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**PLAYING
LAWS
RULEBOOK**

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Soccer Association for Youth

PLAYING LAWS RULEBOOK

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(SNRRC)



SAY Soccer Playing Rules, Fifth Edition
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TX 1-609-922

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If you need a printed copy of the Rulebook, please contact the SAY National Office for assistance.

RULE CHANGES

Text highlighted in **GREY** indicates the new changes or clarifications that are effective at the beginning of the 2026-2027 seasons.

COMMUNICABLE DISEASE PROCEDURE

1. When a player is bleeding, or has an open wound, or has an **excessive** amount of blood on the uniform, the player must immediately leave the game.
2. The bleeding must be stopped, the wound cleaned and covered, and the bloody uniform changed (or adequately cleaned or covered) before the player may be allowed to return to the game.

LIGHTNING POLICY

1. The safety of players and participants is of utmost importance. Soccer fields can be a dangerous place during severe weather.
 - a. You are in danger if you can see lightning.
 - b. You are in danger from lightning if you can hear thunder.
 - c. Lightning often travels sideways as far as 10 miles and can strike away from any rainfall even when skies are blue.
2. In the event of a storm, games and/or practices **MUST** be stopped and suspended until the danger has passed using the following **minimum** criteria:
 - a. The sighting of a lightning flash or the hearing of a sound of thunder shall be reason enough to immediately stop and suspend a game or practice session.
 - i. **DO NOT** wait until it rains.
 - ii. **DO NOT** continue in order to try to reach the end of a period or the end of the game.
 - b. Coaches shall take their players to a safe location upon suspension of a game and/or a practice session.
 - c. Following suspension of a game, the Referees shall promptly leave the field to a safe location.
 - d. Play and/or practice **SHALL NOT** be resumed prior to 30 minutes after the last sighting of lightning or the last sound of thunder heard.

MEDICAL JEWELRY POLICY

Any piece of clothing or jewelry that is clearly a medical-alert item must be allowed to be worn. It must be secured so as not to be dangerous to other players. Refer to **SAY Playing Laws, Law 4.3.**

CONCUSSION POLICY

1. As outlined in the **SAY National Concussion Policy** posted on www.saysoccer.org:
 - a. All coaches and officials, regardless of their age and/or status, will be required to complete a concussion training course every three (3) years.
 - b. This training must be completed prior to being able to participate in any SAY activity, whether it be a practice or a game situation.
2. The policy outlines the “Removal-From” and “Return-to-Play” procedure.
 - a. Namely, any athlete that exhibits signs and/or symptoms of concussion either during a practice or during a game, **MUST** be immediately removed.
 - b. This athlete **MAY NOT** return to play nor participate in any SAY activity on the same day that the athlete has been removed (even if a written medical clearance is provided).
3. In addition, the athlete is not permitted to return to play nor participate in any SAY activity until they have been assessed and received written clearance by a physician or by another licensed health care provider.
4. All SAY Areas and Districts are responsible for:
 - a. Developing and distributing the specific criteria which their referees and coaches must follow.
 - b. Monitoring and tracking their referees and coaches regarding their individual compliance with this policy.

NO HEADING POLICY

1. In order to promote a safer playing environment, all players in the U12/Strikers and younger age divisions are prohibited from deliberately striking a soccer ball with any portion of their head (a.k.a. heading) in both games and practices.
 - a. It is the responsibility of the coaches to restrict any heading activity during practice sessions and to support this **No Heading Policy** at all other times.
 - b. If a player in a U12/Strikers or younger division game deliberately heads the ball, the Referee shall stop the game and award an Indirect Free Kick (IFK) to the opposing team in accordance with **Law 12.4** of the **SAY Playing Laws**.
2. In the U14/Kickers age division, coaches should limit deliberate heading in practice sessions to a maximum of 15-20 headers and a maximum of 30-minutes total during any 7-day period.
 - a. There are no limits or restrictions on heading in practices or in games for players in the older age divisions.
 - b. Coaches should always instruct, teach, and emphasize the importance of proper techniques for the heading of soccer balls.
3. Heading of the ball is allowed in U14/Kickers through U19/Seniors age divisions without limitations.

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SAY ORGANIZATIONAL RULES

For a complete copy of SAY Soccer's Organizational Rules, visit the REFEREE section of www.saysoccer.org.

This is not a complete listing of the Organizational Rules. This only contains those rules that a Referee should know before officiating a game.

RULE 1 - PLAYER AGE CLASSIFICATIONS

Age divisions are broken down as follows:

CLASS	DIVISION	AGE (at beginning of year)
ST	U5/Starters	2, 3, & 4
I	U6/Instructional	4 & 5
P	U8/Passers	6 & 7
W	U10/Wings	8 & 9
S	U12/Strikers	10 & 11
K	U14/Kickers	12 & 13
M	U16/Minors	14 & 15
SR	U19/Seniors	16, 17 & 18

RULE 9 - OFFICIAL PROTESTS

- Judgment calls by Referees may not be protested. For example, no **"official protest"** may be made concerning the Referee's judgment as to:
 - Who committed the foul, or EVEN IF a foul was even committed.
 - Whether a goal was or was not scored.
 - Which team should be awarded the ball when the ball goes out-of-play over the goal lines or the touchlines.
 - Allowing or failing to allow an "advantage", etc.
- An **"official protest"** concerning any incidents which occur during the game may be lodged by the head coach, only if it is alleged a ***SAY Playing Law*** was incorrectly applied or enforced by the Referee.
- Official Protest Procedure**
 - An informal, but official, verbal protest must be made to the Referee(s) by the head coach at (preferably) or close to, the time of the incident; but in all cases, it must be made before the Referee(s) have left the playing area.
 - A simple or vague complaint about a call or calls will not suffice - the words **"official protest"** must be used, and the reason for the protest must be made clear.
 - If this is done at the time of the incident, a mistake by a Referee can often be easily rectified without the need for any further action.
 - Any coach who has made an official verbal protest may withdraw that protest at any time.
 - The opposing coach must be notified of the protest by the Referee(s) before leaving the playing area.

RULE 10 - MINIMUM TEAM FORFEITS

1. Teams from within the same District must field at the scheduled starting time no fewer than the legally required minimum number of players, as stated in the SAY Playing Rules, i.e., seven (7) players for an 11v11 game and a lesser number for small-sided games. **See Law 3.2 and Law 3.3** for additional information.
2. Teams from out-of-District are allowed a 20-minute grace period and must by that time field at least the legally required minimum number of players as stated in the SAY Playing Rules, i.e., seven (7) players for an 11v11 game and a lesser number for small-sided games. **See Law 3.2 and Law 3.3** for additional information.

RULE 12 - PLAYER PARTICIPATION

1. Every player present at the start of the game shall play the equivalent of approximately one-half of the regulation game unless:
 - a. The player is injured prior to the start of the game, and notification of the injury is given to the Referee(s) and the opposing coach before the start of the game.
 - b. The coach has a letter from their District Representative granting permission to withhold the player from the game. This letter must be shown to the Referee(s) and the opposing coach prior to the start of the game.

NOTE: Once the letter is presented to the Referee(s), the player may not participate in that game under any circumstances.
2. It is NOT the responsibility of the Referee(s) to keep track of any player's time in the game. That responsibility belongs to the League Administrators.

RULE 17 - SYSTEMS OF OFFICIATING

1. In the **One Referee System** (one whistle) only the Referee shall have authority and responsibility for the calling of fouls and violations using the whistle. Where Club Lines are used, their duties are to be limited to calling balls in and out-of-bounds.
2. In the **Two Referee System** (two whistles) both officials have equal authority and responsibility for the calling of fouls and violations using the whistle on any part of the field at any time. One Referee may not overrule the other Referee.
3. In the **Three Officials Systems** two (2) options are available:
 - a. The **"Diagonal System"** (one whistle) with one Referee and two Assistant Referees where:
 - i. Only the Referee shall have the authority and responsibility for the calling of fouls and violations by using the whistle.
 - ii. The two Assistant Referees shall assist the Referee as described in **Law 6** of the **SAY Playing Laws**.
 - iii. The Referee shall accept the calls of an Assistant Referee regarding incidents that do not come under the personal notice of the Referee. However, at all other times, the Referee is not obligated to and may (or may not) accept the calls of an Assistant Referee, in accordance with the Referee's own judgment, even if the effect is to nullify or allow a goal.
 - b. The **"Modified Diagonal System"** (three whistles) is where all three officials shall perform as Referees and shall have equal authority and responsibility for the calling of fouls and violations by using the whistle on any part of the field at any time. One Referee may not overrule either of the other Referees.

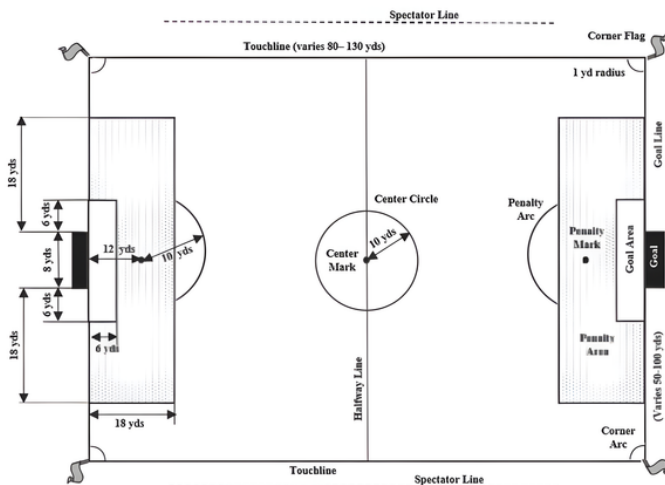
SAY PLAYING LAWS

THE LAWS OF THE GAME

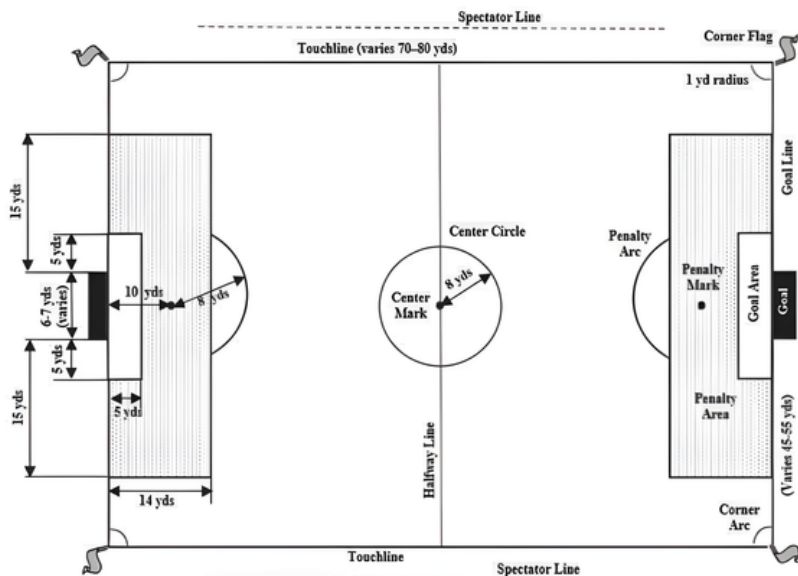
GENERAL PREFACE

1. The definitive laws of soccer are those of the Federation International Football Association Board (IFAB). These laws apply all over the world and provide a standard that governs international competition.
2. U.S. Soccer, the National Collegiate Athletic Association (NCAA), and the National Federation of State High School Associations (NFHS) all have their own set of laws, or rules, which basically conform to the IFAB Laws, but which also have variations unique and appropriate to their organizations.
3. The **IFAB Laws of the Game** shall apply to SAY play, except as may be amended in these **SAY Playing Laws**.
 - a. The SAY modifications of the **IFAB Laws of the Game** are intended to change the nature of the game as little as possible and are primarily directed toward creating a safer game that is more age-appropriate for the participants and a means for all players to participate.
 - b. The interpretations of the **SAY Playing Laws** are the responsibility of the National Director of Officials of SAY and, with the approval of the SAY National Board, are binding upon participants in the SAY program.
4. The **SAY Playing Laws** have been modified in their application to include provisions for small-sided team games at all levels of play. Any game incident(s) not covered by the **SAY Playing Laws** shall default to the **IFAB Laws of the Game**.
5. All team members and coaches are subject to these **SAY Playing Laws**, whether on or off the field-of-play.

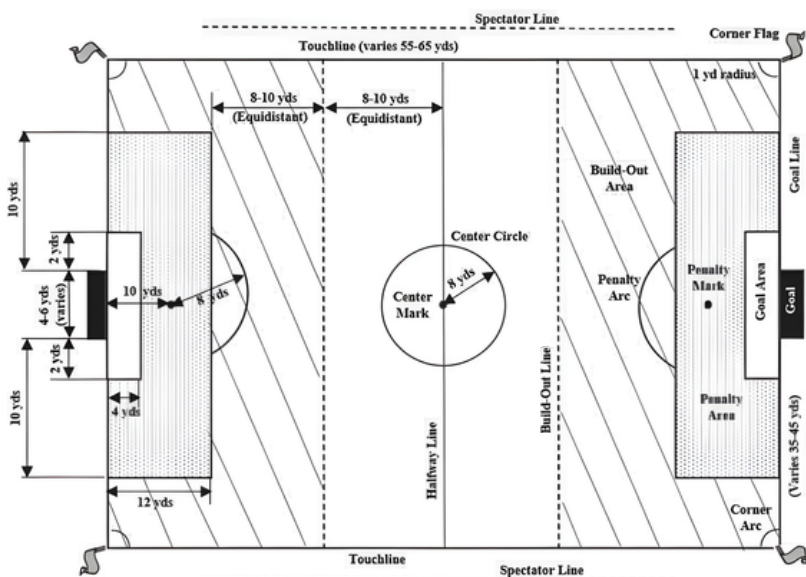
FULL-SIDED 11 v 11 PLAYING FIELD U13 THRU U19 / KICKERS, MINORS, SENIORS



SMALL-SIDED 9 v 9 PLAYING FIELD U12 / STRIKERS



SMALL-SIDED 7 v 7 PLAYING FIELD U8 THRU U10 / PASSERS, WINGS



SAY Playing Law 1 – The Field-of-Play

1.1 – Introduction

- The Referee(s) shall inspect the field-of-play to ensure it is safe for play.
 - If the Referee decides the field-of-play is unsafe for ANY reason, the game is to be abandoned.
 - If the field-of-play is not adequately lined and/or there are no nets for the Goals, the game may proceed based on the Referee's judgement.
 - See Field Layout Diagrams for Full-Sided (11v11) matches (page 7) and 7v7 and 9v9 Small-Sided matches (page 8) for additional details.
-

1.2 – Field Dimensions

- **Field Shape:** Rectangular.
 - **Field sizes by age group:**
 - **Small-Sided 7v7 (U8/Passers & U10/Wings):**
 - Length: between 55–65 yards
 - Width: between 35–45 yards
 - **Small-Sided 9v9 (U12/Strikers):**
 - Length: between 70–80 yards
 - Width: between 45–55 yards
 - **Full-Sided 11v11 (U14/Kickers, U16/Minors & U19/Seniors):**
 - Length: between 80–130 yards
 - Width: between 50–100 yards
-

1.3 – Field Markings

- All Markings must use material that will not cause injury to eyes or skin.
- All Field Markings are part of the areas they enclose.
- The Goal Line width should be the same width as the goal posts.
- **Lines:** All lines on the field-of-play shall not be more than five (5) inches in width.
 - **Touchlines:** The two longer boundary lines (sideline).
 - **Goal Lines:** The two shorter boundary lines (endline).
 - **Halfway line:** This line joins the midpoint of each Touchline and divides the field-of-play into two equal halves.
 - **Build-Out Lines (Small-Sided 7v7 Fields only):** The two additional lines marked across the full width of the field equidistant between the Halfway Line and each Penalty Area line.
- **Center Circle:** A circle shall be marked from the midpoint (Center Mark) of the Halfway Line with the radius as follows:
 - Small-Sided 7v7 Field: 8 yards.
 - Small-Sided 9v9 Field: 8 yards.
 - Full-Sided 11v11 Field: 10 yards.

