



SOUTHERN NEVADA SOCCER ASSOCIATION

Laws of the Game – 8v8 Mens Division

2009 Fall Season 8v8 Format Non-Tournament Rules

Southern Nevada Soccer Association

Adult Soccer Rules

8v8 Format

Fall 2009

Summary of Specific Rules and Regulations

- 1. All games are played in (2) 30 minute halves with 5 minute half-time interval. (Law 5)**
- 2. Players must be at least 17 years of age in order to play in adult open divisions. (Law 3)**
- 3. Shin guards are required. (Law 4)**
- 4. NO slide tackles are allowed. (Law 12)**
- 5. Use (8) yard spacing for free kicks, corner kicks, kick-offs, etc.**
- 6. Assistant referees are optional.**
- 7. Offside rules are fully enforced.**
- 8. The Referee has the final say in ALL matters regarding the game.**

RULES ARE ATTACHED.

Southern Nevada Soccer Association

Adult Soccer League Rules

8 v 8 Format

LAW 1 – The Field

Field Dimensions – The field shall be 70-90 yards long by 40-60 yards wide. The field shall be marked with lines two to five inches in width.

The Penalty Area – At the end of each field, two lines shall be marked at right angles to the goal line, starting on the goal line at points (14) yards from its midpoint, then extending (16) yards into the field, and the ends of these lines shall be joined by a line which is parallel to the goal line. Straight out (10) yards from the midpoint of each goal line, a “Penalty Mark” shall be drawn.

The Goals – The goals shall be placed on the center of each goal line. Goal size will range from 18-21 feet in width and 6-7 feet in height. Net shall be attached to the post and crossbars behind the goals. Curved bars or some other method of adequate support shall support the lower part of the goal.

LAW 2 – The Ball

A size 5 ball will be used for all league play.

LAW 3 – Number of Players

The game will be played by two teams each consisting of not more than (8) five players on the field, one of whom shall be the goalkeeper. To start the game at least (6) players must be on the field. Players must be at least 17 years of age to participate in open division play.

- A game can start with six players. A game cannot be played with less than six players. If a player is cautioned or ejected in this situation, the game will be forfeited in favor of the opposition.
- In the event of multiple players being sent off, a team shall not play with less than six players. Subsequently, penalty time will be started upon the conclusion of the earliest penalty, players DO NOT return when the goal is scored.

Eligibility

Players must be registered with SNSA for the current league season to be eligible to participate. Teams may use guest players if there are fewer than ten rostered players available to play the game. For a game to count in the standings a team may use no more than two guest players, and must have a minimum of six rostered players. Guest players must be registered players with SNSA for the current league season. If a rostered player arrives late to the game, the guest player shall be removed for the remainder of the game.

Substitutions on the Fly

A “FLYING” substitution is one that is made when the ball is still in play. The number of “FLYING” substitutions made by “non-goalkeepers” during a match is unlimited. The goalkeeper may only be replaced when the ball is out of play and after the referee acknowledges that it is acceptable to do so. A player who has been replaced may return to the field as a substitute for another player.

For “FLYING” substitutions the following conditions shall be observed:

- The player leaving the field shall do so from the touchline crossing over at the sector called the substitution zone. The substitution zone is the area directly in front of the players bench.
- The player entering the field shall also do so from the substitution zone, but not until the player leaving has passed completely over the touchline.
- The substitution is complete when the substitute enters the field at which moment he becomes a player and the player whom he is replacing ceases to be a player. A goalkeeper may change his place with other player, provided that in each case the referee’s authority is previously requested and provided that the change is made during stoppage in the game.
- All substitutions shall be subject to the authority and jurisdiction of the referee.

Infringements

- *If during a “FLYING” substitution, a substitute enters the field, or a replaced player leaves it from a place other than the substitution zone, the referee shall allow the game to continue, and when the ball goes out of play, s/he shall caution the offending player(s).*
- *If a player exits or enters the field in an illegal manner, i.e. from an area significantly away from the substitution zone, and the player’s team gains an unfair advantage by doing so, the referee may immediately stop the game and award the offending player(s) a yellow card for unsporting behavior. S/He shall send off the replaced player, caution the substitute, and restart the game by an indirect free kick to be taken by the team opposing the infringing player from the spot where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick shall be taken from the penalty spot.*

LAW 4 – Players’ Equipment

- A player shall not wear anything that is dangerous to other players.
- The usual equipment of a player shall consist of a jersey or shirt, shorts/sweatpants and socks, which should be consistent in color throughout the team, except for the goalkeeper.
- Cleated shoes are allowed, as well as turf-style or flat-soled shoes.
- Numbered jerseys are required (requirement may be waived the first two weeks of the season).
- Shin guards are required.

