

Laws

The SRSL games shall be played in accordance with the LAWS of the United States Soccer Federation (USSF) as published by the Federation Internationale De Football Association (FIFA), and as authorized by the International Football Association Board (IFAB). Please visit the Addenda link to view the SRSL Law Addenda.

LAW I The Field of Play

- The soccer field is rectangular shape, L=100-130 yds, W=50-100 yds. All areas- penalty, center circle, etc. - must be well marked. Nothing dangerous can be present. All lines, appurtenances are part of the field.

LAW II The Ball

- The ball must bear FIFA designation. The ball may not be changed during the match without approval of the referee.

LAW III Number of Players

- Two teams, each of which shall have 11 players maximum, one of which must be a goalkeeper. Ejected players cannot be replaced. Substitutes made only with referee approval, can be conditionally made on any stoppage of play.

LAW IV Player Equipment

- The uniform of a player consists of shirt, shorts, stockings, footwear and shin guards. Items that could be dangerous are not permitted. Stockings must cover the shin guards. Goal keepers colors are different from the other players and the referee

LAW V The Referee

- Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed. His decisions on the play are final. (Non-Liable.)

LAW VI Assistant Referees

- Two assistant referees shall indicate, subject to the decision of the referee, when the ball is out of play, goal kick, throw-in, substitution, corner kick, or offside.

LAW VII Duration of the Game

- The game shall be 2 equal periods of 45 minutes.. Time is kept by the referee. Allowances can be made for time wasting, etc. accident or other causes (LAW V). Half-time interval must not exceed 15 minutes.

LAW VIII The Start of Play

- The kick-off shall be decided by the toss of a coin.(Winner decides which goal they will attack, other team kicks off the ball) A kick-off (a goal can be scored) is used to start at the beginning, after a goal and after half-time and each period of extra time. A drop ball is to re-start if there is no foul or the ball did not go out of play, but the play was stopped by the referee. The ball is in play when it is kicked and moves forward.

LAW IX Ball in and out of Play

- The ball is out of play when it has wholly crossed the goal or touch-line or the game has been stopped by the referee. It is in play at all other times. All appurtenances, the referee on the field, are part of the field of play.

LAW X Method of Scoring

- A goal is scored when the whole of the ball has crossed the goal touch line, unless an infringement of the Laws has been committed.

LAW XI Offside

- A player shall be penalized for being in an off-side position if he is involved in active play by: interfering with play or opponent, or gaining an advantage by being in that position. He shall not be declared off-side in his half of the field, or if he (she) receives the ball directly from a goal kick, corner kick, or throw in.

LAW XII Fouls and Misconduct

- A direct free kick shall be awarded to the opponent for the following major fouls committed by a player: kick or attempt to kick an opponent, trip, jump at, charges, strikes or attempts, pushes, holds or spits, or handles the ball deliberately.
- An indirect free kick shall be awarded to the opponent for the following offences: Dangerous play, charging a player who is not within playing distance of the ball, intentionally obstructing, charging the goalkeeper, or time wasting by the goalkeeper.
- A player shall be cautioned and shown the yellow card if: he dissents with a referee decision, enters or leaves the field of play without referee permission, is delaying the re-start of the game.
- A player shall be sent off the field of play and shown the red card, if he is; guilty of violent conduct, guilty of serious foul play, uses foul or abusive language, is guilty of a second cautionable offense, denies via foul, a goal scoring opportunity.

LAW XIII Free Kick

- Free-kicks are taken from the spot where the foul occurred (except penalty). The ball must be stationary. Kick and move to be in play.
- 1. Direct; punishment for committing one of the major fouls-a goal can be scored direct against the offending team.
 2. Indirect; punishment for a non-major foul-the ball must be played by another player beside the kicker to count as a goal.
- Opposing players to be 10 yds from the ball till it's been kicked.

LAW XIV Penalty Kick

- The penalty kick is a direct kick taken from the penalty-mark. All players other than the goalkeeper and the kicker must be outside the penalty-area and behind the penalty mark.

LAW XV Throw-in

- A throw-in is to bring the ball back into play after it has crossed over the touch-line. It is to be taken by a player of the team opposite of the team that last touched it. There is no off-side on a throw-in. Unfairly impeding or distracting the thrower is a cautionable offense.

LAW XVI Goal-kick

- The goal-kick is to bring the ball back into play after it has crossed over the goal line (not inside the goal) after being touched or played by an attacker. The ball must leave the penalty area on the first touch, or it is retaken. A goal can be scored, but only against the opponent.

LAW XVII Corner-kick

- A corner-kick is awarded to the attacking team after the ball crosses over the goal-line (not inside the goal) after it was touched or played by a defender. The ball is put into play from the closest corner inside the quarter circle and the kicker cannot touch the ball twice. Defenders are to be 10 yards from the ball. There is no off-side, and a goal can be scored directly.

Acknowledgment:

The preceding Laws of Soccer are edited. Although reliable sources were utilized, no interpretation guarantee is implied nor intended. Please consult the USSF publication for the official version-without SRS Addenda.