- **Flags:**
 - **Corner Flags**
 - Flag posts to be at least five (5) feet high with a non-pointed top (1/2 to 1-1/2 -inch in diameter).
 - Flag posts shall be placed at the outside edge of each corner of the field.
 - **Midfield Flags** (optional) – positioned at least one (1) yard outside the Touchlines.
-

1.4 – Goal Area

- **Small-Sided 7v7 Field:** The Goal Area (8–10 yds x 4 yds) is marked by lines perpendicular to the Goal Line two (2) yards from the inner side of each goal post, extending four (4) yards into the field-of-play, and joined by a line parallel to the Goal Line.
 - **Small-Sided 9v9 Field:** The Goal Area (16–17 yds x 5 yds) is marked by lines perpendicular to the Goal Line five (5) yards from the inner side of each goal post, extending five (5) yards into the field-of-play, and joined by a line parallel to the Goal Line.
 - **Full sized 11v11 Field:** The Goal Area (20 yds x 6 yds) is marked by lines perpendicular to the Goal Line six (6) yards from the inner side of each goal post, extending six (6) yards into the field-of-play, and joined by a line parallel to the Goal Line.
-

1.5 – Penalty Area

- **Small-Sided 7v7 Field:**
 - **The Penalty Area (24–26 yds x 12 yds)** is marked by lines perpendicular to the Goal Line ten (10) yards from the inner side of each goal post, extending twelve (12) yards into the field-of-play, and joined by a line parallel to the Goal Line.
 - **The Penalty Mark** shall be a spot no larger than nine (9) inches in diameter and located ten (10) yards opposite the center of the goal.
 - **The Penalty Arc** is an arc of a circle with a radius of eight (8) yards from the center of the Penalty Mark and marked outside the Penalty Area.
 - **Small-Sided 9v9 Field:**
 - **The Penalty Area (36-37 yds x 14 yds)** is marked by lines perpendicular to the Goal Line fifteen (15) yards from the inner side of each goal post, extending fourteen (14) yards into the field, and joined by a line parallel to the Goal Line.
 - **The Penalty Mark** shall be a spot no larger than nine (9) inches in diameter and located ten (10) yards opposite the center of the goal.
 - **The Penalty Arc** is an arc of a circle with a radius of eight (8) yards from the center of the Penalty Mark and marked outside the Penalty Area.
 - **Full Sized 11v11 Field:**
 - **The Penalty Area (44 yds x 18 yds)** is marked by lines perpendicular to the Goal Line eighteen (18) yards from the inner side of each goal post, extending eighteen (18) yards into the field, and joined by a line parallel to the Goal Line.
 - **The Penalty Mark** shall be a spot no larger than nine (9) inches in diameter and located twelve (12) yards opposite the center of the goal.
 - **The Penalty Arc** is an arc of a circle with a radius of ten (10) yards from the center of the Penalty Mark and marked outside the Penalty Area.
-

1.6 – Corner Area

- The Corner Area is a quarter-circle of one (1) yard radius inside each of the four corners of the field.
-

1.7 – Build-Out Area (Small-Sided 7v7 only)

- The Build-Out Area on each half of the field is located between the Goal Line & Build-Out Line.
 - The Build-Out Area is used only in **U8/Passers & U10/Wings matches**.
-

1.8 – Goals

- For safety reasons, the Goals **MUST** be anchored securely to the ground.
 - The Goals are placed at the midpoint of each Goal Line with each upright (post) the same distance from the corner flag.
 - The goal posts and crossbar should have the same width and shape.
 - Goals should be white in color.
 - **Dimensions:**
 - **Small-Sided 7v7 Field:** The goal posts are to be twelve (12) to eighteen (18) feet wide by six (6) to seven (7) feet from the ground (to the lower edge).
 - **Small-Sided 9v9 Field:** The goal posts are to be eighteen (18) to twenty-one (21) feet wide by six (6) to seven (7) feet from the ground (to the lower edge).
 - **Full-Sized 11v11 Field:** The goal posts are twenty-four (24) feet apart (inside measurement) joined by a crossbar eight (8) feet from the ground (to the lower edge).
 - Goal nets shall be attached to the goal posts and crossbar and fastened to the ground to prevent interference with the Goalkeeper.
 - If there are no nets for the Goals, the game may proceed based on the Referee's judgement.
 - If the crossbar becomes damaged and falls, or is in danger of falling, it shall be removed.
 - It is the Referee's decision as to whether or not to continue the game.
 - However, the game may only continue with the agreement of both coaches.
 - The Referee's judgement will solely determine if a shot-on-goal would have been under the crossbar had it been there.
-

SAY Playing Law 2 – The Ball

2.1 – Soccer Ball

- All balls must be:
 - Spherical
 - made of suitable material
 - made for the purpose of playing soccer
 - inflated to the manufacturer’s recommended pressure.
-

2.2 – Ball Sizes

- Ball size is determined by the Division/Age of the game being played:

Division	Age	Ball Size
U5/Starters	2, 3, & 4	3
U6/Instructional	4 & 5	3
U8/Passers	6 & 7	3
U10/Wings	8 & 9	4
U12/Strikers	10 & 11	4
U14/Kickers	12 & 13	5
U16/Minors	14 & 15	5
U19/Seniors	16, 17, & 18	5

2.3 – The Game Ball

- The ball(s) used in the game **MUST** be safe and approved by the Referee(s).
 - The ball may not be changed during the game without the permission of the Referee(s).
 - The game shall be stopped if the ball becomes unsafe or deflated during play.
 - The Referee will restart play with a **Dropped Ball** in accordance with **Law 8.2.**
 - **Restart Exception** - The restart will be retaken if the ball becomes defective during the taking of a:
 - Kick-Off
 - Goal Kick
 - Corner Kick
 - Direct Free Kick (DFK)
 - Indirect Free Kick (IFK)
 - Throw-In
 - **During a Penalty Kick** - The Penalty Kick is to be retaken if the ball becomes defective after moving forward and before it touches a player, crossbar, or goal post and prior to leaving the field-of-play.
-

SAY Playing Law 3 – Players and Substitutions

3.1 – Definition of a Player

- A **player** is any team member who has received permission from the Referee to enter the field-of-play and participate in the game.
 - All other participating team members are **substitutes**.
-

3.2 – Standard Match Formats

- **U8/Passers**
 - Standard: **7v7 players**
 - Field Size: Small-Sided 7v7 Field
 - Maximum of 7 players & Minimum of 5 players
 - Must include a Goalkeeper
 - League Option: 4v4 – 8v8 players
 - **U10/Wings**
 - Standard: **7v7 players**
 - Field Size: Small-Sided 7v7 Field
 - Maximum of 7 players & Minimum of 5 players
 - Must include a Goalkeeper
 - Field Size: Small-Sided 7v7 Field
 - League Option: 6v6 – 9v9 players
 - **U12/Strikers**
 - Standard: **9v9 players**
 - Field Size: Small-Sided 9v9 Field
 - Maximum of 9 players & Minimum of 6 players
 - Must include a Goalkeeper
 - League Option: 7v7 – 10v10 players
 - **U14/Kickers, 16U/Minors, 19U/Seniors**
 - Standard: **11v11 (Full-Sided) players**
 - Field Size: Full-Sided 11v11 Field
 - Maximum of 11 players & Minimum of 7 players
 - Must include a Goalkeeper
 - League Option: 8v8 – 10v10 players
-

3.3 – Optional Match Formats

- Played by two teams each consisting of:
 - **4v4**: Maximum: 4 players | Minimum: 3 players | No Goalkeeper required (per league rules)
 - **5v5**: Maximum: 5 players | Minimum: 3 players | No Goalkeeper required (per league rules)
 - **6v6**: Maximum: 6 players | Minimum: 4 players | Goalkeeper optional (per league rules)
 - **8v8**: Maximum: 8 players | Minimum: 5 players | Must include a Goalkeeper
 - **10v10**: Maximum: 10 players | Minimum: 6 players | Must include a Goalkeeper
-

3.4 – Substitutions

- Allowed only **with Referee's permission**.
 - **Both Teams may substitute any number of players at the following times:**
 - Goal Kick
 - After a goal
 - During an injury time-out
 - Between periods
 - When the Referee stops play for a caution/send-off
 - **Throw-Ins and Corner Kicks:**
 - Team in possession of the ball may substitute any number of players.
 - If they substitute, the opposing team may also substitute for any number of players.
 - All substitutes must be at the Halfway Line before the ball leaves the field-of-play.
 - **Becoming a Player:**
 - A substitute becomes a player only upon entering the field-of-play **after acknowledgement by the Referee**.
 - The replaced player then immediately becomes a substitute, whether still on the field-of-play or not.
 - **Short-handed Player Situations:**
 - **Short-handed:** A team playing with fewer than the maximum number of players.
 - **Late arriving/Injured players:** The Referee should allow entry or re-entry of an injured/late arriving player without waiting for a stoppage of play. The Referee must clearly signal for the player to enter the field-of-play.
 - **Equipment Issue:** If a player is removed for equipment issues, the player may re-enter **only at a stoppage of play and with the permission of the Referee (See Law 4.5)**.
 - **Ejected Players:** Substitutions for sent-off players are not allowed **(See Law 3.5 below)**.
-

3.5 – Red Card / Ejection (Send-Off)

- Any player or substitute ejected (issued a Red-Card) can no longer participate in the game.
 - An ejected **player** may not be replaced, and the team will play short-handed for the remainder of the game.
 - An ejected **substitute** may be replaced, and the team will **not** have to play short-handed.
 - If any team participant is ejected before the period/match begins, the team may still start with the maximum allowed players.
-

3.6 – Unauthorized Entry – Players

- If a player re-enters the field-of-play without permission:
 - The Referee must stop the game and issue a Caution (Yellow Card) to the player.
 - Restart if there is:
 - **No interference:** Indirect Free Kick (IFK) at the location of the ball when play was stopped.
 - **Interference:** Direct Free Kick (DFK) or Penalty Kick (PK) depending on location of the interference.
-

3.7 – Unauthorized Entry – Substitutes or Team Members

- If **no interference occurs**: Play is allowed to continue.
 - If **interference occurs**: Referee must stop play and:
 - Eject (Red Card) the substitute or team member.
 - Restart play with a Direct Free Kick (DFK) or Penalty Kick (PK) depending on location of the interference.
-

3.8 – Extra Team Member on Field During Goal

- If a goal is scored while an extra person (player, substitute, or team member) is on the field-of-play:
 - Goal must be **disallowed**.
 - Referee will restart the game with a Direct Free Kick (DFK) for the opposing team at the location of the extra person (or in the Goal Area if location was unknown).
-

3.9 – Goalkeeper Changes

- Referee must be notified before a Goalkeeper and a player switch position (except between periods or during a legal substitution).
 - If a player switches with the Goalkeeper during active play without permission:
 - Play will be allowed to continue.
 - During play the Goalkeeper of record is the player wearing the GK jersey.
 - Both players must be issued a Caution (Yellow Card) at the next stoppage of play.
-

SAY Playing Law 4 – Player’s Equipment

4.1 – Pre-game Inspection

- Before the game, the Referee(s) **MUST** inspect players’ equipment and ensure equipment conforms to the requirements of this **Law**.
 - Players with non-conforming equipment cannot play until their equipment is corrected.
 - No player may wear anything dangerous to themselves or others.
 - Referees may determine any equipment illegal/dangerous.
 - Players are not allowed to wear jewelry or decorative items **(See Law 4.4 below)**.
 - Religious or medical items are allowed if secured safely **(See Law 4.3 below)**.
-

4.2 – Basic Compulsory Equipment

- Each player must wear:
 - **Shirts**
 - All team players must wear shirts of the same color (sleeve length does not matter).
 - **Goalkeepers must wear a different color than that of either team.**
 - Home team will change to a different color if conflict exists.
 - Numbers on shirts are required, and each player must have a different number.
 - If alternate shirts are required (due to color conflict), numbers are not required.
 - If a color conflict cannot be resolved, the Referee(s) may allow play to proceed.
 - **Shorts**
 - Players of the same team all must wear the same color.
 - Sweatpants are acceptable, but they should be worn under the shorts.
 - Any undergarments worn by players do not need to be the same color as other team members.
 - **Socks**
 - Must be knee-length.
 - Players on the same team all must wear the same color.
 - Both socks worn by a player must be the same color.
 - Any tape or covering material should be the same color as the part of the sock it covers.
 - **Shin-guards**
 - Must be made of suitable material (rubber, plastic, polyurethane, etc.).
 - Must provide reasonable protection.
 - Must be fully covered by the socks.
 - **Shoes**
 - Should be made by well-known manufacturers and designed for soccer.
 - Any type of shoe having any number of cleats (rubber, plastic, or metal with no sharp edges).
 - Gym shoes (no cleats) are acceptable.
 - Shoes must be properly tied or fastened.
-

4.3 – Alternate Legal Equipment

- Each player may wear items that may be necessary for them to safely play in the game.
 - **Legal Equipment Examples (NOT an all-inclusive list)**
 - Soft headwear (knit caps)
 - Goalkeepers may wear specialized gloves, soft-billed caps, or a foam helmet.
 - Hearing aids
 - Eyeglasses (with or without strap)
 - Soft gloves
 - Warm-ups or sweatpants (must be under uniform)
 - **Any item clearly medical or religious in nature must be allowed to be worn.**
 - Must be secured so as not to be dangerous to other players.
 - Bracelet tags should be securely wrapped or taped over to not hang loose.
 - Necklace tags should be taped to the underside of the jersey.
-