Infringements

For any infringement of this law, the player shall be sent off the field to adjust equipment and shall not return without first reporting to the referee. The player may only re-enter the game at the moment when the ball has ceased to be in play.

LAW 5 – Referees

The referee’s authority and exercise of the power granted to them by the Laws of the game shall commence as soon as they enter the locality where the field is situated and shall cease when they leave. During the match the referee’s power of penalizing shall extend to offenses committed when play has been temporarily suspended and when the ball is out of play. Their decision on points of fact connected with the game shall be final, as far as the result of the game is concerned.

The referee shall:

- Enforce the laws.
- Keep a record of all incidents that occur before, during or after the game.
- Act as a timekeeper and ensure that the time stipulated in the rules is adhered to. The referee may add or subtract time at their discretion to compensate for situations such as injury or deliberate time wasted during play.
- Have discretionary power to stop the game for any infringement of the laws and to suspend or terminate the game, whenever, by reason of the elements, interference by spectators, or other cause s/he deems it necessary. In such case, s/he shall submit a detailed report to the Field Marshal or other league official.
- From the time he/she enters the field, a referee may caution any player guilty of misconduct or unsporting behavior and, if the player persists, suspend the player from further participation in the game. In such cases, the referee shall communicate the name of the offender to league authorities in a timely manner.
- Allow no person, other than the players, to enter the field without his permission.
- Stop the game, if, in his opinion, a player has been seriously injured, have the player removed as soon as possible from the field, and immediately resume the game. If a player is slightly injured, the game shall not be stopped until the ball has ceased to be in play. A player who is able to reach the touchline or goal line unaided shall not be treated on the field.

LAW 6 – The Assistant Referees

The referee may optionally appoint two assistant referees (one for each touch line), whose duty shall be to **assist** the referee in determining:

- 1) When the whole of the ball has passed out of play (including goals),
- 2) Which side is entitled to a corner kick, goal kick, or throw-in,
- 3) When a player may be penalized for being in an offside position,
- 4) When a substitution is requested,
- 5) When other **significant rules violations** occur **out of the referee's view**.

The referee may overrule an assistant's decision at any time. In the event of undue interference or improper conduct by an assistant, the referee may dispense with that assistant's services and appoint a substitute assistant. The referee should equip each assistant with a signal flag.

LAW 7 – Duration of the Match

Duration of the game shall be two periods of 30 minutes each. The referee keeps the official time. Half time shall not exceed 5 minutes.

LAW 8 – Start and Restart of Play

The first team listed on the schedule is the home team. The home team shall kick off at the beginning of the game. The visiting team shall kick off at the beginning of the second half. You CAN score directly from a kick-off.

When the referee has given the signal, the game shall be started by the player taking a place kick, i.e. a kick at the ball while it is stationary on the ground in the center of the field. The ball DOES NOT have to go forward on the kick-off to start the game or to begin play after a goal. A player may play the ball directly backwards from the kick. All players shall be in their own half, and the players of the team opposing that of the player taking the kick shall remain outside the center circle until it is kicked. The kicker shall not play the ball a second time until it has been touched or played by another player.

- After a goal has been scored, the game shall be restarted in the same manner as indicated above with the kick-off being taken by a player of the opposite team to the one that scored.
- After the half-time interval, the teams shall change ends and the kick-off shall be taken by a player of the opposite team to that which started the game.
- When restarting the game after a temporary suspension of play from any other cause not mentioned elsewhere in these laws, and provided that immediately proceeding the suspension the ball has not passed over the touch or goal lines, the referee shall drop the ball at the place where it was situated when the play was suspended, except when it was in the penalty area. In this situation, the ball shall be dropped outside the penalty box, nearest to where the penalty occurred and play was stopped.

