



LAW 1: The Field:

- Dimensions: The field of play shall be rectangular, 35x25yards. The length in all cases shall exceed the width.
- Markings shall be:
 1. Distinctive lines not more than 4 (four) inches wide.
 2. A halfway line shall be marked out across the field.
 3. A “build-out line” will be the centerline.
 4. Goals shall be four feet high and six feet wide.

LAW 2: The Ball:

- Size three.

LAW 3: Number of Players:

- Maximum number of players on the field at any one time is four, no goalkeeper.
- Maximum number of players on the roster cannot exceed eight.
- Substitutions: are to leave the field of play at the nearest point
 1. Prior to a throw-in in your favor.
 2. Prior to a goal kick, by either team.
 3. Prior to a throw-in by either team as long as the team with the ball is substituting at the same time.
 4. After a goal, by either team.
 5. After an injury, by either team, when the referee stops the play.
 6. At half time.

LAW 4: Player Equipment:

- A player may not wear anything that is dangerous to themselves or others including any kind of jewelry.
- Basic equipment includes a uniform, shin guards, and tennis shoes or cleated soccer shoes.

LAW 5 & 6: Referee:

- One Registered Referee.
- All rule infractions shall be briefly explained to the offending player.

LAW 7: Duration of the Game:

- The game shall be divided into two halves of 25 minutes each.
- In extreme heat/humidity, cooling break is allowed

LAW 8: Start or Restart of the Game:

- Both teams must be on their half of the field to begin the game.
- A kick-off is used to start a game or second half, or after a goal is scored.

- A kicker who touches the ball first during the kick-off may not touch the ball a second time until another player touches the ball.
- Opponent must be five yards from the center mark while the kick off is in progress.

LAW 9: Ball In and Out Of Play:

- The ball is out of play if it completely crosses the goal end line or touch line, or if the referee stops the play.
- The ball is in play all other times when remaining in the field of play.
- If a ball touches an official and possession changes - stop play restart with a drop ball

LAW 10: Method of Scoring:

- A goal is scored when the whole ball passes over the goal line, between the goalposts and under the crossbar.
- The team with the most goals wins. A tying score ends in a draw.

LAW 11: No Off-Sides.

LAW 12: Misconduct:

- A coach or player is cautioned and shown a yellow card if he/she is guilty of unsporting behavior, shows dissent by word or action, persistently infringes the laws of the game, delays the restart of a game, fails to respect the required distance when play is restarted, enters or re-enters the game without the referees approval, or deliberately leaves the field without the referees approval, or illegal goal celebrations.
- Players issued a yellow card must be substituted by another player
- A coach or player is sent off and shown a red card if he/she is guilty of a serious foul play, guilty of violent conduct, spits at an opponent or any other person, denies the opposing team an obvious goal scoring opportunity by deliberately handballing the ball or by an offense punishable to a free kick or penalty kick, uses offensive, insulting, or abusive language or gestures, or if a player receives a second caution in the same match.
- Team officials may be shown a Yellow or Red Card.
- In the event of a red card, the player or coach must leave the vicinity of the field of play and the technical area.

LAW 13: Free Kicks:

- A player may receive indirect kick and must be taken where the foul occurred. The ball must be stationary, and the player cannot touch the ball twice in a row without another player touching the ball.
- In the case of an indirect kick, the opposing team must stand at least five yards away from the ball.
- A indirect kick is awarded to the opposing team if a player commits a careless, reckless act, or uses excessive force.
- An indirect kick is awarded to the opposing team if a goalie, inside his/her own penalty box commits a foul, or if a player plays in a dangerous manner.

- A direct kick is put into play once one player touches the ball.
- An indirect kick cannot be scored unless two players touch the ball before entering the goal or if the ball goes out of play.

LAW 14: No Penalty Kicks.

LAW 15: Throw-ins:

- A throw-in is awarded if the ball passes over the touch lines on either side of the field. The throw must be taken from where the ball went out of play and is taken by the team in which their opponents touched the ball last before going out of play.
- A throw must be taken facing the field, part of each foot on the ground, outside the touch line, using both hands, and delivering the ball over and directly behind their head.
- A same player throwing the ball in play cannot touch the ball a second time until another player touches the ball.
- A goal cannot be scored directly from a throw-in.

Indirect Kick:

- Any purposeful header within the game shall result in an indirect kick from the spot of the infraction.

LAW 16: Goal Kick:

- A goal kick is awarded if the ball, having last touched by the opposing team, passes over the goal line with the exception of if a goal is scored.
- A goal kick is taken within the goal area by a player of the defending team once the other team has retreated to the build out line.
- A player taking the goal kick cannot touch the ball a second time until another player touches it.

LAW 17: Corner Kick:

- A corner kick is awarded when the whole ball, having last been touched by the defending team, passes over the goal line and a goal is not scored.
- The ball is placed next to the nearest corner flag without removing the flag and is kicked by a player on the attacking team.
- Opponents must remain ten yards away from the ball until it is in play.
- A ball is in play once it is kicked or moved, and the player taking the corner kick may not touch the ball a second time until another player touches the ball.

** NWOYSL will follow all USSFA and FIFA current seasonal rules, unless otherwise stated.*