4.4 – Unsafe/Improper/Illegal Equipment

- Each player may NOT wear items that are unsafe or are not necessary to play safely in the game.
 - Any Illegal or improper items remain prohibited even if both coaches agree.
 - **Illegal Equipment Examples (NOT an all-inclusive/complete list)**
 - Shin-guards with sharp edges
 - Face or spectacle guards
 - Hard helmets
 - Casts or splints (except inflated air types)
 - Knee braces (unless padded and approved)
 - Cleats with sharp/jagged edges
 - Foreign objects in the mouth (gum, ice, etc.)
 - All items of jewelry are normally considered dangerous and must be removed:
 - Any hard hair beads, hard barrettes, or hair clips, etc. (even if covered with a soft protective helmet).
 - Any necklaces, rings, or earrings (using tape to cover earrings is **not** permitted).
 - Any hard or soft bracelet/wrist band that is not securely wrapped or taped over.
 - **Facial Coverings**
 - Players may wear protective cloth/soft face coverings for health, weather, or religious reasons.
 - Hard plastic face shields (clear plastic) are not permitted.
 - It shall solely be the individual player's choice to wear facial coverings unless required by local, state, or federal law OR by facility regulations.
 - SAYArea/District, leagues, administrators, coaches, or Referees cannot mandate the wearing of facial coverings by players in the game.
 - Players may be required to wear facial coverings before/after games or in the bench area as a substitute (during the game).
-

4.5 – Unsafe/Illegal Equipment Infringement

- The Referee will instruct the player to immediately:
 - Adjust equipment, or
 - Obtain missing equipment, or
 - Leave the field of play to correct the issue (if impractical to fix on the field).
 - The Referee will:
 - **NOT direct** any player **to remove** unsafe or illegal equipment.
 - **Only Inform** a player that they will not be allowed to participate in the game with the unsafe/illegal equipment.
 - If a **player chooses to remove** or correct the unsafe/illegal equipment, they will be allowed to participate in the game.
 - If a player chooses **not to** remove or correct the unsafe/illegal equipment they will not be allowed to participate in the game.
 - The player may not return to the field of play until their equipment is checked and approved by the Referee (or Assistant Referee).
-

SAY Playing Law 5: The Referee

5.1 – Referee Systems & Assignment

- Any of the “**Systems of Officiating**,” as defined in **SAY Organizational Rule 17**, are acceptable to be used in any SAY sanctioned game.
 - Each SAY Area or District is free to determine independently which system of refereeing is to be used for each game.
 - At least **one referee** must be designated to officiate every game.
-

5.2 – Referee Duties

- The primary responsibilities of the Referee(s) are to enforce and apply the **SAY Playing Laws** in such a way as to provide a safe, fair, and fun playing environment.
- Referees shall make decisions to the best of their ability, in accordance with both the **SAY Playing Laws** and the ‘**Spirit of the Game**.’
- **Prior to the start of the game the Referee(s) MUST:**
 - Check the overall safety of the field-of-play.
 - Verify that the Goals are securely anchored.
 - Approve any ball that is to be used in the game.
 - Check that each player’s equipment is safe and rules compliant (**See Law 4**).
- **During the game, the Referee shall:**
 - Enforce the **SAY Playing Laws**.
 - Function as the official timekeeper.
 - Keep a record of the game (score, cards issued, etc.)
 - Indicate and supervise the restart of play.
 - Allow play to continue when an offense occurs and the non-offending team would benefit from the advantage.
 - If advantage does not materialize, Referee(s) shall then penalize the original foul.
 - Referee(s) should refrain from using advantage at U8/Passers and U10/Wings.
 - Use the official SAY Referee Signals (**See Appendix B**) to:
 - Indicate reason for stoppage of play.
 - Signal the location and type of restart to be taken.
 - Indicate the restart of the match after any stoppage.
 - A quick restart for an Indirect/Direct Free Kick (IFK/DFK) may be taken **without a whistle** as soon as the ball is properly placed.
 - Referee may delay a quick free kick restart at their discretion.
 - Restart must then be with a whistle.
 - For an Indirect Free Kick (IFK) restart the Referee must raise their arm above their head.

- A signal with the whistle shall be given:
 - on a Kick-Off
 - after an extended stoppage
 - at the taking of a Penalty Kick
 - Referees have the discretion to signal/not signal with the whistle after a substitution, but it is good practice to do so.
 - Allow no unauthorized persons to enter the field-of-play.
-

5.3 – Powers of the Referee

- The authority of the Referee begins **once they enter the field-of-play**.
- The Referee has the authority to stop, suspend, terminate, or refuse to start a match for:
 - Unsafe weather (***See Lightning Policy on Page 2***).
 - ***In the event of a storm (see lightning or hear thunder) play MUST be stopped immediately.***
 - ***Play shall not be resumed prior to 30-minutes after last sighting of lightning or last sound of thunder.***
 - Unsafe field conditions.
 - Inappropriate/unruly actions of players, team officials, or spectators.
 - Match suspensions/terminations are to be reported to the League Administrator.
- Referee(s) has the power to impose penalties for misconduct and/or inappropriate behavior committed by match participants.
 - Such decisions may be based solely on the opinion of the Referee.
 - These decisions include the discretion to penalize and/or report disciplinary offenses committed:
 - when the ball is out-of-play
 - when play has been temporarily suspended
 - before start of the match
 - between playing periods
 - after the conclusion of a match
 - This does not apply to spectators in any way. Team officials are responsible for the conduct of their spectators.
- Referee decisions **on all points of fact are final**.
 - Referee(s) may reverse a decision only before allowing play to be restarted.
 - Referee decisions may not be changed after signaling the end of a quarter/half/game **and** having completely left the **field-of-play**.
 - Referees shall punish the more serious offense (Indirect Free Kick vs. Direct Free Kick) when more than one offense has been committed at the same time.
 - If the same type of foul (Indirect/Direct Free Kick) is committed at the same time by players on opposing teams, the Referee(s) may allow play to continue at their discretion.

- The Referee shall also:
 - Stop play for injuries, except during a drive on goal (unless injury is serious).
 - The Referee(s) need only to believe a player is seriously injured to stop play even if there is a drive on goal.
 - For safety reasons the nearest official is obliged to quickly check the condition of the injured player.
 - Ensure players with visible blood/bleeding leave the field of play (**See Communicable Disease Policy on Page 2**).
 - Restart play with a **Dropped Ball** in accordance with **Law 8.2**:
 - After play has been stopped for an injury with no foul having been committed.
 - After inadvertent Referee decisions (i.e., Referee blows whistle by mistake).
 - After unsafe field/equipment conditions have been resolved.
 - Referees **cannot** declare forfeits. Only League Administrators can declare a forfeit.
-

5.4 – Behavior of Players and Substitutes

- The Referee(s) shall Caution (and show a Yellow Card) and/or Send-Off/Eject (and show a Red Card) any player or substitute guilty of misconduct, unsporting, or excessive foul play (**See Law 12**).
 - **Caution (Yellow Card)**: issued to any player or substitute guilty of misconduct or any cautionable offence.
 - **Second Caution (Yellow Card)**: issued for persistent misconduct or another cautionable offense.
 - A second Yellow Card is a Send-Off/Ejection (Red Card) offense.
 - A player/substitute is first shown a Yellow Card and then shown a Red Card.
 - **Straight Red Card**: issued for serious misconduct or excessive foul play.
 - Any player, or substitute who is Sent-Off/Ejected (Red Card) may not participate further in the match (**See Law 3.5**).
 - **Disqualified Players**: May not be replaced and the team will play short-handed for the remainder of the match.
 - **Disqualified Substitutes**: Team will not play short-handed.
 - All Send-Offs/Ejections (Red Cards) must be reported to the League Administrator.
 - Any disqualified player/substitute shall remain in the team's area under supervision of a team official.
 - In **U8/Passers & U10/Wings** games Referees:
 - Should avoid issuing Cautions and/or Send-Offs/Ejections.
 - Are encouraged to talk to the player(s) and coach(es) to try and resolve the misbehavior.
 - Are encouraged to briefly explain infractions to help the offending player understand the situation.
-

5.5 – Behavior of Team Officials

- Team Officials include all coaches, trainers, and/or authorized personnel within the team's area.
 - All Team Officials must remain on the side of the field where the team's substitutes are located.
 - Team Officials are allowed to move between the Halfway Line and the Penalty Area line.
 - Team Officials may coach their teams only from their designated team area.
 - Team Officials may **only give verbal instructions to their own team.**
 - No comments shall be directed at opposing players, opposing team personnel, or the game officials.
 - Communication devices such as megaphones, bullhorns, etc. are not permitted.
 - For any violations of the above:
 - A Team Official may be Cautioned (shown a Yellow Card).
 - Repeated violations shall result in a second Yellow Card/Red Card.
 - If appropriate, a straight Red Card shall be issued with the offending team official being ejected.
 - A Team Official shall be Sent-Off/Ejected (Red Card) upon exhibiting any excessive and unruly visual or verbal behavior.
 - An ejected Team Official shall be required to immediately leave the playing area, i.e., "out-of-sight and out-of-sound."
 - The actions of any ejected Team Official must be reported to the League Administrator.
-

5.6 – Referee Equipment

- For SAY Referee uniform guidelines see **Appendix A.**
 - Required Referee Equipment:
 - Whistle(s)
 - Watch(es)
 - Red & Yellow cards
 - Pen/Pencil
 - Notebook or other means to keep a record of the match.
 - Coin to flip (or alternative method) to decide Kick-Off.
-

SAY Playing Law 6 – Assistant Referees (AR)

6.1 – The Assistant Referees

- The Referee Administrator may appoint two trained, neutral Assistant Referees (ARs).
 - The ARs shall be under the authority of the Referee.
 - The ARs will assist the Referee to help control the game in accordance with these **SAY Playing Laws** and by:
 - being in proper position by running outside the field-of-play, along the Touchline, between the Halfway Line and the Goal Line.
 - using flag signals (**See Appendix C**) to communicate with the Referee.
-

6.2 – Duties of the Assistant Referees

- The Assistant Referees shall operate under and follow the directions of the Referee.
 - During the pre-game, the ARs will assist the Referee with inspection of the field-of-play, game balls, and players' equipment.
 - The duties of ARs during the game, subject to the Referee's final decision, include indicating:
 - When the ball is out-of-play.
 - Which team is entitled to a Corner Kick, Goal Kick, or Throw-In.
 - When a goal is scored.
 - When a substitution is requested.
 - When a player may be penalized for an offside offense.
 - When a foul, misconduct, or incident occurs out of the Referee's vision.
-

6.3 – Equipment

- The Assistant Referees should be prepared to do the following:
 - serve as the back-up timer to the Referee,
 - record goals,
 - record misconduct (Yellow/Red cards) issued by the Referee.
 - The Referee is responsible for providing the ARs with flags to use during the match.
-

6.4 – Use of Club Lines

- When only one Referee is available, two **Club Lines** may be used who:
 - are volunteers from the sideline, and
 - are appointed by only the Referee.
 - The only duty of a Club Line is to signal with the flag when the ball has completely left the field-of-play.
 - The Referee is responsible for providing the Club Lines with flags to use during the match.
-

SAY Playing Law 7 – Duration of the Match

7.1 – Games

- Games are played in periods of either:
 - Four (4) quarters of equal length**OR**
 - Two (2) halves of equal length.
 - Format is determined by the league.
 - A Kick-Off will be taken to begin each period **(See Law 8.1)**.
 - Teams will switch ends at the end of each period **(See Law 8.1)**.
 - Teams shall alternate Kick-Offs at the start of each period.
 - Team kicking off to start the 1st quarter will also kick-off to start the 3rd quarter.
 - Team kicking off to start the 2nd quarter will also kick-off to start the 4th quarter.
-

7.2 – Timing of Games

- Length of Periods**

Division	Quarters	Halves
U8/Passers	10 minutes	20 minutes
U10/Wings	12 minutes	24 minutes
U12/Strikers	15 minutes	30 minutes
U14/Kickers	15 minutes	30 minutes
U16/Minors	20 minutes	40 minutes
U19/Seniors	20 minutes	40 minutes

- Length of Intervals**
 - Between 1st & 2nd quarter, and 3rd & 4th quarter: **1 minute**.
 - Half-time: **5 minutes**.
-

7.3 – Added Time

- The Referee(s) may “add” time for any lost playing time (injuries, substitutions, time-wasting, etc.).
 - Time is added for time lost within each period.
 - Time lost in a period is not carried over into the next period.
 - Only the Referee decides exactly how much time should be added for any kind of delay(s).
 - Referee may allow stoppages for:
 - Drink breaks:** should not exceed 1 minute.
 - Cooling breaks:** should be about 3 minutes.
-

7.4 – End of Period

- Play ends when time runs out:
 - This includes the length of period plus any time added by the Referee.
 - regardless of the location of the ball (on the ground or in the air) or direction of play.
 - a goal cannot be allowed if scored after time runs out (**See Law 10.1**)
-

7.5 – Extending Time for a Penalty Kick

- A period shall be “extended” for the taking of a **Penalty Kick** that has been awarded before time has run out to end the period.
 - Time **shall not be extended** for any other reason.
 - **See Law 14.4 for additional Extended Time Penalty Kick guidelines.**
-

7.6 – Incomplete Game

- If the game is stopped for any reason (weather, field conditions, etc.) and cannot be restarted:
 - **If at least one-half of play was completed:**
 - The game is official and the score is final.
 - **If less than one-half of play was completed:**
 - The game is not official, and the score is not final.
 - The game should be rescheduled in full, or
 - The game should be replayed in accordance with league rules.
 - **REMINDER: Games may NOT be forfeited by the Referee(s) (See Law 5.3)**

SAY Playing Law 8 – The Start and Restart of Play

8.1 – Kick-Off

- **Introduction**
 - A Kick-Off is the way to start each period of the game.
 - A Kick-Off is also the way to restart the game after a goal is scored.
 - **Pre-Game Coin Toss**
 - A coin toss determines how the game begins.
 - Team winning the coin toss **must** choose either (1) Kick-Off **OR** (2) which Goal to attack.
 - The other team will take the remaining option.
 - **Procedures**
 - Teams will switch ends of the field at the end of each period.
 - The team that did not Kick-Off to start the previous period will Kick-Off to start the next period.
 - The ball will be placed on the **Center Mark**.
 - All players must be in their own half of the field except the player taking the Kick-Off.
 - Kick-Off starts/restarts will be taken upon the Referee's whistle.
 - Ball is in-play when it is **kicked in any direction and clearly moves**.
 - Opposing players must remain **outside the Center Circle** until the ball is in-play.
 - Kicker cannot touch the ball again before another player from either team touches it.
 - If the kicker touches the ball before another player does, this is a "second touch" violation.
 - If a second touch violation occurs, an Indirect Free Kick (IFK) is awarded to the opposing team.
 - If the second touch is also a handball offense, a Direct Free Kick (DFK) is awarded to the opposing team.
 - The Free Kick restart is to be taken at the spot of second touch.
 - For any other violation of Kick-Off procedure, the Kick-Off is retaken.
 - **Scoring**
 - A goal may be scored directly (first touch), but only against the opposing team.
 - If a Kick-Off is kicked directly into their own team's own Goal, a **Corner Kick** is awarded to the opposing team.
 - **Restart after a Goal**
 - The opposing team takes a Kick-Off.
-

8.2 – Dropped Ball

- **Introduction**

- A Dropped Ball is the restart when the Referee stops play and the Law does not require one of the other restarts **(see Laws 10, 13 through 17)**.
- A Dropped Ball is the only play in a game that is restarted by a non-player, i.e., the Referee.

