

Per USSF regulations, no heading will be allowed in the U10 & U12 divisions, any infraction of this will be an indirect kick for the opposing team at the point of the infraction.

All of the below Laws of the Game will be followed beginning in the 2016 Fall Season at AYSO Region 345.

- 1) ****Generally defines “in the opinion of the referee” so it doesn’t have to be used throughout the LOTG: “Decisions will be made to the best of the referee’s ability according to the Laws of the Game and the ‘spirit of the game’ and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.”** The phrase “In the opinion of the referee” no longer appears in the LOTG
- 2) Added - All kick restarts:
 - a. ****Ball must be stationary**
 - b. ****In play when ball “kicked and Clearly moves”**
 - c. ****Can only score against opponent on any kick restart**

Law 1: Field of play - Nothing important: expressly allows artificial surfaces and allows competitions to define field dimensions.

Law 2: The Ball - Nothing important.

Law 3: The Players (change in Law 3 name)

- 1) May not start or continue with fewer than 7 players on any team.
- 2) Return substitutions permitted (at the lowest levels).
- 3) Explicit: Substitutes may take restart, assuming they have entered the field (was tradition before).
- 4) Explicit definition of an Outside Agent. Also allows goal to be scored even if interference as long as ball enters goal despite the efforts of the outside agent - only applies to outside agent or someone on team list if ball enters own goal - not into an opponent’s goal.
- 5) Anyone on the team list (players, subs, subbed player, sent-off player, team official) who interferes with play => DFK/PK from spot on boundary line closest to where interference occurred.
- 6) Defines status of team captain - “no special status”.

Law 4: Players’ equipment - nothing important - comments about color matching, use of electronic communication devices.

Law 5: The Referee

- 1) Generally defines “in the opinion of the referee” so it doesn’t have to be used throughout the LOTG.
- 2) Referee cannot change decision if end of half (including extra time) has been signaled.
- 3) Defines when referee can show red/yellow cards - from start of match to end of match.
- 4) ****If player injured as a result of physical offence that results in a yellow/red card to opponent, may be treated on the field and doesn’t have to leave the field following treatment.**
- 5) Allows one-armed advantage signal

Law 6: The Other Match Officials (name change) - minor changes - who replaces Referee, duties of AR, 4th, AAR

Law 7: The Duration of the Match

- 1) Hydration breaks are another reason to add time

Law 8: The Start and Restart of Play

- 1) Explicit statement that infringements that happen while ball is not in play do not change the restart.
- 2) Kick-off in play when the ball is “kicked and clearly moves” - eliminated requirement for kick-off to go forward.
- 3) Dropped ball - Any number of players may contest. “the referee cannot decide who may contest a dropped ball or its outcome”
- 4) Dropped ball - If goes in goal without touching **at least two players**, is not a goal.

Law 9: The Ball in and out of Play - Nothing important

Law 10: Determining the Outcome of a Match (Name change) - Now includes KFTM

- 1) KFTM - unless other considerations, referee tosses coin to determine which goal to use
- 2) ****Reduce to Equate continues throughout KFTM**
- 3) The kick is completed when the ball stops moving, goes out of play, or the referee stops play for an infringement
- 4) If player who should be kicking is off the field, KFTM not delayed - player forfeits kick

Law 11: Offside

- 1) Defines parts of body considered for offside position determination - everything by arms and hands (including goalkeeper)
- 2) ****Defines location of IFK as where infringement occurred, and infringement only occurs with involvement, so IFK from point where involvement determined.**
- 3) Defines conditions under which an attacked can step off field and return.

Law 12 - Fouls and Misconduct

- 1) One of 7 DFK now “tackles or challenges” – (addresses situation where dangerous attempt to tackle ball made without contact of ball or opponent [pbg])
- 2) ****Adds an 11th DFK infringement: impedes an opponent with contact – (careless, reckless, or excessive force don’t apply [pbg])**
- 3) Better definitions of Careless, Reckless, and Excessive Force
- 4) ****IFK - Impedes and opponent without any contact being made**
- 5) Disciplinary action prior to start of match - card not shown; if send-off, referee has authority to prevent player from taking part in match
- 6) ****SFP/VC - stop play unless “clear opportunity to score a goal.” Must send off when ball next out of play; however, if that player plays the ball or challenges/interferes with an opponent, referee must stop play, send off player, and restart with IFK.**
- 7) YC - USB - for unsuccessful attempt to prevent a goal or to score a goal
- 8) ****DOGSOH - deliberate handball - send-off regardless of where offence occurs**
- 9) ****DOGSO - In PA with “honest attempt” to challenge for the ball, with resulting PK, only caution unless:**
 - a. **Holding, pulling, pushing (hands used [pbg])**
 - b. **Does not attempt to play ball, or no possibility of playing ball**
 - c. **SFP/VC - excessive force**
- 10) DOGSO outside the PA is unchanged – still send-off
- 11) ****SFP - tackle or challenge that endangers safety of opponent - (allow referee to consider dangerous attempts that don’t make contact [pbg])**
- 12) ****VC - uses or attempts to use excessive force - regardless of whether contact is made**
- 13) VC - deliberately strikes opponent on the head or face with hand or arm, unless negligible force used
- 14) ****Ball in play and Player commits offence inside field of play against anyone on either team list (manager, sub, subbed player, team-mate) or match official => DFK/PK; against anyone else => DB**
- 15) ****Player leaves field of play as part of play and commits offence against another player => DFK/PK**

Law 13: Free Kicks - Nothing important

Law 14: Penalty Kick

- 1) ****Infringement - allow PK to continue, except for:**
 - a. PK kicked backwards
 - b. Teammate of designated kicker takes PK
 - c. Feint to kick the ball once the kicker has completed the run-up
- 2) ****Reduce-To-Equate is employed throughout the entire KFTM procedure. If a player becomes injured or is sent off at any point in the KFTM procedure, the other team will Reduce-To-Equate.**

Law 15: The Throw-in

- 1) Emphasize that ball must be thrown with two hands

Law 16: The Goal Kick

- 1) Opponent in PA when kick taken cannot play or challenge for the ball before another player has touched it => retake (i.e. opponent cannot leave PA to play the ball [pbg])

Law 17 - The Corner Kick - Nothing Important