



14U Soccer Laws of the Game

Ball Size: Size Five (5)

Field Size: Approximately 70 yards x 40 yards

Goal Size: Approximately 7' Height x 14' Wide

Law 1: Number of Players

- The game is played 9 vs 9, including the goalkeeper. (game may start if 8 players are present)
- All players not playing in the game must be in the team box, located behind the touchlines.
- No players may be added after week 3.

Law 2: Required Equipment

- Shin guards worn under the socks are mandatory.
- An NYS-administered or approved jersey must be worn during the game. All players must be wearing matching jerseys.
- Teams utilizing **NYS jerseys** must follow the following:
 - Home team wears **blue**, Away team wears **white**.
- Jerseys should be tucked into shorts.
- Soccer cleats are required for this age group. (Baseball, football, track, or golf shoes are not allowed.)
- No jewelry of any type is allowed. Newly pierced ears may be covered with tape or bandage.

Law 3: Scores and Standings

- This is a competitive division with scores and standings. 3 pts will be awarded for a win, 1 for a draw, and 0 for a loss or forfeit.
 - Teams will **FORFEIT** their game if:
 - Less than eight (8) players are present
 - Team arrives 10 minutes after start time
 - Any player without NSID verification plays in the game.
 - Upon a forfeit, the opposing team will be awarded 1-0 win and 3 pts.
- Standing Tie Breakers
 - Two teams tied for one place
 - Head-to-head score
 - Point differential (total goals scored – total goals allowed)
 - Coin toss
 - Three or more teams tied for one place
 - Head-to-head score
 - Point differential (total goals scored – total goals allowed)

- Total Goals Scored
- Draw for seed

Law 4: Referee

- NYS will provide one official for each game.
- All Coaches and spectators, who are watching a game, are prohibited from commenting or questioning a call of the Referee officiating the game. A disruption of this nature will result in a DEDUCTION OF POINTS for exhibiting UNSPORTING BEHAVIOR to the Team to which the disruptor belongs. Additional deduction of points may be recommended by the Referee because of disruptions to the game due to excessive coaching volume from coaches and spectators. Officiating Referees or Site Staff may recommend to the League Director that POINTS BE DEDUCTED from their standings.
 - -1 point for Unsporting Behavior, Send-off (ejection) for each PLAYER, COACHING STAFF OR SPECTATOR before, during and after games.
- FOR COMMENTING ON HOW A REFEREE IS OFFICIATING. TAKE YOUR ISSUES TO THE LEAGUE DIRECTOR.

Law 5: Duration of the Game:

- Each game will consist of two (2), twenty-five-minute (25) halves.
 - Exception: Halves can be broken into quarters based on weather conditions.
- Halftime will be 5 minutes long.

Law 6: The Start of Play

- A coin flip will take place at the beginning of each game. The team that wins the coin flip will get to choose if they would like to kick off or choose a side to defend.
- Play starts with a kick-off at the center mark of the field.
- The opposing team must stand 10 yards from the ball at each re-start.
- Players may not touch the ball twice at the start of play.
- Teams shall rotate sides and kick-offs at the half.

Law 7: Substitutions

- Substitutions are unlimited and allowed during any dead-ball situation or for injuries.
- Referees must be notified prior to a substitution.
- Players are not allowed to run on or off the field during play.

Law 8: Throw-in

- A throw-in will be awarded when the ball completely crosses the sideline.
- Illegal throw-ins will be enforced. Upon an illegal throw-in the opposing team will be awarded a throw-in.

Law 9: Goal Kick

- A goal kick is awarded when the offense kicks the ball over the opponents' goal line. The ball is put back into play by the defending team, taken from a point anywhere within the smaller goal box area

Law 10: Corner Kick

- A corner kick will be awarded when the ball completely crosses the goal line and is last touched by the defending team.

- The offensive team restarts play with a corner kick from within the corner arc on the side from which the ball went out of play.
- Defensive players must stand ten (10) yards away from the ball until the ball is touched and travels in a forward motion.
- The player taking the corner kick cannot touch the ball a second time unless it has been touched by another player.

Law 11: Free Kicks

- The referee, according to the infraction, will award direct or indirect free kicks.
- Opposing players must stand ten (10) yards away from the ball until the ball is kicked.

Law 12: Penalty Kicks

- The referee, according to the infraction, will award a penalty kick.
- Penalty kicks will be placed nine (9) yards from the goal line.

Law 13: Offside

- The offside rule will be in effect and taught in this age group. However, it will be called at the referee's discretion, for plays in which offsides is blatant.
- A player is offside when he/she is in the opponent's half of the field, nearer the goal than the second to last defender and/or the ball and involved in play.
- Any player directly involved in a play, that is in an offside position will be called offside and a free kick will be awarded to the opposing team at the spot of the foul.

Law 14: Slide Tackling and Heading

- Players in this age group shall be permitted to head the ball in matches. These players may practice heading the ball in an organized team practice or skill session, but coaches shall monitor this practice so that no single player heads the ball more than 25 times per week, regardless of setting.
- Slide tackling is never allowed. If a player deliberately slide tackles in a match, the referee shall award a direct free kick to the opposing team at the spot of the infraction. If the infraction occurs within the penalty area by the defense, the referee shall award a penalty kick to the opposing team.

Law 15: Cards & Send-Offs (ejections)

- The referee will show yellow (caution) and red (sending off) cards in accordance with the laws of the game. A red card results in ejection from the game. Red cards shown for serious infractions may result in ejection for the remainder of the season with reinstatement only with the permission of the League Director.

Law 16: Playoffs and Championships

- Playoff brackets will be scheduled after league play results are received and confirmed
- Playoffs will be a single elimination tournament.

Coaches and Spectator Conduct/Responsibilities

- Family members, parents, and spectators are required to observe the contest from designated areas. No parents or spectators are allowed behind the goal line.
- Participants, coaches, parents, and family members must conduct themselves appropriately during gameplay. Foul language will not be tolerated and will lead to removal from the field.
- Participants, coaches, parents, and family members will refrain from the use of drugs, tobacco, and alcohol at all NYS facilities. Any use of these items will result in immediate removal from the field.
- Artificial noisemakers, such as, but not limited to, air horns, cowbells, drums, megaphones, car horns, etc., shall not be allowed. Electronic devices used to communicate between the Players and Coaches is not allowed.
- Inappropriate, rude, or confrontational behavior by a coach, player, or spectator may lead to disqualification from the game and possible suspension. These decisions are made at the sole discretion of the NYS League Officials.

RULES SUBJECT TO CHANGE WITHOUT NOTICE