- **Procedures**

- The ball is dropped to the defending team's Goalkeeper if:
 - The stoppage occurred when the ball was in the Penalty Area, or
 - The ball was last touched in the Penalty Area (by a player from either team).
- If the stoppage is anywhere else on the field, the ball is dropped:
 - To any player of the team that last touched the ball
 - At the location where it last touched a player.
- At the taking of a Dropped Ball all other players (both teams) must be at least **four (4) yards away** from the spot of the drop.

- **Ball In-Play from a Dropped Ball**

- Ball is in-play when it **touches the ground**.
- Retake the Dropped Ball if the ball ...
 - is touched before hitting ground **OR**
 - leaves field without touching anyone.
- The player who receives the dropped ball is allowed to kick/touch the ball again before it is touched by another player.
 - The second touch violation **(See Law 8.1 above)** does not apply to a Dropped Ball restart.
- The ball must be touched by **two different players** before a goal can be awarded.
 - If touched and played by only one player and then enters the goal, play is restarted with:
 - a **Goal Kick** if it enters the opponent's Goal,
 - a **Corner Kick** if it enters their own Goal.

8.3 – Other Restarts

- Offenses committed when ball is out-of-play **does not change how play is restarted**.
 - All kick restarts (Free Kick, Penalty Kick, Goal Kick, Corner Kick) are as per **Laws 13–17**.
-

8.4 – Small-Sided 7v7 (U8/Passers & U10/Wings) – Build-Out Area Restarts

• Introduction

- The Build-Out Area (**See Law 1**) and associated Playing Rules provide more space for the youngest-aged players to restart play from within their own half of the field.
- All restarts taken with a kick by a team from within its own Build-Out Area require all opposing players to move further away.

• Build-Out Area Restarts – Ball In-Play:

- On Goal Kicks: when the ball is kicked and clearly moves.
- On Free Kicks: when the ball is kicked and clearly moves.
- When the Goalkeeper puts ball back into play by:
 - placing the ball on the ground **and** kicking it, or
 - rolling the ball, or
 - throwing the ball.

• All Opposing Players:

- Must move and remain outside the Build-Out Area ...
 - On all Goal Kicks.
 - On all Free Kicks taken from anywhere inside the defending team's Build-Out Area (opponents must also move at least eight (8) yards from the kick).
 - When the Goalkeeper gains possession of the ball with their hands during play.

• Goalkeeper Restrictions:

- Goalkeepers have **8-seconds** to release or kick the ball back into play.
 - The 8-second count does not start until all opposing players have cleared the Build-Out Area.
 - **Violation: A Corner Kick is awarded to the opposing team.**
- Goalkeepers are not allowed to punt or drop-kick the ball.
 - **Violation: Indirect Free Kick (IFK) to opponents at the spot of offense.**
- After releasing the ball into play, the Goalkeeper:
 - U8/Passers: may handle or kick the ball again at any time (**See Law 12.4**).
 - U10/Wings: may **not** handle or kick the ball again until touched by another player.

• Encroachment:

- If an opposing player enters the Build-Out Area before the ball is in-play, an Indirect Free Kick (IFK) is awarded at the spot of encroachment, i.e., on the Build-Out Line.
- The defending team may choose to put the ball in play quickly before their opponents leave the Build-Out Area.
 - This is **not** considered encroachment.
 - The defensive team accepts the consequences of how play resumes.

SAY Playing Law 9 – Ball In and Out of Play

9.1 – Ball Out-of-Play:

- The ball becomes out-of-play when:
 - The entire ball completely leaves the field-of-play by:
 - crossing over the entire Goal Line or
 - crossing over the entire Touchline
 - whether on the ground or in the air.
 - The Referee blows the whistle:
 - to stop the game for an infraction or any other reason
 - includes when the whistle is blown accidentally.
 - The ball touches the Referee or an Assistant Referee and one of the following occurs:
 - the ball changes direction, or
 - the ball goes directly into the Goal, or
 - the team in possession of the ball changes, or
 - either team begins a promising attack as a result
 - The ball remains out-of-play until the proper restart puts it back into play **(See Laws 8, 13, 14, 15, 16 & 17).**
-

9.2 – Ball In-Play:

- The ball remains in play at all other times, including when:
 - The ball rebounds onto the field from the goalpost, crossbar, or corner flag.
 - The ball touches the Referee or Assistant Referee but does not change direction.
 - There is an apparent violation, but the Referee has not given a signal to stop play.
-

SAY Playing Law 10 – Method of Scoring

10.1 – Introduction – Goal / No Goal

- A goal is awarded if, before play is stopped, the ball enters the Goal by:
 - completely crossing the Goal Line (on the ground or in the air),
 - between the posts, and
 - under the crossbar.
- Referee(s) will only award a goal if:
 - The Referee or an Assistant Referee sees the ball completely enter the Goal.
 - The Assistant Referee must be in position to signal the above fact to the Referee.
- A goal shall **NOT** be awarded:
 - If the ball never enters the Goal or it does not enter the Goal before play is stopped by:
 - An inadvertent early whistle by the Referee.
 - An infraction during active play that otherwise would have resulted in a goal.
 - An outside interference or infraction.
 - If the Goalkeeper throws the ball directly into the opposing team's Goal:
 - Play is restarted with a Goal Kick **(See Law 16.1).**
 - If the ball hits a Referee/Assistant Referee, changing its direction, and then enters the Goal:
 - Play is restarted with a Dropped Ball **(See Law 8.2).**
 - If the Referee(s) and/or Assistant Referee(s) fail to see the ball enter the Goal.
 - If the goal is a result of an offense committed by the attacking team.
 - If the ball “accidentally” hits an attacking player’s hand or arm and goes directly into the Goal **(See Law 12).**
- If the Referee signals a goal before ball completely crosses into the Goal:
 - A goal shall NOT be awarded.
 - Play is restarted with a Dropped Ball **(See Law 8.2).**
 - Ball is dropped to the Goalkeeper on Goal Area line.

10.2 – Determining the Winner

- The team scoring the greater number of goals wins.
 - If no goals are scored, or an equal number of goals are scored by each team, the game is a tie.
 - Local rules or tournaments may require that a game must have a winner, and they must specify as to how to break the tie.
-

10.3 – Interference by Substitute or Team Official

- Play shall be stopped if a substitute/team official enters the field of play:
 - without the Referee's permission **and**
 - interferes with play.
 - Restart will be:
 - **Direct free kick (DFK)** at location of interference **or**
 - **Penalty kick (PK)** if interference occurs in that team's own Penalty Area.
 - When the ball is touched by a defending team's substitute or team official:
 - A goal may only be awarded **IF** the ball continues into the Goal without changing direction.
 - When the ball is touched by an attacking team's substitute or team official:
 - A goal **CANNOT** be awarded, even if the ball continues into the Goal.
-

10.4 – Interference by an Outside Agent

- **Outside Agent:**
 - Anyone/anything not listed as player, substitute, or team official.
 - Includes an extra ball, object, animal, etc.
 - Referees and Assistant Referees are **not** considered to be Outside Agents.
 - If an Outside Agent interferes with play or touches the ball:
 - Play shall be stopped.
 - Restart will be a Dropped Ball at location where the interference occurs or where the ball is touched (**See Law 8.2.**).
 - **Exception – Penalty Kick (See Law 14.6)**
 - A goal cannot be awarded if the ball:
 - Never enters the Goal, or
 - Changes direction from contact and enters the Goal.
 - A goal **is to be awarded** if:
 - The ball was already heading into the Goal, and
 - The interference did not prevent a defender from playing it.
-

SAY Playing Law 11 – Offside

11.1 – The Offside Law shall NOT apply in any U8/Passer Division games.

11.2 – The Offside Law for U10/Wings Division Games:

- **Applies only in the Build-Out Areas of the field-of-play (See Law 1.7 and Law 8.4) in the opponent's half of the field.**
 - **A player is not in an offside position when in the “Neutral Zone” between the two Build-Out Lines.**
-

11.3 – Offside Position

- Being in an offside position (by itself) is **not** an offside offense.
 - The hands and arms of a player are not included when judging if any part of a player is in an offside position.
 - A player is in an offside position if, at the moment the ball is played **OR** touched by a teammate:
 - Any part of the player is:
 - **in the opponent's half of the field** (excluding halfway line), **AND**
 - **closer to the opponent's Goal Line than the ball, AND**
 - **closer to the opponent's Goal Line than the second-to-last opponent.**
 - The decision to determine which players may be in an offside position resets/changes after each successive touch or play of the ball by a teammate.
 - If a defending player steps off the field-of-play, that defender shall be considered as standing on the Goal Line or Touch Line for purposes of determining offside position.
-

11.4 – Offside Offense

- A player who is in an offside position is **penalized only when that player becomes involved in active play by:**
 - **Interfering with play (actually touches the ball), OR**
 - **Interfering with an opponent, OR**
 - **Gaining an advantage by:**
 - Playing a ball that rebounds/deflects off goal post, crossbar, or opponent.
 - Playing a ball after an opponent (Goalkeeper or defender) deliberately makes a save.
 - Players, who are not in an offside position when the ball is first touched or played, may move ahead of the ball and/or the second-to-last defender while the ball is in flight.
-

11.5 – No Offside Offense

- It is NOT an offside offense if a player is in an offside position **AND**:
 - is not actively involved in the play **OR**
 - Touches or plays the ball that was deliberately controlled/played by an opposing player **OR**
 - Receives the ball directly (first touch) from a:
 - Throw-In
 - Goal Kick
 - Corner Kick
-

11.6 – Offenses and Sanctions

- If a player is declared offside, an Indirect Free Kick (IFK) is awarded to the opposing team.
 - The Indirect Free Kick (IFK) shall be taken at the spot where the offside player becomes involved in play, i.e., touches the ball or directly interferes with an opponent.
 - This includes when the location of the offside offense (actual touch or interference) occurs in the player's own half of the field-of-play.
 - For U10 / Wings division, this includes anywhere outside the of the opposing team's Build-Out Area.
 - If an offside-positioned player is **fouled before committing the offside offence**, the foul is penalized first (IFK/DFK/PK) since offside did not occur.
 - An attacking player may step off the field-of-play to signal their intent not to be involved in active play. This attacking player may not re-enter the field-of-play without the Referee's permission.
 - If an attacking player remains stationary between the goalposts and inside the Goal as the ball enters the Goal, the goal **MUST** be awarded, unless the player commits a **Law 11 or Law 12** offense.
-

SAY Soccer Law 12: Fouls & Misconduct

12.1 – Introduction: Fouls

- **U8/Passers Division: ALL fouls shall be restarted with an Indirect Free Kick (IFK) including those within the Penalty Area.**
 - Direct Free Kick (DFK), Indirect Free Kick (IFK), and Penalty Kick (PK) restarts (**Laws 13 & 14**), can only be awarded for offences committed when the ball is in-play.
-

12.2 – Direct Free Kick (DFK) Fouls

- A Direct Free Kick (DFK) (**See Law 13**) is awarded to the opposing team if a player commits any of the offenses below, on or off the field, in a manner considered by the Referee to be careless, reckless, or using excessive force:
 - **Kicks (or attempts to kick)** an opponent or the ball while in possession of the goalkeeper.
 - **Strikes (or attempts to strike)** an opponent.
 - Includes Goalkeeper throwing the ball at an opponent.
 - **Trips (or attempts to trip)** an opponent.
 - **Jumps At** an opponent.
 - **Charges** an opponent.
 - **Pushes** an opponent.
 - Includes Goalkeeper pushing an opponent with the ball.
 - **Tackles/Challenges** and makes contact with an opponent before contacting the ball.
 - Includes ANY tackle or challenge outside the peripheral vision (i.e. rear 180 degrees) of an opponent, even if first contact is with the ball.
- **Careless, Reckless, and Excessive Force:**
 - **Careless:** a lack of attention/skill when making a challenge.
 - Typically, a simple foul by a player while attempting to make a soccer play.
 - Accidental / unintentional.
 - **Reckless:** Any action (usually a tackle or challenge) by a player that disregards (ignores) the danger to, or consequences for, an opposing player.
 - Typically, an intentional act by a player committing a foul for the purpose of gaining an advantage.
 - Should result in a Caution (Yellow Card).
 - **Excessive force:** Exceeding the necessary use of force and endangering the safety of an opponent.
 - Typically, a very deliberate act by a player with an intent to make contact and inflict bodily harm.
 - Must be a Send-Off / Ejection (Red Card).