The ball shall be deemed to be in play the moment it has touched the ground. If, however, it crosses over the touch or goal lines after the referee has dropped it, but before a player touches it, the referee shall drop it again. No player shall play the ball until it has touched the ground. If this last provision is not in compliance, the referee shall again drop the ball.

Infringement

- *For any infringements of this law, the kick-off shall be retaken. However, if the player taking the kick-off plays the ball again before it has touched or is played by another player, an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred. But if this offense is committed in the goal area, the indirect free kick shall be taken from the top of the penalty box nearest to the spot where the infringement occurred.*

LAW 9 – Ball In and Out of Play

The ball is out of play:

- When it has wholly crossed the goal line or touchline, whether on the ground or in the air.
- When the referee has stopped the game
- The ball is in play at all other times from the start of the match to the finish including:
 - If it rebounds from a goal post or the crossbar into the field.
 - If it rebounds off the referee when they are on the field.
 - In the event of a supposed infringement of the laws until a decision is made. The lines belong to the areas of which they are boundaries. Consequently, the touchlines and goal lines belong to the field of play.

LAW 10 – Method of Scoring

A goal is scored when the whole ball has passed over the goal line between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arms by a player of the attacking side. The team scoring the greater number of goals during the game shall be the winner. If no goals or an equal number of goals are scored, the game shall be termed a draw.

LAW 11 – Offside

A player is in an “**offside position**” if he is in his opponents’ half of the field and **closer to his opponents’ goal line than both the ball and the “second last opponent”**. However, being in an “offside position” is not in itself an offside offense. A player shall be penalized only if, at any moment the ball touches or is played by another member of his team, he is (in the referee’s opinion) in an “offside position” and involved in active play by either interfering with play, interfering with an opponent, or gaining an advantage by being in that position. However, a player may not be penalized if he receives the ball directly from a goal kick, corner kick, or throw-in.

Infringements:

- *For a qualifying offside offense, the other team is given an **indirect free kick** (LAW 13) from the spot of the foul.*

Notes:

- *A player is **not in an “offside position”** if he is in his own half of the field, or is level with the second last opponent, or is level with the last two opponents, or if the ball is closer to the opposing goal line than he is.*
- *The “second last opponent” is usually the defender nearest his own goal line, assuming that the goalkeeper is even closer to that goal line. However, there may be situations where one or two defenders are closer to the goal line than their goalkeeper, in which case the “second last opponent” would be a second defensive player or the goalkeeper.*
- *Other players on the team of a player who receives (plays or touches) the ball directly from a goal kick, corner kick, or throw-in are subject to the offside rule.*
- *A single player by himself cannot commit an offside offense, because somebody else on his team has to touch or play the ball first.*
- *“Gaining an advantage” includes affecting the play of the opposing goalkeeper or other defensive players, as a result of being in an “offside position”.*
- *An “offside trap” is sometimes used by defensive players to intentionally place an opposing offensive player into an offside position. This technique is fairly advanced and risky for youth soccer, because very good defensive team silent communications are required, and the referee may well miss the offside call, therefore giving the other team an easy uncontested scoring opportunity.*
- *A defensive player who intentionally steps off the field in order to place an offensive player into an offside position may be warned or yellow carded for unsporting behavior.*
- *An offensive player who intentionally steps off the field in order to avoid being in an offside position may (depending on circumstances) be ignored, called offside when he reenters the field, or warned or yellow carded for leaving the field without permission or for unsporting behavior, all at the referee’s sole discretion.*

- *The topic of what is and is not an offside offense is quite complicated, and difficult for nonprofessional players, coaches, referees, and assistants to understand fully. In practice, one must monitor two defensive players and two offensive players and the ball, all at the same time, then apply some subjective reasoning to the perceived facts, all of which must take place quickly while the ball is bouncing around the field. As usual, the referee's decisions (or lack thereof) in this matter are final, even if they appear to be wrong. **EXAMPLES** of what is and what is not offside are included in the "2006 FIFA Laws of the Game" which can be downloaded from the FIFA website <http://www.fifa.com>.*

LAW 12 – Fouls and Misconduct

A player who intentionally commits any of the following offenses:

