awarded an indirect free kick. A player cannot be offside in his own half of the field, or if he receives the ball from a throw-in, goal kick, corner kick, or from a defending player. The offside is judged at the MOMENT THE BALL IS PLAYED.

(Division 1 Exception: There are no off-sides penalties in Division 1. A player, however, cannot stand in front of an opposition's goal.)

Law 12: Fouls and Misconduct

The offenses listed here must be judged intentional and must give the offending team an advantage. These offenses result in a **DIRECT** free kick for the opposing team (the ball can go directly into the goal).

Kicking an opponent Tripping

Jumping at an opponent Charging from behind Striking an opponent

Holding

Pushing

Handling the ball

Unsportsmanlike conduct

The following offenses result in an **INDIRECT** free kick (the ball must be touched by another player from either team before going into the goal).

Goalkeeper infractions (taking more than 4 steps, handling a teammate's back-pass, etc.)

Dangerous play

Offsides

Obstructing an opponent without playing the ball

Flagrant offenses may be cautioned by the referee using a "yellow card". Repeated or unsportsmanlike offenses may be indicated by the referee with a "red card", ejecting the offending player from the game without replacement.

(Division 1 Exception: No slide tackles are allowed in Division 1. The penalty for a slide tackle or a Head Ball is a direct free kick from the point of infraction. Additionally, there is no heading allowed except for Division 4.)

Law 13: Free Kicks

The ball is placed at the point of the infraction (with a few exceptions in the goal area); the ball must be still before the kick; the ball must travel one revolution before it is in play; and the kicker may not play the ball again until another player touches the ball.

Law 14: Penalty Kicks

A penalty kick is taken from the penalty spot (12 yards from the middle of the goal) when one of the "direct kick" fouls is committed inside the penalty area. When the kick is taken, all players except the goalie and the kicker must be outside of the penalty area and the penalty arc.

Division 1 (U8) There are no direct penalty kicks in Division 1. Instead, a direct free kick is determined at the point of infraction.

Division 2 (U 10) Penalty kicks

Division 3 (U12) Penalty kicks

Division 4 (U 14) Penalty kicks

Law 15: Throw-ins

If the ball leaves the field across the touch (side) line, the team that did not touch it last throws the ball in from the point where it left the field. The thrower must be facing the field, have part of each foot on the ground and either on the line or behind it, and the ball is to be thrown from behind and over the head with both hands.

(Division 1 Exception: Legal throw-ins will be required after week 4 of the season. In the event that a Division 1 player makes an illegal or improper throw-in during the first three weeks of the season, the player will be allowed and encouraged to repeat the throw-in without penalty. The player's coach should be actively instructing the player on the proper technique at the time of the repeated throw-in. In the event that the repeated throw-in is improper or illegal, the throw-in shall be allowed and play shall commence. Beginning with week four however, improper or illegal throw-ins will result in a change of possession.)

Law 16: Goal Kicks

If the attacking team last touches a ball before it goes over the goal (end) line, the defensive team takes a goal (direct) kick from any place in the goal area. A goal kick must leave the penalty area before it can be touched by another player (from either team).

Law 17: Corner Kicks

If the defensive team last touches the ball over the goal (end) line, the attacking team takes a corner (direct) kick from the closer corner.

Law 18: Coaches on the Field

Because this is an instructional league, coaches will be allowed on or about the field as follows:

Division 1(U8)	1 in Coach's Box and 1 by goal
Division 2(U10)	Coach's Box only
Division 3(U12)	Coach's Box only
Division 4(U14)	Coach's Box only