- A Direct Free Kick (DFK) **(See Law 13)** is also awarded if a player commits any of the following offenses:
 - Deliberately Handles the ball with their hand or arm.
 - This does not apply to a Goalkeeper within their own Penalty Area.
 - Deliberate movement of the hand/arm towards the ball.
 - NOT when the ball moves towards the hand/arm (i.e., not every touch of a player's hand/arm with the ball is a deliberate offense).
 - Goal scored directly off attacker's hand/arm (even if accidental).
 - **Holds** an opposing player
 - **Impedes** an opposing player with contact.
 - **Spits At** anyone.
 - **Bites** anyone.
 - **Throws/kicks an object at** the ball, an opponent, or match official (no contact needed).
 - **Contacts the ball with a held object** (including if committed by the Goalkeeper)
 - See **Laws 3.6, 3.7, and 3.8** for additional offenses requiring a Direct Free Kick (DFK) restart.
 - See **Laws 13.7 and 13.8** for restarts concerning off-the-field offenses.
-

12.3 – Penalty Kick (PK) Foul

- A Penalty Kick (PK) **(See Law 14)** is awarded when any Direct Free Kick (DFK) offense is committed:
 - **inside the defending team's Penalty Area,**
 - by a player of the defending team,
 - regardless of the position of the ball.
 - **Remember: U8/Passers all fouls are Indirect Free Kick restarts (See Law 12.1 above)**
-

12.4 – Indirect Free Kick (IFK) Fouls

- An Indirect Free Kick (IFK) **(See Law 13)** is awarded to the opposing team, at the spot of the offense, if a player commits any of the following:
 - **Deliberate Heading Restriction (U8/Passers, U10/Wings & U12/Strikers only)**
 - Deliberate Header: IFK to opponent at spot of offense.
 - Promotes a safer playing environment.
 - **NOT** to be punished with Caution or Send-Off.
 - **See SAY No Heading Policy on page 3 of the SAY Playing Laws Rulebook.**
 - **Dangerous Play** (In the opinion of the Referee)
 - Playing in a manner that could result in injury to any player (including oneself)
 - Preventing a nearby opponent from playing the ball for fear of injury.
 - The following are examples that may be dangerous (not an all-inclusive list):
 - High foot near opponent's chest/head.
 - Scissor/bicycle kick near others.
 - Heading/attempting to head the ball near waist level (or lower).
 - Playing the ball while lying on ground near others.

- **Slide Tackle from Behind** and no contact made with opposing player.
 - **Impedes (Obstructs)** opposing player without contact.
 - **Impedes or Prevents the Goalkeeper from putting the ball back into play.**
 - **Offenses committed by the Goalkeeper inside their own Penalty Area** (*Exception: U8/Passers; see Law 8.4*):
 - Handles the ball again before it touches another player.
 - Directly handles a throw-in from a teammate.
 - Handles a ball from a teammate's deliberate kick to the Goalkeeper.
 - **U8/Passers & U10/Wings:** Goalkeepers cannot punt/drop-kick the ball.
 - **Dissent** (either verbal or visual).
 - A player may 'shield' the ball by interposing their body between an opponent and the ball.
 - The ball must be within playing distance.
 - The opponent may not be shielded by use of the player's outstretched arm(s).
 - The player may be fairly charged (shoulder to shoulder) by the opponent.
 - See **Law 3.6** for additional offenses requiring an Indirect Free Kick (IFK) restart.
 - See **Law 13.7 and 13.8** for restarts concerning off-the-field offenses.
-

12.5 – Corner Kick Restart

- A Corner Kick is awarded if a Goalkeeper, inside their Penalty Area, possesses the ball with their hand(s)/arm(s) for longer than eight (8) seconds before releasing it back into play.
 - Goalkeeper Possession of the ball includes:
 - Holding the ball with one or both hands/arms.
 - Trapping the ball between one hand and any surface (i.e. ground, goalpost, their own body, etc.).
 - Holding the ball with an outstretched open hand.
 - Bouncing the ball on the ground.
 - Tossing the ball up in the air and recatching it.
 - The Referee(s) shall decide when the Goalkeeper has possession of the ball and then begin the 8-second count.
 - **U8/Passers and U10/Wings: The 8-second count will not begin until all opposing players have retreated out of the Build-Out Area.**
 - The Goalkeeper cannot be challenged by an opponent when in possession of the ball with their hand(s)/arm(s).
 - The Corner Kick shall be taken in accordance with the provisions of **Law 17**.
-

12.6 – Introduction: Misconduct

- Only a player, substitute, or team official may be shown a Red or Yellow Card for misconduct.
 - Any player, substitute, or team official shall be disciplined, in accordance with the nature of the misconduct offense, whether or not:
 - Committed on or off the field-of-play
 - Committed while the ball is in-play or out-of-play
 - It is directed at an opponent, teammate, game officials, team officials, spectators or any other person.
 - If the misconduct offense is committed by someone in the team's substitution area and the offender cannot be identified, the head coach/team official will receive the Yellow/Red Card sanction.
-

12.7 – Cautionable Offenses

- A Caution (Yellow Card) SHALL be issued for:
 - **Committing a Direct Free Kick (DFK) offense** in a **reckless manner**.
 - **Persistent violation** of the **SAY Playing Laws**.
 - **Delaying the restart of play**.
 - **Failing to respect the required distance** for any restart.
 - **Dissent** by word or action.
 - **Entering/leaving the field-of-play** without the Referee's permission.
 - **Denying an opponent a goal-scoring opportunity (DOGSO)**
 - while attempting to make a play on the ball in the Penalty Area,
 - which is not a Red Card offense, and
 - A Penalty Kick (PK) is awarded.
 - **Committing a handling offense** in an attempt to:
 - score a goal (whether successful or not).
 - prevent a goal (unsuccessful and a goal is scored).
 - interfere with or stop a promising attack.
 - **Unsporting Behavior** (the below list is not all-inclusive):
 - Changing places with the Goalkeeper during active play or without the Referee's permission **(See Law 3.9)**
 - Attempting to prevent a Goalkeeper from clearing the ball.
 - Charging the Goalkeeper in the Goal Area.
 - Charging the Goalkeeper in possession of the ball.
 - Attempting to kick the ball in possession of the Goalkeeper.
 - Attempting to delay/prevent a Throw-In from being taken.
 - Use of inappropriate language and/or gestures.
- If the Referee stops the match solely for the purpose of issuing a Caution (Yellow Card), the match shall be:
 - restarted with an Indirect Free Kick (IFK) to the opposing team,
 - taken from the place where the ball was when play stopped **(See Law 13)**.

- A Cautioned player may:
 - Remain in the game.
 - Be substituted at the discretion of their coach.
 - Re-enter the game, if replaced, at the team's next substitution opportunity.
 - The Referee does not need to immediately stop play to Caution (Yellow Card) a player.
 - Advantage may be applied if appropriate.
 - The Caution (Yellow Card) is to be issued at the next stoppage of play.
-

12.8 – Send-Off Offenses

- A Send-Off/Ejection (Red Card) SHALL be issued for:
 - A Direct Free Kick (DFK) offense that is committed using **excessive force**.
 - Serious Foul Play – tackle or challenge of the ball that uses excessive force and/or endangers the safety of an opponent.
 - Violent Conduct – use or attempted use of excessive force:
 - against anyone,
 - whether contact is made or not,
 - while the ball is in-play or not.
 - **Biting** anyone.
 - **Spitting At** anyone.
 - **Using offensive/insulting/abusive language or gestures**.
 - **Receiving a Second Caution** in the same match.
 - **Denying their opponent a goal/goal scoring opportunity (DOGSO)** by committing a:
 - Direct Free Kick (DFK) offense inside their own Penalty Area that is not considered a play on the ball (i.e., holding, pushing, etc.)
 - Free Kick (DFK/IFK) offense outside the Penalty Area.
 - Handball offense inside or outside the Penalty Area.
 - If the Referee stops the match solely for the purpose to Send-Off/Eject (Red Card) a player, the match shall:
 - be restarted with an Indirect Free Kick (IFK) to the opposing team,
 - from the place where the ball was when play stopped (**See Law 13**).
 - If a Referee is about to issue a Caution (Yellow Card) to a player, substitute, or team official, and that person then commits another cautionable offense:
 - The person is shown a Caution (Yellow Card) for each offense committed, **and**
 - Shown a Send-Off/Ejection (Red Card) for committing a second cautionable offense.
 - A Sent-Off/Ejected player cannot be replaced (**See Law 3.5**) and
 - cannot participate in the remainder of the match.
 - shall remain in the Team Area under a Team Official's supervision.
-

SAY Playing Law 13 – Free Kicks

13.1 – Types of Free Kicks

- **U8/Passers Division: All Free Kicks are Indirect Free Kicks (IFK) regardless of the infraction.**
 - A Free Kick is awarded to the opposing team if a player, substitute, sent-off player, or team official commits an offense when the ball is in-play.
 - Two types of Free Kicks:
 - **Direct Free Kick (DFK):** A goal may be scored directly (first touch) against the opponent.
 - **Indirect Free Kick (IFK):** A goal cannot be awarded unless the ball touches any other player (on either team) before entering the Goal.
-

13.2 – Restart Procedure

- Free Kicks are taken from where the offense occurred, with the following exceptions when:
 - **Inside team's own Goal Area:**
 - Restart may be taken from anywhere within that Goal Area.
 - **Indirect Free Kick (IFK) is within opponent's Goal Area:**
 - Restart is taken from the nearest point on the Goal Area line parallel to Goal Line.
 - **Offense is committed off the Field-of-Play.**
 - Free Kick restart is taken from the nearest point on a boundary line.
 - **Exception - See Law 13.7 below and Law 14.7.**
 - **Player Enters/Leaves Field-of-Play without permission:**
 - Free Kick restart is taken from where the ball was located when play was stopped.
 - Ball must be **stationary** at the time of the kick.
 - Ball is in play when it is **kicked and clearly moves**.
 - Referee **MUST** signal an **Indirect Free Kick (IFK)** with a raised arm straight overhead.
 - Once the initial kick is taken the Referee's arm remains raised until the ball is touched or leaves the Field-of-Play.
 - If the Referee fails to signal the Indirect Free Kick (IFK) properly with a raised arm and the ball goes directly (first touch) into the Goal, the Indirect Free Kick (IFK) will be retaken.
-

13.3 – Free Kicks Outside Either Penalty Area

- Taken at the location where the offense occurred.
 - Ball may be kicked in any direction.
 - All opposing players must remain:
 - **8-yards away:** U8/Passers through U12/Strikers.
 - **10-yards away:** U14/Kickers through U19/Seniors.
-

13.4 – Free Kicks Inside Team’s Own Penalty Area

- Taken where the offense occurred when located outside the Goal Area.
 - Taken anywhere inside the Goal Area when the offense is committed within the Goal Area.
 - Ball may be kicked in any direction.
 - Opponents must remain:
 - **Outside Build-Out Area** (U8/Passers & U10/Wings – **(See Law 8.3)**)
 - **Outside Penalty Area** (U12/Strikers through U19/Seniors)
 - And no closer than noted in **Law 13.3** above.
 - The Free Kick will be retaken if opponents enter early and touch or challenge the ball.
-

13.5 – Indirect Free Kick (IFK) Inside Opponent’s Penalty Area

- Taken at the location where the offense occurred.
 - If the offense was committed inside the opponent’s Goal Area, the Indirect Free Kick (IFK) is taken from nearest point on Goal Area line parallel to Goal Line.
 - Opposing players may stand on their own Goal Line and **between** the goal posts if the required distance to the spot of the kick is less than:
 - **8-yards:** U8/Passers through U12/Strikers
 - **10-yards:** U14/Kickers through U19/Seniors
 - Ball may be kicked in any direction.
-

13.6 – Scoring

- **Direct Free Kick (DFK)** that goes directly (first touch) into opponent’s Goal.
 - Goal awarded.
 - **Indirect Free Kick (IFK)** that goes directly (first touch) into opponent’s Goal.
 - No goal awarded.
 - Restart play with a Goal Kick to the opposing team.
 - **Any Free Kick (DFK or IFK)** that goes directly (first touch) into kicker’s own Goal.
 - No goal awarded.
 - Restart play with a Corner Kick to the opposing team.
-

13.7 – Offenses Committed Off the Field

- Includes offense(s) committed by players, substitutes, sent-off players, and/or team officials.
 - Offense(s) committed off the Field-of-Play while the ball is in-play.
 - Restart with the appropriate free kick (IFK or DFK) on nearest boundary line.
 - **Exception:** If a **Direct Free Kick (DFK)** offense is committed:
 - by the defending team
 - within the width of their own Penalty Area
 - the restart will be a Penalty Kick for the opposing team **(See Law 14.7)**
-

13.8 – Offenses and Sanctions

- If the kicker touches the ball a second time before it is touched by another player:
 - Award an **Indirect Free Kick (IFK)**
 - to the opposing team
 - at the spot of the second touch **(Exceptions: See Law 13.2 above).**
 - If a second touch of the ball is also a handball:
 - Award a **Direct Free Kick (DFK)**
 - when committed by any player outside their own Penalty Area.
 - Award a **Penalty Kick (DFK)**
 - when committed by a player (except the Goalkeeper) inside their own Penalty Area.
 - Opposing players may be given a Caution (Yellow Card) for Unsporting Behavior if they:
 - Fail to retreat to proper distance for the Free Kick.
 - Delay the taking of the Free Kick by encroaching.
 - Attempting to distract opponent taking the Free Kick (e.g., dancing, waving arms).
 - If an attacking team player is less than one (1) yard from a wall formed by three or more defenders, an Indirect Free Kick (IFK) shall be awarded to the defending team.
-

SAY Playing Law 14 – Penalty Kick

14.1 – U8/Passers Division

- There are NO Penalty Kicks in this division.
 - **Law 14** does not apply in U8/Passer games.
-

14.2 – Introduction

- A Penalty Kick is awarded when a player commits a Direct Free Kick (DFK) offense:
 - Inside their own Penalty Area, or
 - Off the field-of-play, within the boundaries of their own Penalty Area **(See Law 14.7).**
 - A goal may be scored directly from a Penalty Kick.
 - A goal shall be awarded even when the ball touches the goal posts, crossbar, or the Goalkeeper (or any combination thereof) before entering the goal.
-

14.3 – Procedure

- Player taking the Penalty Kick must be **clearly identified**.
 - The Goalkeeper may be switched with another player (who is in the game) before the kick is taken.
 - At the taking of the kick all players must be on the field-of-play.
 - Until the ball is kicked, all players other than the kicker and the Goalkeeper must be:
 - Outside the Penalty Area,
 - Outside the Penalty Arc,
 - Behind the Penalty Mark.
 - Until the ball is kicked, the defending Goalkeeper must:
 - Remain on the Goal Line, between the posts, and facing the kicker.
 - Have at least part of one foot on/above the Goal Line when ball is kicked.
 - May move along the Goal Line and wave arms/body, but not in an unsporting/distracting manner.
 - The ball:
 - Must be placed on the Penalty Mark by the kicker.
 - Must be stationary.
 - Is in play once it is kicked in a forward direction and clearly moves.
 - May not be touched by the kicker a second time until touched by another player.
 - The Penalty Kick cannot be taken until all players are properly positioned and the Referee signals with the whistle.
-

14.4 – Extended Time Penalty Kicks

- If a period ends prior to the taking of an awarded Penalty Kick:
 - The playing period (quarter, half, or end of game) will be extended to allow a Penalty Kick to be taken or retaken.
 - When a Penalty Kick is taken in extended time:
 - The provisions of all previous sections of **Law 14** shall apply as normal.
 - The kicker may **not** touch the ball again at any time.
 - No other player than the defending Goalkeeper may touch/play the ball after it is kicked.
 - The ball remains alive (including a rebound from the Goalkeeper, the crossbar, or the goal posts) until:
 - It stops moving.
 - It is controlled by the Goalkeeper.
 - It goes out-of-play.
 - The kicker touches it again.
 - The Referee stops play for any other offense.
 - Extended time continues until:
 - The Referee(s) decides if a goal has been scored (or not), and
 - The period ends immediately when that decision is made.
-

14.5 – Offenses & Sanctions

- **Kicker plays ball twice in succession (i.e., double-touch):**
 - Indirect Free Kick (IFK) to the opposing team at the spot of the second touch.
 - If the second touch occurs inside Goal Area, award an Indirect Free Kick (IFK) to be taken from anywhere inside Goal Area (**See Law 13.2**).
- **Other Penalty Kick Violations:**
 - Goalkeeper moves off the Goal Line before the kick is taken.
 - Defending and/or attacking player(s) encroach before the kick is taken by:
 - Moving ahead of the ball
 - Entering the Penalty Area
 - Moving closer than 10-yards from the ball (i.e., enters the Penalty Arc area)
 - The kicker stops and or/feints after their run-up is complete.
 - If the wrong player takes the kick: Indirect Free Kick (IFK) to the opponents taken at the Penalty Mark. A Caution (Yellow Card) is also issued to the kicker.
 - Ball is kicked backwards.
- **Defending Team Violation:**
 - If a goal is scored, allow the goal and restart with a Kick-Off.
 - If a goal is not scored, retake the Penalty Kick.

