

# Jr. High



# Rules

**All FIFA laws of the game apply except where modified herein.**

**Law 1-Registration:** All players must be registered with the BGCLCV before participating

**Law 2-Equipment:**

- The Ball: Size five (5).
- Uniform: BGCLCV issued uniform. Non-uniform clothing is allowed based on weather conditions.
- Footwear: tennis shoes or soccer cleats.
- Shinguards: Must be worn inside socks and covered entirely by the socks.
- Illegal Equipment: hard protruding objects, casts, jewelry and zippers.
- Goals: 7 ft high x 21 ft wide.

**Law 3-Players:**

- Maximum number of players on field at any one time is nine (9) including goalie.
- Maximum number of players on the roster should not exceed sixteen (16).
- Substitutions: At any stoppage with permission of referee/coach- must enter through middle of field.
- Teams will be co-ed
- Playing time: Each player SHALL play a minimum of 33% of the total playing time.

**Law 4-Field Size:**

- Dimensions: The field of play shall be rectangular, its length 70-80 yards, its width 45-55 yards.
- Markings: Distinctive lines not more than five (5) inches wide.
  - Halfway Line: shall be marked out across the field.
  - Center Circle: with an eight (8) yard radius.
  - Corner Arcs: Four (4) each with a two (2) foot radius.
- Goal Area: Six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.
- Penalty Area: Fourteen (14) yards from each goal post and fourteen (14) yards into the field of play joined by a line drawn parallel with the goal line. Penalty kick mark is made at twelve (12) yards from the goal line.

**Law 5-Start and Restart of Play:**

- Rock, paper, scissor game administered by referee-winner kicks-off to start first half.
- The offense can have any amount of players in the center circle on their half of the field.
- The defense must be outside the center circle and on their own half of the field.
- The offense must kick the ball in a forward motion from the center mark.

**Law 6-Duration of the Game:**

- The game shall be divided into two equal thirty (30) minute halves with a ten (10) minute half-time break. No added time.
- Penalty kicks will only take place in tournament games.
- Tournament games tied after regulation will be determined by a five (5) penalty kick shoot-out, followed by a sudden death shoot-out if necessary.

**Law 7- Ball in and Out of Play:**

- Ball must completely cross the line to be “out of play,” ball is “in play” if any part of the ball is on or above the line.

**Law 8-Throw-In:**

- Awarded when the ball completely crosses the sideline.
- Opponent must be eight (8) yards away.

**Law 9-SlideTackling: Not allowed at this level****Law 10-Method of Scoring:**

- Ball must completely cross the goal line between goal posts and beneath crossbar for a goal.

**Law 11-Off-Side:** (Same as FIFA)

- Offside Position- PLAY IS NOT STOPPED FOR OFFSIDE POSITION. A player is in offside position if that player is nearer to the opponent’s goal line than both the ball and the second to last defender. This only applies in the defender’s half of the field.
- Offside Offense- A player in an offside position is penalized only if, at the moment the ball touches or is played by a teammate, that player is involved in active play. The opposing team gets an indirect free kick from the place where the offense occurred.
- No Offense- There is no offside offense if a player receives the ball directly from a goal kick, throw in, or corner kick.

**Law 12-Fouls and Misconduct:** (Same as FIFA)

- The yellow card is used to communicate that a player or coach has been cautioned.
- The red card is used to communicate that a player or coach has been ejected.
- A yellow card requires the player to immediately leave the field and be substituted for. The player may return to the field at the next regular substitution.
- A red card results in immediate ejection from game with no replacement permitted.

**Law 13-Free Kick:**

- Opponents must be eight (8) yards away.

**Law 14-Penalty Kick:**

- Awarded when a defending player commits a foul within their own penalty area.
- Penalty Mark is made twelve (12) yards from the goal post in the center of the field.

**Law 15-Goal Kick:**

- Awarded when the ball passes over the goal line outside of the goal posts, and is last touched by the attacking team.
- The opposing team puts the ball back into play with a goal kick inside goal area.

**Law 16-Corner Kick:**

- Awarded when the ball passes over the goal line outside of the goal posts and is last touched by the defending team.
- The opposing team puts the ball back into play with a corner kick inside the corner arc.

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