- Kicks or attempts to kick an opponent
- Trips an opponent, i.e. throwing or attempting to throw the opponent by using the legs or by stopping in front of or behind him/her.
- Jumps at an opponent.
- Charges an opponent in a violent or dangerous manner.
- Charges an opponent from behind, unless the latter is obstruction.
- Strikes or attempts to strike an opponent or spits on him/her.
- Holds an opponent.
- Pushes an opponent.
- Charges an opponent with the shoulder.
- Slides in attempt to play the ball, whether touching an opponent or not; NO slide tackles are allowed.
- Handles the ball, i.e. carries, strikes or propels the ball with his hand or arm. This does not apply to the goalkeeper within his own penalty area.

shall be penalized by awarding a direct free kick to be taken by the opposing team from the place where the infringement occurred. Should a player of the defending team intentionally commit one of the above offenses within the goal area, he/she shall be penalized by a penalty kick, regardless of the position of the ball, as long as it is in play.

A player committing any of the following offenses:

- Playing in a manner considered by the referee to be dangerous, i.e. attempting to kick the ball when it is being held by the goalkeeper.
- Intentionally obstructing an opponent when not playing the ball, i.e. running between the opponent and the ball or interposing the body so as to form an obstacle to the opponent.
- Charging the goalkeeper, except when s/he has passed outside the penalty area.

When playing as a goalkeeper and within his own goal area:

- Touches the ball again with his hands after he has released it from his possession and before it has touched another player, or
- The ball is returned by a teammate and the goalkeeper controls it with his/her hands, or
- Indulges in time-wasting tactics, or
- Handles a ball after receiving it from a kick-in from his team

Shall be penalized by the award of the indirect free kick to the opposite team to be taken from the place where the infringement occurred.

Yellow Card Cautions

If a player receives a yellow card during a game, s/he must leave the playing field and sit on his bench for 5 minutes running time. The referee will keep the time. Another player MAY be substituted for the cautioned player. If the team is playing with only six players, they will have to play short for the 5 minutes running time. If the benching of the carded player causes the team to drop below 4 players, that team will forfeit the game.

A player shall be cautioned if:

- During a “flying” substitution, s/he enters the field before the player being replaced has entirely left it, or if player enters the field from an incorrect position.
- Player persistently infringes the Laws of the Game.
- Player shows by word or action dissent with any decision of the referee.
- Player is guilty for unsporting behavior.
- Player fails to respect the proper distance at a re-start of play.

For any of the above offenses, the referee shall award an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

Red Card Ejections

A player shall be sent off the field if, in the opinion of the referee, he/she:

- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Uses offensive, insulting or abusive language.
- Receives a second yellow card violation in the same game.

The player must leave the field and his team shall play short for the duration of the game, except for a second yellow card ejection, in which case, the player may be substituted. Once expelled, the player concerned may not re-enter the game and s/he must position themselves out of sight and earshot of the playing field area. If play is stopped by reason of a player being sent off the field for one of the offenses above, without any additional infringement of the laws being committed, the game shall be restarted by an indirect free kick awarded to the opposing team from the place where the infringement occurred.

Suspensions

- Any player who is ejected for 2 yellow card violations (soft red) in the same game may be required to serve a one game suspension in the next scheduled league game.
- Any player ejected from a game that results in the issuance of a hard red card ejection may be required to serve at least one game suspension but may be subject to multiple game suspensions if, in consultation with the referee, the league officials determine that further suspension is warranted.
- Any player on two different teams who is ejected from a second game on the same scheduled league play day, may be required to serve at least a two game suspension from the next consecutively scheduled games unless, in consultation with the referee(s), league officials determine that further suspension is warranted.

LAW 13 – Free Kicks

Free kicks shall be classified under two headings: “direct” (from which a goal can be scored directly) and “indirect” (from which the goal cannot be scored unless the ball has been touched by a player other than the kicker before entering the goal). In order to distinguish between direct and indirect free kick, when the referee awards an indirect free kick, he shall indicate accordingly by raising his arm above his head. He shall keep his arm in that position until the kick has been taken, and until another player has played the ball.

When a player is taking a free kick, all of the opposing players shall be at least 8 yards from the ball, until it is in play.

The ball must be stationary when the free kick is taken, and the kicker shall not play the ball a second time until it has been touched or played by another player.