- **Attacking Team Violation:**

- If a goal is scored, disallow the goal and retake the Penalty Kick.
- If a goal is not scored, stop play and award an Indirect Free Kick (IFK) to the opposing team at the spot of the violation.
- If encroachment has no effect on the kick, allow play to continue.

- **Both Teams Commit a Violation:**

- Retake the Penalty Kick.
 - If encroachment is committed by both teams and has no effect on the kick, allow play to continue.
-

14.6 – Outside Agent Interference

- If, after the Penalty Kick has been taken, the ball is moving forward and:
 - Is touched by an outside agent (**See Law 10.4**) before entering the Goal:
 - The Penalty Kick **MUST** be retaken **UNLESS**:
 - The ball continues into the Goal **AND**
 - The interference does not prevent a defending player from playing the ball **AND**
 - The direction of the ball has not effectively changed.
 - Rebounds off the Goalkeeper, goal post, or crossbar, and then is touched by an outside agent.
 - The Referee shall stop play **AND**
 - Restart with a Dropped Ball (**See Law 8.2**).
-

14.7 – Off-the-Field Offenses

- A Penalty Kick is awarded if a defending player commits a Direct Free Kick (DFK) offense:
 - Off the field of play,
 - Against a match official, opponent, or team official,
 - Beyond the Goal Line but within the width of the player's own Penalty Area.
 - Any other Free Kick offense committed off the field of play, while the ball is in play, shall be restarted as per **Law 13.7**.
-

SAY Playing Law 15 – Throw-In

15.1 – Introduction

- A Throw-In is awarded to the opponents of the player who last touched the ball when the whole ball crosses the outside edge of the Touchline (on the ground or in the air).
-

15.2 – Restart

- The Throw-In must be taken by a player from the point where the ball crossed the Touchline.
 - The ball may be thrown in any direction.
 - The ball is in-play once any part of it breaks the plane of the Touchline after being released.
 - **Offside (Law 11)** does **not** apply to players receiving the ball directly (first touch) from a Throw-In.
-

15.3 – Scoring

- A goal **cannot** be allowed if the ball enters the Goal directly (no second touch) from a Throw-In.
 - If Throw-In goes into opponent's Goal: restart is a Goal Kick by the opposing team.
 - If Throw-In goes into own team's Goal: restart is a Corner Kick by the opposing team.
-

15.4 – Procedure

- The player throwing the ball must:
 - Face the field-of-play.
 - Have part of each foot either on the Touchline or on the ground outside the Touchline.
 - Both feet must remain in contact with the ground at the time of release.
 - Throw the ball with both hands (unless physically limited).
 - Throw the ball from behind and over the head.
-

15.5 – Offenses and Sanctions

- Improper Throw-In:
 - Award Throw-In to the opposing team.
 - **Exception (U8/Passers): Referee should explain the proper procedure and allow a retake.**
- Throw-In taken from wrong location:
 - Award Throw-In to opposing team.
- If the ball never enters the field-of-play or hits the ground before breaking the plane of the Touchline:
 - The Throw-In is retaken.
- A second touch by the thrower before any other player touches the ball:
 - An **Indirect Free Kick (IFK)** for the opposing team is awarded at the spot of second touch.

- If the second touch by the thrower before another player touches the ball is a handling offense:
 - The restart will be a **Direct Free Kick (DFK)** awarded at the spot of the second touch, or a **Penalty Kick (PK)** is awarded if inside the thrower's own Penalty Area.
 - If the Goalkeeper inside their own Penalty Area handles/picks up the ball directly from teammate's Throw-In:
 - Restart with an **Indirect Free Kick (IFK)** to the opposing team.
 - **Exception: Does not apply at U8/Passers (See Law 12.4 & 8.4).**
-

15.6 – Position of Opponents

- All opposing players must remain at least **2-yards** from the thrower until the ball is back in-play.
 - When an opponent attempts to distract the thrower (e.g., waving, dancing) or fails to yield the 2-yard distance, a Caution for unsporting behavior may be given.
-

SAY Playing Law 16 – Goal Kick

16.1 – Introduction

- A Goal Kick is awarded when the whole ball passes completely over the outside edge of the defending team's Goal Line (on the ground or in the air) and:
 - An attacking player last touched the ball.
 - A goal was **not** scored.
-

16.2 – Restart

- The ball may be placed anywhere within the Goal Area.
 - The ball must be **stationary**.
 - The ball is kicked by a player from the defending team.
 - The ball is in-play once it is **kicked and clearly moves**.
-

16.3 – Scoring

- A goal may be scored directly (first touch) from a Goal Kick, but only against the opposing team.
 - If the ball is kicked directly into the kicking team's own goal, a Corner Kick is awarded to the opposing team.
 - **Offside (Law 11)** does **not** apply to players receiving the ball directly (first touch) from a Goal Kick.
-

16.4 – Offenses & Sanctions

- If the kicker touches the ball a second time before another player touches it:
 - Award an **Indirect Free Kick (IFK)** to the opposing team at the spot of the second touch.
 - If the second touch of the ball is a handball by the kicker who is not the Goalkeeper and the touch occurs:
 - Outside the Penalty Area: Restart with a **Direct Free Kick (DFK)** for the opposing team at the spot of the second touch.
 - Inside the Penalty Area: Restart with a **Penalty Kick (PK)** for the opposing team.
 - If the kicker is the Goalkeeper who then handles the ball on the second touch:
 - Outside the Penalty Area: Restart with a **Direct Free Kick (DFK)** for the opposing team at the spot of the second touch.
 - Inside the Penalty Area: Restart with an **Indirect Free Kick (IFK)** at the spot of the second touch.
 - **Exception (U8/Passers):**
 - **All free kicks and penalty kicks are Indirect Free Kicks (IFK) (See Law 13.1 and Law 14.1).**
-

16.5 – Position of Opponents

- All opposing players must remain outside the Penalty Area until the ball has been kicked and clearly moves.
 - **Exception (U8/Passers & U10/Wings):** Opponents must remain **outside the Build-Out Area** until the ball has been kicked and clearly moves.
 - If an opponent in the Penalty Area (**or within the Build-Out Area in U8/Passers & U10/Wings**) touches or challenges the ball before it has been kicked and clearly moves, the Goal Kick **must be retaken**.
-

SAY Playing Law 17 – Corner Kick

17.1 – Introduction

- A Corner Kick is awarded when the whole ball passes completely over the outside edge of the defending team's Goal Line (on the ground or in the air) and:
 - A defending player last touched the ball.
 - A goal was **not** scored.
 - A Corner Kick will also be awarded to the opposing team when a Goalkeeper possesses the ball with their hands for more than eight (8) seconds (**See Law 12.5**).
-

17.2 – Restart

- The ball must be placed **in the Corner Area of the field nearest**:
 - to where the ball crossed the Goal Line, or
 - the position of the Goalkeeper (when penalized for holding the ball too long).
 - The ball must be stationary.
 - The ball is kicked by a player from the attacking team.
 - The ball is in-play once it is **kicked and clearly moves** (it does not need to leave the Corner Area).
 - A properly positioned **Corner Flag** must remain in place and may not be moved for the taking of the kick.
-

17.3 – Scoring

- A goal may be scored **directly (first touch)** from a Corner Kick.
 - **Offside (Law 11)** does not apply to players receiving the ball directly (first touch) from a Corner Kick.
-

17.4 – Offenses & Sanctions

- If the kicker touches the ball a second time before it is touched by another player:
 - An **Indirect Free Kick (IFK)** is awarded to the opposing team at the spot of the second touch.
 - A **Direct Free Kick (DFK) or Penalty Kick (PK)** is awarded if the second touch is a **handball offense (See Law 12.2)**.
-

17.5 – Position of Opponents

- All opposing players must remain no closer than the following distances from the Corner Area until the ball has been kicked and clearly moves.
 - **8-yards** – U8/Passers, 10U/Wings, U12/Strikers
 - **10-yards** – U14/Kickers, U16/Minors, U19/Seniors
-

APPENDIX A:

GUIDELINES FOR REFEREE UNIFORMS

The SAY policy and recommendations regarding the preferred proper uniform standards for game officials is as published in the SAY Administrator's Handbook and as summarized below.

1. Basic Uniform

- Shoes
 - Predominately black
 - No non-white striping or markings
- Socks
 - Knee length, black with three (3) white stripes or solid black
 - U.S. Soccer black socks (two stripes).
 - Any socks provided by the local SAYArea / District
- Shorts / Pants
 - Solid black
 - Any shorts/pants provided by the local SAYArea / District
- Shirt / Jersey (short or long sleeves)
 - Any Referee shirt approved and/or provided by the local SAYArea / District
 - Any Referee shirt approved and worn by USSF, High School or Collegiate officials
 - The shirts/jersey of all officials in a game shall be of matching color

2. Referee Badge

- Any designated SAY Referee badge earned by the official.
- A green SAY Referee badge may only be worn by SAY officials under the age of 18.
- Any designated local SAYArea / District Referee badge provided to the official.
- A U.S. Soccer or NFHS badge shall not be worn during a SAY match.
- No Referee badge needs to be worn.

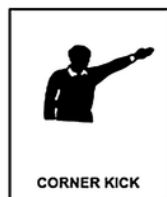
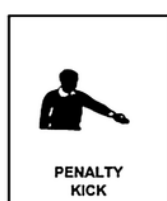
3. Other Acceptable Apparel

- Hat (or visor) with bill
 - Solid black, no logo (preferred)
 - Black with SAY logo
 - Any hat provided by local SAYArea / District
- Eyeglasses
- Wristwatch
- Wedding ring
- Sunglasses (only as sun protection)

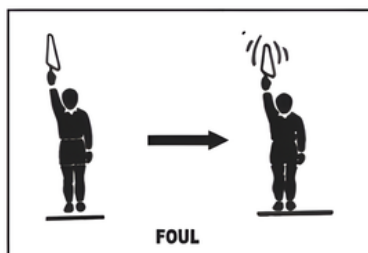
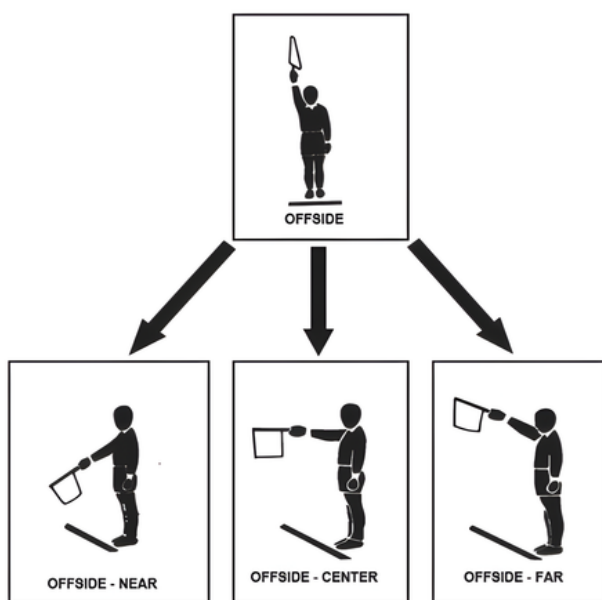
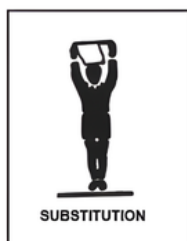
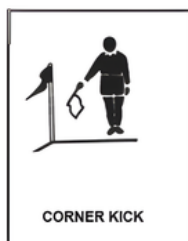
4. Unacceptable Apparel

- Any visible jewelry
- Ankle socks

APPENDIX B: SAY REFEREE SIGNALS

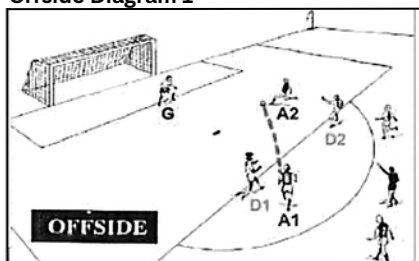


APPENDIX C: SAY ASSISTANT REFEREE SIGNALS



APPENDIX D: OFFSIDE DIAGRAMS

Offside Diagram 1

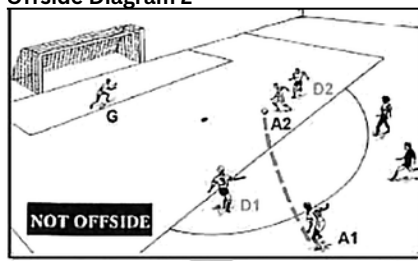


Pass to a Teammate

A1 passes the ball to teammate A2.

A2 is offside because of being ahead of D1 and is nearer to the opponent's Goal Line than at least two opponents at the moment the ball was played by A1.

Offside Diagram 2

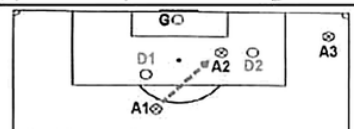
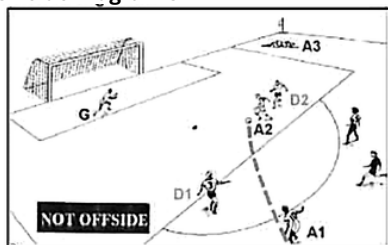


Pass to a Teammate

A1 plays the ball forward to teammate A2 who is even with the second to last defender D2.

A2 is not offside since, at the moment A1 played the ball, A2 was not nearer to the opponent's Goal Line than at least two opponents, i.e. D2 and the goalkeeper.

Offside Diagram 3



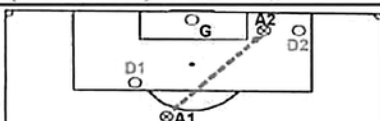
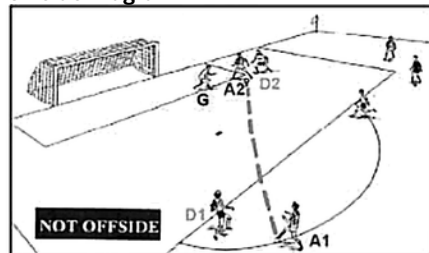
Pass to a Teammate

A1 plays the ball forward to teammate A2, who is even with the second to last defender.

A2 is not offside since, at the moment A1 played the ball, A2 was not nearer the opponent's Goal Line than at least two opponents.

Teammate A3, lying injured outside the Penalty Area, is in an offside position but would not be penalized, since A3 is not involved in active play.

Offside Diagram 4



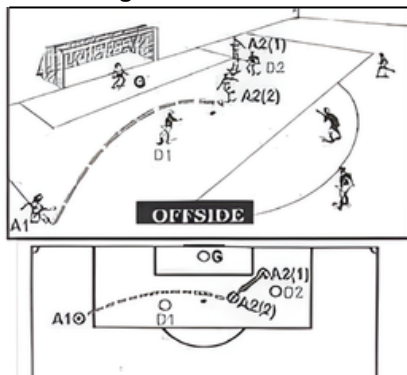
Pass to a Teammate

A1 plays the ball to teammate A2, who is even with the last two defenders, i.e. D2 and the goalkeeper.

A2 is not offside since, at the moment A1 played the ball, A2 was not nearer the opponent's Goal Line than at least two opponents.

APPENDIX D: OFFSIDE DIAGRAMS

Offside Diagram 5



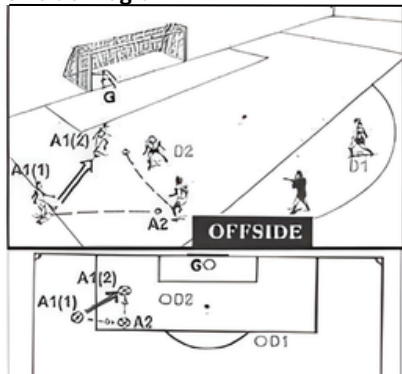
Pass to a Teammate

A1 crosses the ball forward from outside the Penalty Area.

A2 runs from position (1) and collects the ball as it lands at position (2).

A2 is offside since, at the moment A1 played the ball, A2 was nearer to the defender's Goal Line than at least two opponents and gained an advantage by being in active play.

Offside Diagram 7

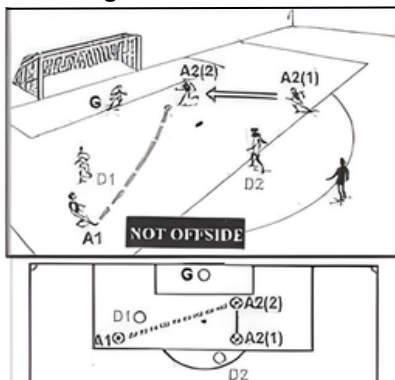


Pass to a Teammate

A1 plays the ball to teammate A2 from position (1) and runs forward to receive the return pass. A2 then plays the ball to A1 who is now in position (2).

A1 is offside since at the moment the ball was played forward to A1 by A2, A1 was nearer the opponent's goal than at least two of the opponents and gained an advantage by being in active play.

Offside Diagram 6

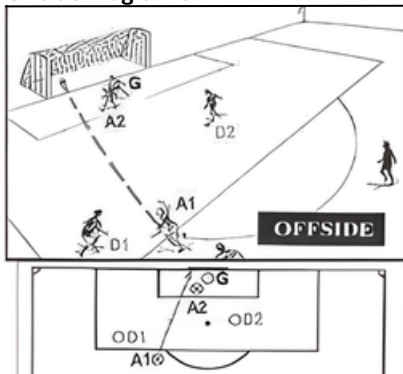


Pass to a Teammate

A1 passes the ball to teammate A2 who runs from position (1) to position (2) to play it.

A2 is not offside because at the moment A1 played the ball, A2 was not in an offside position, since A2 was not in front of the ball and was not nearer to the opponents' Goal Line than at least two opponents.

Offside Diagram 8



Interfering with an Opponent

A1 shoots for goal and the ball enters the net.

Teammate A2 is standing in front of the goalkeeper.

The goal would not be allowed since A2, who is in an offside position, is involved in active play and is interfering with an opponent, i.e. the goalkeeper.

APPENDIX D: OFFSIDE DIAGRAMS

Offside Diagram 13



Not Interfering with an Opponent

A1 shoots for goal and scores.

Although teammate A2 is lying injured in an offside position, A2 is not involved in active play.

The goal would be allowed.

Offside Diagram 14

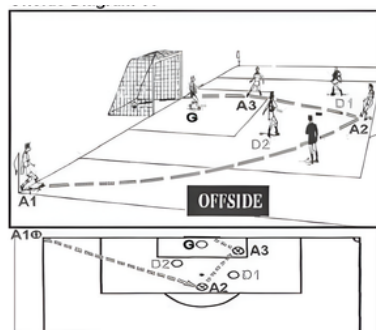


Interfering with an Opponent

A1 shoots for goal and the ball enters the goal.

Teammate A2, who is lying injured in the Goal Area and in the path of the ball, would be penalized for offside. A2's presence, however accidental, causes A2 to be involved in the active play because of interference with an opponent.

Offside Diagram 15

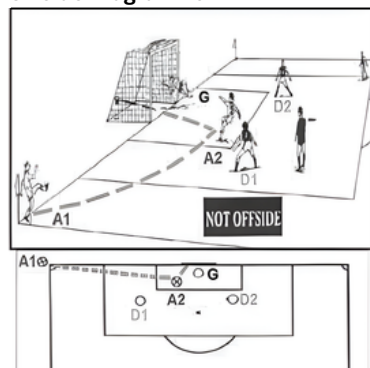


Corner Kick

A1 takes a corner kick and the ball goes to teammate A2.

A2 shoots for goal and the ball is touched by teammate A3 and enters the goal. The goal is not allowed, since A3 was in front of the ball and there were not at least two opponents between A3 and the Goal Line when it was last played by teammate A2. Player A3 did not receive the ball directly from A1, the corner kicker.

Offside Diagram 16



Corner Kick

A1 takes a corner kick and the ball goes to teammate A2, who shoots for goal and scores.

Although A2 has only one opponent closer to the Goal Line, the goal is allowed since a player cannot be offside if the ball is received directly from a corner kick.

APPENDIX D: OFFSIDE DIAGRAMS

Offside Diagram 17

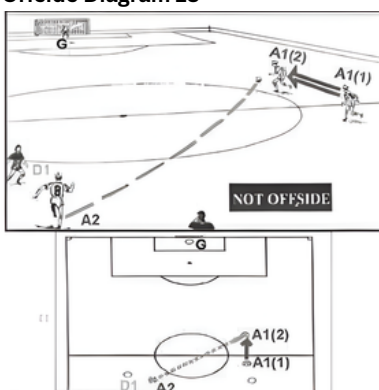


Throw-in

A1 throws the ball to teammate A2 who shoots and scores. The goal is allowed.

Although A2 is in front of the ball and there is only one opponent between A2 and the Goal Line, A2 is not offside because a player cannot be offside if receiving the ball direct from a throw-in.

Offside Diagram 18



Interfering with an Opponent

A2 plays the ball ahead of A1, who runs from position (1) in A1's own half of the field to position (2) in opponent's half of the field.

Although there are not at least two opponents nearer their own Goal Line at the moment when A2 played the ball, A1 is not offside since a player cannot be in an offside position when in their own half of the field-of-play.

APPENDIX E: U6/INSTRUCTIONAL GUIDELINES

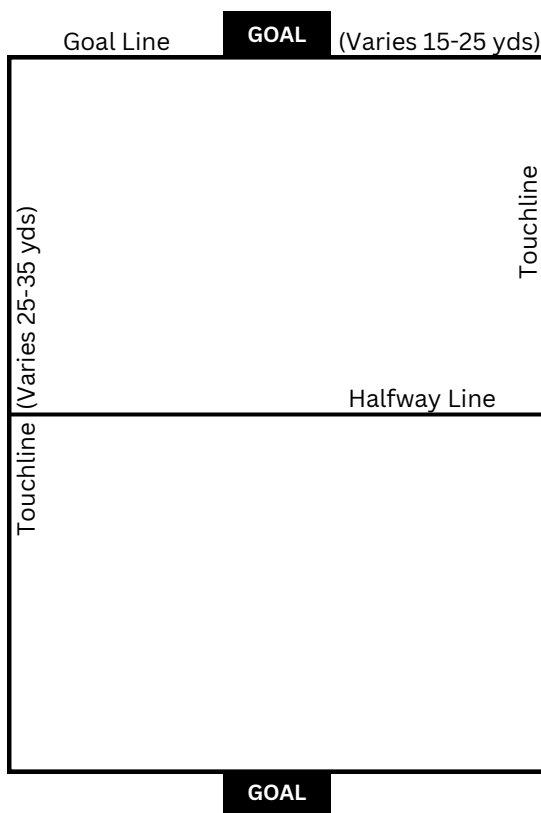
Many SAY Areas have extended their services by offering soccer to four, and five-year old's. The objectives are to have fun, learn some soccer basic skills, and receive an introduction to team play. However, the competitive aspects are minimized; games are simple scrimmages, with sides chosen at random at game time. There are no formally rostered teams or fixed schedules of games, and no standings are kept.

Some SAY Areas set up their own program structures. The following are some guidelines, as proposed by the U.S. Soccer's Player Development Initiatives, and as derived from successful programs.

The Field:

The field should be about 25-35 yards long and 15-25 yards wide (Diagram A). The goals are to be a maximum of 4-ft. high and 6-ft. wide and must be securely anchored.

DIAGRAM A



APPENDIX E: U6/INSTRUCTIONAL GUIDELINES

The Ball:

- A size 3 ball should be used.

The Players:

- Play should be (4v4) with up to four (4) substitutes and no goalkeepers.
- Substitutions are unlimited and may occur at any time.
- All players should play approximately an equal amount of time.

Equipment:

- Teams should wear different colored shirts.
- Shin guards covered with socks are required.
- Cleats or running shoes may be worn.

Referee:

- Registered and certified Referees are not needed at this level.
- A coach from each team should be on the field to instruct the players and enforce the rules.

Duration of Game:

- There should be four (4) quarters of eight (8) minutes each with 5-minute breaks between quarters.

Kick-Off:

- All players must be on their own half of field with the ball placed at the midpoint of the Halfway Line.
- Ball may be kicked in any direction.

Ball Out of Play:

- When the ball completely leaves the field-of-play either on the ground or in the air, restart by opponents of player who last touched the ball.

Restarts:

- All restarts are indirect, i.e. two touches required for a goal to be allowed.
- Opponents to be at least 10-ft. away from the ball.
- For a ball over the Touch Line:
 - Free kick taken from one (1) yard inside the Touch Line.
- For a ball over the Goal Line:
 - Corner kick taken from the corner of the field, or
 - Goal kick taken from any point in the vicinity of the goal.
- Ball is in play when it is kicked and clearly moves.
- Player taking the kick may not touch the ball again until it has touched another player (restart is free kick to opponents).

Offside:

- The offside rule does not apply in these games.

Fouls and Misconduct:

- All fouls should result in a free kick, after the nature of the foul has been explained to the player.
- All free kicks to be indirect taken at the spot of the offense.
- There will be no cautions, ejections, or penalty kicks.

RESTARTS: WHEN PLAY IS STOPPED

Situation		Restart	Taken From Where	Taken By Whom	Position of Opposing Players	How Restarted	Penalty for Improper Restart	May a Player be Offside on Restart
Start of Game or Start of Period		KICK-OFF (Law 8)	Center Mark	Determined by coin toss	Anywhere on their half of the field-of-play and outside the Center Circle	Player kicks the ball and it clearly moves in any direction	Kick-Off is retaken	Does Not Apply
	Goal Scored			Other Team				
Direct Free Kick (DFK) offense committed, but not by a defender in own Penalty Area	Within opponent's Goal Area	DIRECT FREE KICK (DFK) (Law 13)	Anywhere within Goal Area	Any player of the opposing team	Anywhere on the field-of-play and outside the Penalty Area	Player kicks the ball and it clearly moves in any direction	Direct Free Kick (DFK) is retaken	Yes
	Anywhere else		At spot on field-of-play where the offense occurred		Anywhere on the field-of-play and at least 10-yds (8-yds for U8/Passers and U10/Wings) from the ball (and outside the kicker's Penalty Area)			
Indirect Free Kick (IFK) offense, Misconduct, Offside or Technical Offenses are committed	Within own Goal Area	INDIRECT FREE KICK (IFK) (Law 13)	On the Goal Area line	Any player of the opposing team	Anywhere on the field-of-play and at least 10-yds (8-yds for U8/Passers and U10/Wings) from the ball (or on the Goal Line between the goal posts)	Player kicks the ball and it clearly moves in any direction	Indirect Free Kick (IFK) is retaken	Yes
	Within opponent's Goal Area		Anywhere within Goal Area		Anywhere on the field-of-play and outside the Penalty Area			
	Anywhere else		At spot on field-of-play where the offense occurred		Anywhere on the field-of-play and at least 10-yds (8-yds for U8/Passers and U10/Wings) from the ball			
Direct Free Kick (DFK) offense is committed by a defender	Within own Penalty Area	PENALTY KICK (Law 14)	Penalty Mark	Any player of the opposing team	Outside the Penalty Area and Penalty Arc and behind the Penalty Mark	Player kicks the ball and it clearly moves in forward direction	Penalty Kick is retaken	Does Not Apply
	Within either Goal Area	DROPPED BALL (Law 8)	On the Goal Area line	The Referee	All players not taking the dropped ball may be anywhere on the field-of-play and at least 4-yards from the drop point	Referee drops the ball to one player and the ball then hits the ground	Dropped Ball is retaken	No ... Player receives the ball directly from the Referee
Any temporary stoppage of the game by the Referee	Anywhere else on the field-of-play		Location of ball when play was stopped					

RESTARTS: BALL LEAVES THE FIELD OUT-OF-PLAY

Situations		Play Resumes With	By Whom	From Where	How	Position of Opposing Players	Penalty for Improper Restart
Whole ball passes over a Touchline	Ball last touched by any player on either team	THROW-IN (Law 15)	Any player of opposing team	At the point the ball passed over the Touchline	Ball is thrown into play in any direction	Anywhere on the field of play and at least 2-yards away from the point of the Throw-In	Throw-In taken by player of opposing team
Whole ball passes over a Goal Line, but not into the Goal	Ball last touched by a player on the attacking team	GOAL KICK (Law 16)	Any player of the defending team	Any point within the Goal Area	Ball is kicked and moves in any direction	Outside the Penalty Area until the ball has been kicked and moves	Goal Kick is retaken
	Ball last touched by a player on the defending team	CORNER KICK (Law 17)	Any player of the attacking team	The nearest Corner Area	Ball is kicked and clearly moves	At least 10-yards from the Corner Area until the ball is kicked (at least 8 yards for U8 and U10)	Corner Kick is retaken
Whole ball passes over the Goal Line and into the Goal	During normal play ball last touched by any player on either team	The Start and Restart of Play-KICK-OFF (Law 8)	Any player of team that was scored against	At the Halfway Line in the middle of the Center Circle	Ball is kicked and moves in any direction	Anywhere on their half of field and outside the Center Circle	Kick-Off is retaken
	On first touch from DFK or PK restart into opponent's Goal						
	First touch from IFK restart into opponent's Goal	GOAL KICK (Law 16)	Any player of the defending team	Any point within the Goal Area	Ball is kicked and moves in any direction	Outside the Penalty Area until the ball has been kicked and moves	Goal Kick is retaken
	Directly from Throw-In into opponent's goal						
	Directly from Throw-In into own Goal	CORNER KICK (Law 17)	Any player of the attacking team	The nearest Corner Area	Ball is kicked and moves in any direction	At least 10-yards from the Corner Area until the ball is kicked (at least 8 yards for U8 and U10)	Corner Kick is retaken
	First touch from any Free Kick (DFK or IFK), Goal Kick, or Kick-Off into own Goal						

NOTE: After the ball is in play, the kicker or thrower may not touch the ball again (second time), until it has been touched by any other player. Stop play and restart with an Indirect Free Kick (IFK) for the opposing team.