Infringement

- *If the player taking the free kick, after having kicked the ball, plays it a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing team from the spot where the infringement occurred*
- *If the team taking the free kick takes more than reasonable time to do so, the referee shall award an indirect free kick to the opposing team.*

LAW 14 – The Penalty Kick

A penalty kick shall be taken from the penalty mark, a point ten yards from the midpoint of the goal on the goal line, and, when it is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper shall be on the field outside the penalty area, and at least 15 yards from the goal line. The opposing goalkeeper must stand with his heels positioned on the goal line and between the goal posts, until the ball is in play. The player taking the kick must kick the ball forward. He/she shall not play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play when it has traveled the distance of its circumference. A goal may be scored directly by such a penalty kick.

When a penalty kick is being taken during the normal course of play, or when time has been extended at half time or full time to allow a penalty kick to be taken or retaken, a goal shall not be nullified, if, before passing between the post and under the crossbar, the ball touches either or both of the goal posts, or the crossbar, or the goalkeeper, or any combination of these, providing no other infringement has occurred.

Infringement:

- *By the defending team, the kick shall be retaken if a goal has not resulted.*
- *By the attacking team other than by the player taking the kick, if a goal is scored it shall be disallowed, and the kick retaken.*
- *By the player taking the penalty kick after the ball was in play, a player of the opposing team shall be awarded an indirect free kick from the penalty mark.*

LAW 15 – The Throw-in

A throw-in is a method of restarting play. When the whole of the ball passes over a touch line, either on the ground or in the air, the **ball shall be thrown in from the point where it went out of play**, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower, at the moment of delivering the ball, must:

- Face some part of the field, and be within (1) yard of the touch line
- Be very near the point where the ball passed over the touch line
- Have a part of each foot on the ground, on or outside the touchline
- **Use both hands**
- **Deliver the ball from behind and directly over his head.**

The **ball is in play as soon as it enters the field** (in the air). The thrower must not touch the ball until after it has been touched by another player. **A goal may not be scored directly from a throw-in.**

Infringement

- *If the ball is improperly thrown in, including a throw-in taken from the wrong spot, **the throw-in shall instead be taken by a player from the opposing team.***
- *If the thrower handles the ball after it has been thrown in, a **direct free kick** or **penalty kick** shall be taken by the opposing team.*
- *If the thrower otherwise touches the ball before it has touched another player, an **indirect free kick** shall be taken by a player of the opposing team from the place where the infringement occurred.*
- *If, when a throw-in is being taken, any of the opposing players unfairly (in the referee's opinion) distract or impede the thrower, it shall be deemed unsporting behavior, for which the offender(s) shall be warned or yellow carded.*

LAW 16 – The Goal Kick

A goal kick is a method of restarting play. When the whole of the ball passes over the goal line, outside the goal posts or over the crossbar (goal has NOT been scored in accordance with Law 10), either in the air or on the ground, having last been touched by one of the attacking team, **it shall be kicked entirely out of the penalty area**, from any point within the goal area, by any player from the defending team. Players of the team opposing that of the player taking the kick must remain outside the penalty area until the ball is in play. The **ball is in play as soon as it completely leaves the penalty area**. After taking the kick, the kicker shall not touch the ball until after it is in play and has been touched by another player. **A goal may be scored directly from a goal kick.**

Infringements:

- *If the ball doesn't make it completely out of the penalty area, the **kick is retaken**.*
- *If any opposing player enters the penalty area before the ball is in play, the **kick is retaken**.*
- *If any player touches the ball before it is in play, the **kick is retaken**.*
- *If the player taking the goal kick touches the ball (except with his hands) before it has been touched by another player, an **indirect free kick** shall be taken by a player of the opposing team, from the place where the infringement occurred.*
- *If the player taking the goal kick deliberately handles the ball before it has been touched by another player, an **direct free kick** shall be taken by a player of the opposing team, from the place where the infringement occurred.*
- *For any other infringement, the **kick is retaken**.*

LAW 17 – The Corner Kick

When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by the defending team, a corner kick shall be awarded. On a corner kick, the ball shall be stationary and placed within 18 inches of the corner of the field. The corner kick shall be taken from the side of the field closest to where the ball went out of bounds. The player taking the corner kick shall not play the ball a second time until has been touched or played by another player. The player of the opposing team shall be at least 8 yards away from the spot where the corner kick is being taken. A goal CAN be scored directly from a corner kick.