RESTARTS: GOAL VS. NO GOAL

<u>GOAL IS GOOD</u>	<u>NO GOAL - Goal Kick Restart</u>
Ball is Initially Kicked DIRECTLY into OPPONENT'S GOAL Does NOT require a Touch by a Second Player (either team) for a Goal to be Awarded	Ball is Initially Played DIRECTLY into OPPONENT'S GOAL Requires a Touch by a Second Player (either team) before a Goal may be Awarded
Kick-Off	
Goal Kick	Indirect Free Kick (IFK)
Corner Kick	Throw-In
Direct Free Kick (DFK)	
Penalty Kick	Dropped Ball

<u>NO GOAL - Corner Kick Restart</u>
Ball is Initially Played DIRECTLY into OWN GOAL Requires a Touch by a Second Player (either team) before a Goal may be Awarded
Direct Free Kick (DFK)
Indirect Free Kick (IFK)
Goal Kick
Corner Kick
Throw-In
Dropped Ball

RESTARTS: WHEN OFFENSE COMMITTED

Situation	Offense (Committed While Ball In-Play)	Committed By Whom	WHERE	RESTART LOCATION	Restart By Whom	RESTART
When a player commits a Direct Free Kick (DFK) offense against an opponent that is considered to be Careless, Reckless, or involving Excessive Force:	Kicks or attempts to kick	A defending player	Within defending player's own Penalty Area	From the Penalty Mark	Any attacking player	PENALTY KICK (Law 14)
	Strikes or attempts to strike	An attacking player	Within the defending team's Goal Area	From any point within that Goal Area	Any defending player	DIRECT FREE
	- Trips or attempts to trip - Makes contact with an opponent before making contact with the ball when making a challenge on the ball.		Within the defending team's Penalty Area and outside the Goal Area	At the location where the offense was committed		
	- Pushes - Charges - Jumps At	Any Player	Anywhere on the field-of-play outside the Penalty Areas	At the location where the offense was committed	Any opposing player	KICK (DFK) (Law 13)
When a player commits one of the Direct Free Kick (DFK) offenses on the field-of-play:	Holds an opponent	A defending player	Within defending player's own Penalty Area	From the Penalty Mark	Any attacking player	PENALTY KICK (Law 14)
	Bites or spits at anyone	An attacking player	Within the defending team's Goal Area	From any point within that Goal Area	Any defending player	DIRECT FREE
	- Slide tackles from the rear and makes contact with an opponent - Throws an object at an opponent, the ball or an official		Within the defending team's Penalty Area and outside the Goal Area	At the location where the offense was committed		
	- Makes contact with the ball with a held object (including the GoalKeeper) - Impedes an opponent with contact - Deliberately handles the ball (except the GK in own Penalty Area)	Any Player	Anywhere on the field-of-play outside the Penalty Areas	At the location where the offense was committed	Any opposing player	KICK (DFK) (Law 13)

When a player commits one of the following offenses on the field-of-play:	- Plays in a dangerous manner - Deliberately heads the ball (only for 8U/Passers, 10U/Wings, and 12U/Strikers players)	A defending player	Within defending player's own Goal Area	At the nearest point on that Goal Area line	Any attacking player	INDIRECT FREE
	- Fair charges an opponent when ball is not within playing distance - Obstructs an opponent (without contact) when ball is not within playing distance - Fair charges the GK when the ball is in GK's possession	An attacking player	Within the defending team's Goal Area	From any point within that Goal Area	Any defending player	
			Within the defending team's Penalty Area and outside the Goal Area	At the location where the offense was committed		
	- Fair charges the GK in the Goal Area - Slide tackles opponent from the rear with no contact with ball or player - Commits any offense for which play is stopped specifically to caution or dismiss that player	Any Player	Anywhere else on the field-of-play	At the place where the offense occurred	Any opposing player	
When the GoalKeeper in possession of the ball (except U8/Passers):	Takes more than 8-sec. to release the ball back into play	Goal-keeper	Anywhere within that GoalKeeper's own Penalty Area	At the closest Corner Area	Any attacking player	CORNER KICK (Law 17)
	- Touches the ball with their hand(s) from a deliberate kick by a teammate - Touches the ball with their hand(s) from a throw-in by a teammate - Illegally re-touches the ball with their hand(s)			At the place where the offense occurred		INDIRECT FREE
	When a U8/Passers or U10/Wings GoalKeeper punts or drop-kicks the ball					KICK (IFK) (Law 13)

SAY SOCCER GLOSSARY

TERM OR PHRASE	DEFINITION
Abandon	To end/terminate a match before the scheduled finish.
Add Time	Allowed playing time at end of each period for time 'lost' due to substitutions, injury, etc.
Advantage	Referee may allow play to continue when an offense that benefits the non-offending team has occurred.
Attacking Team	Team that is in possession of the ball.
Ball-In-Play	Live play - A ball that has been legally kicked or thrown by a player or dropped by a Referee during any restart.
Bench Personnel	Any authorized team member in the Team Area.
Boundary Line	Lines that enclose an area and are a part of that area (Touchline, Goal Line, Penalty Area, Corner Area, Center Circle, Goal Area, Build-Out Line).
Brutality	An act which is savage, ruthless, or deliberately violent.
Careless	Lack of attention or concern when making a challenge or acts without caution.
Caution (Yellow Card)	Disciplinary sanction by a Referee warning a player, substitute, or Team Official to cease their unacceptable behavior.
Challenge	When a player competes/contests with an opponent to play the ball.
Charge	An act by a player employing body contact in an attempt to cause an opponent to lose possession of the ball.
Dead Ball	A time when the ball is out-of-play. A restart can never be changed due to what occurs during a dead ball occurrence.
Defending Team	Team not in possession of the ball.
Deflection	An deliberate uncontrolled touch of the ball which results in an unsuccessful attempt to play the ball.
Deliberate	An intended action which a player meant to take; not a 'reflex' or unintended reaction.

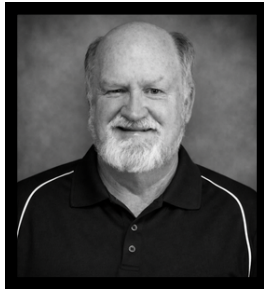
Direct Free Kick (DFK)	A free kick from which a goal can be allowed by kicking the ball directly (first touch) into the opponent's Goal without having to touch another player.
Disqualified Player	A player barred from further participation in the game.
Dissent	Verbal or physical protest/disagreement with Referee's decision. A Caution (Yellow Card) is warranted.
Dropped Ball	A method of restarting play, which was stopped, but not due to fault of either team.
Encroachment	The act by an opposing player(s) to advance within the minimum distance required prior to the taking of a free kick.
Excessive Force	Using more force/energy than is necessary when making contact with an opponent or match official.
Extra Time	Time at end of a period for the taking of a Penalty Kick that could not be completed prior to the period ending.
Fair Charge	Physical challenge against an opponent with 'shoulder to shoulder' contact within playing distance of the ball.
Feinting	An action which attempts to confuse an opponent. The Laws define 'legal' and 'illegal' feinting.
Field-of-Play	The actual area where the game is played which includes the boundary lines (Goal Lines and Touchlines).
Forfeit	The loss of a game because of termination or any other reason as determined by the proper authority, i.e. not by the Referee.
Foul	An accidental or intentional action by a player that disrupts the game and gains an advantage thru an unfair act.
Free Kick	A method by which a dead ball becomes live (i.e., back in-play) via a stationary unchallenged kick. The ball is in-play once it has been kicked and clearly moves.
Goal Line	The end lines from corner to corner.
Goalkeeper Possession	Controlling the ball with their hand(s)/arm(s) within their own Penalty Area.
Hand/Arm	The upper boundary of the arm is in line with the bottom of the armpit.
Handling	Deliberate play of the ball with the hand/arm. The hand/arm must move toward the ball. Not every touch of the ball with a player's hand/arm is an offense, i.e., not a deliberate act nor a "reflex" action.
Holding Offense	When a player makes contact with an opponent's body or equipment which restricts the opponent's movement.

Impede	To purposely delay, block or prevent an opponent's action or movement.
Indirect Free Kick (IFK)	A free kick from which a goal can only be allowed if another player (of either team) touches the ball (second touch) after the initial kick.
Interfering with an Opponent	An act by a player in an offside position who clearly obstructs an opponent's line of vision or whose movement challenges an opponent for the ball.
Interfering with Play	An act by a player in an offside position who touches the ball last played by a teammate.
Kick	When a player makes contact with the ball using their foot/ankle.
Misconduct	Any inappropriate action (verbal or physical) by members of a team resulting in a Caution or Send-Off.
Obstruction	Deliberate act by a player when the ball is not within playing distance to move into the path of an opposing player to block, slow down, or force a change in direction.
Offense	An action which violates the Laws of the Game.
Offensive	Verbal or physical behavior which is rude, hurtful, disrespectful. A Send-Off (Red Card) is warranted.
Out-of-Play	When ball completely leaves the field-of-play or when the Referee blows the whistle stopping play. This results in a dead ball situation.
Outside Agent	Any animal, object, or person who is not a match official, player, substitute, or team official.
Player	A member of a team participating in the game.
Playing Distance	Distance between the player and the ball which the Referee judges to be adequate to control the ball. Close enough to allow the player to touch the ball by extending their foot/leg or jumping up.
Possession	A live ball controlled by a team or player such that the ball may be kicked, passed, thrown, dribbled, or shot on goal.
"Quick" Free Kick	A free kick taken (with the Referee's permission) without delay after play has been stopped.
Reckless	Any action by a player (usually a tackle or challenge) that disregards (ignores) the danger to, or consequences for, an opposing player.
Reflex Action	A sudden deliberate reaction. Example: the protective movement of the hand/arm to deflect a close-in kicked ball from hitting them in the head.

Restart	Any method of resuming play after it has been stopped.
Save	An action by a player to stop or attempt to stop the ball from going into the Goal using any part of their body except the hands/arms. A Goalkeeper may use their hands/arms when inside their own Penalty Area to make a save.
Send-Off (Red Card)	Disciplinary action by a Referee that disqualifies a player, substitute, or Team Official from participating in the remainder of the match.
Serious Foul Play	A tackle or challenge for the ball that endangers the safety of an opponent or uses excessive force or brutality. A Send-Off (Red Card) is warranted.
Signal	Physical indication by a match official to convey information/direction using voice, hand/arm, flag, or whistle.
Spirit of the Game	Upholding values that go beyond the written rules and are essential to preserving the integrity of the sport, i.e., fairness, respect, and sportsmanship.
Substitute	A rostered member of the team not playing in the game.
Suspended	Situation where game that has been interrupted by the Referee because of conditions which are not the fault of the participants or spectators.
Tackle	The use of the feet to challenge for the ball in control of an opposing player.
Team Area	The sideline area between the Halfway line and the Penalty Area line where the substitutes and team officials are located.
Team Officials	Coaches and other authorized non-playing personnel in the Team Area
Terminated	Situation where game has been ended by the Referee for the actions of the participants or spectators, such as any disorder or refusal to play.
Touchline	The sidelines of the field between the corners
Unsporting Behavior	Unfair action (verbal or physical). A Caution (Yellow Card) is warranted.
Violent Conduct	An unfair action, which is not a challenge for the ball, which uses or attempts to use excessive force or brutality against an opponent. A Send-Off (Red Card) is warranted.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



IN MEMORIAM

Charlie Keaney

1941 – 2026

Charles J Keaney – Charlie to all of us who knew him at SAY – passed away in January 2026 at the age of 84 years young. Charlie was a literal giant in the Ohio youth soccer community, and SAY was one of his most cherished groups.

Charlie's involvement with SAY began in the late 1970s when he coached his children in both SAY and U.S. Soccer organizations. Beginning in the 1990s, Charlie served as a National SAY Referee, National SAY Referee Instructor, National Board Member (NBOD), National Director of Officials, and most recently as Chairman/Chairman Emeritus of the SAY National Referee and Rules Committee (SNRRC). As testament to his service to youth soccer, Charlie was elected to the Ohio Soccer Hall of Fame in 2011, to the SAY Hall of Fame in 2021, and received the SAY Silver Ball Award in 2022.

Charlie's influence and impact can be seen and felt throughout the United States soccer community. Over his decades of service, Charlie helped create and maintain many of the training, testing, and governance resources that SAY members use today. The Soccer Association for Youth Playing Laws Rulebook was his passion project, and before his passing he co-authored and guided this revised edition to completion in December 2025.

On behalf of the SAY National Office, the SAY National Board of Directors, the SAY National Referee and Rules Committee, and the thousands of SAY officials, players, coaches, and members whom you have touched over the years, we say:

Thank You, Charlie.

The Soccer Association for Youth Playing Laws Rulebook is dedicated to the memory of Charlie Keaney.



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