



# Laws of the Game

APS Middle School League



## Law 1 – The Field of Play

Dimensions: The field of play must be rectangular. Can be adjusted to fit the schools available grass space.

Field Length Range: 80 yards – 110 yards

Field Width Range: 55 yards – 75 yards

Field Markings: The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of ten (10) yards is marked around it.

The Goal Area: 6 yards out from the goal line x 20 yards wide.

The Penalty Area: 18 yards out from the goal line x 44 yards wide. Within each penalty area a penalty mark is made twelve (12) yards from the midpoint between the goalposts. An arc of a circle with a radius of ten (10) yards from the penalty mark is drawn outside the penalty area.

Flag Posts: Conform to the IFAB Laws of the Game.

The Corner Arc: Conform to the IFAB Laws of the Game.

Goals: Goals must be placed on the center of each goal line. The recommended goal size is twenty-four (24) feet wide by eight (8) feet high.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

## Law 2 – The Ball

Games will be played with a size five (5) ball. Game balls will be provided by the home team and approved by the referee.

## Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than eleven (11) players on the field, one of whom is the designated goalkeeper. A match may not start or continue if either team consists of fewer than seven (7) players. Teams and matches may be adjusted for number of players.

The maximum team roster size is fifty (50); with a recommended number of eighteen (18) players listed on a game roster. (Roster sizes are adjusted for MS to be inclusive).

Substitutions: After approval from the referee, at any stoppage of play and unlimited.

Playing time: It is recommended that each player plays a minimum of 25% of the total playing time, which is controlled by the coach, based on the 18 player game roster.

## Law 4 – The Players Equipment

Conform to the IFAB Laws of the Game. Non-uniform clothing, matching the uniform color, is allowed based on weather conditions. Uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks.

Safety: A player must not use equipment or wear anything that is dangerous to himself/herself or another player (including any kind of jewelry, except for a medical alert bracelet/necklace).

## **Law 5 – The Referee**

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Registered referee with a minimum of a US Soccer Referee Certification. The Middle School League will use a center referee and two assistant referees.

## **Law 6 – The Assistant Referees**

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Use registered Assistant Referees if applicable. See Law 5.

## **Law 7 – The Duration of the Match**

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Conform to the IFAB Laws of the Game except for the match shall be divided into two (2) equal halves of thirty (30) minutes each. There shall be a half-time interval of up to ten (10) minutes (times may be adjusted based on daylight).

## **Law 8 – The Start and Restart of Play**

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Conform to the IFAB Laws of the Game.

## **Law 9 – The Ball In and Out of Play**

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Conform to the FIFA Laws of the Game.

## **Law 10 – The Method of Scoring**

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Conform to the IFAB Laws of the Game.

## **Law 11 – Offside**

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Conform to the IFAB Laws of the Game.

## **Law 12 – Fouls and Misconduct**

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Conform to the IFAB Laws of the Game.

## **Law 13 – Free Kicks**

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Conform to the IFAB Laws of the Game.

## **Law 14 – The Penalty Kick**

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Conform to the IFAB Laws of the Game.

## **Law 15 – The Throw-In**

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Conform to the IFAB Laws of the Game.

## Law 16 – The Goal Kick

Conform to the IFAB Laws of the Game.

## Law 17 – The Corner Kick

Conform to the IFAB Laws of the Game.

### ADDITIONAL INSTRUCTIONS & PHILOSOPHIES

#### *APS Middle School Soccer League*

#### RUNAWAY GAMES

- There is no mandatory adjustment required for games that become lopsided. However, it is recommended, in the spirit of the game, for the coach of the winning team to make some modifications or instructions to allow for a more even contest.

#### TEAMS AND SPECTATOR SEATING

- If possible, it is recommended that each team, and their spectators, be separate from each other and respect the other team's area. The team area is defined as:
  - on opposite sides of the field, within 8 yards of the midfield line; or
  - on the same side of the field, but on opposing sides of the midfield line.
- All instructions from team coaches must be done from inside the team's area.

#### GOOD OF SOCCER

- Opposing coaches and players should shake hands after each game.
- Coaches should only provide tactical instructions to their players, from within the team's area and only as needed. Coaches should also provide guidance to the team's spectators that comments from the sidelines should be limited to positive cheering for their team.

#### PROFANITY

- Under no circumstances will any coach/player/spectator use profanity or physically or psychologically abuse any other person.

#### AREA CLEAN UP

- All teams shall be responsible for maintaining field areas in a clean and neat appearance, disposing of all trash prior to leaving the field.

#### SCORING

- 3 points for a Win, 1 point for a tie, 0 points for a loss. To determine playoff teams, the top two teams in each group by points will advance to playoffs. Tie breakers: 1. Head-to head results, 2. Winner of most games, 3. Cumulative goal differential between goals scored and goals allowed in all games played within the bracket, (maximum difference allowed is four (4) goals per game), 4. Most goals scored, 5. Least goals allowed, 6. Kicks from the penalty mark per IFAB Law.

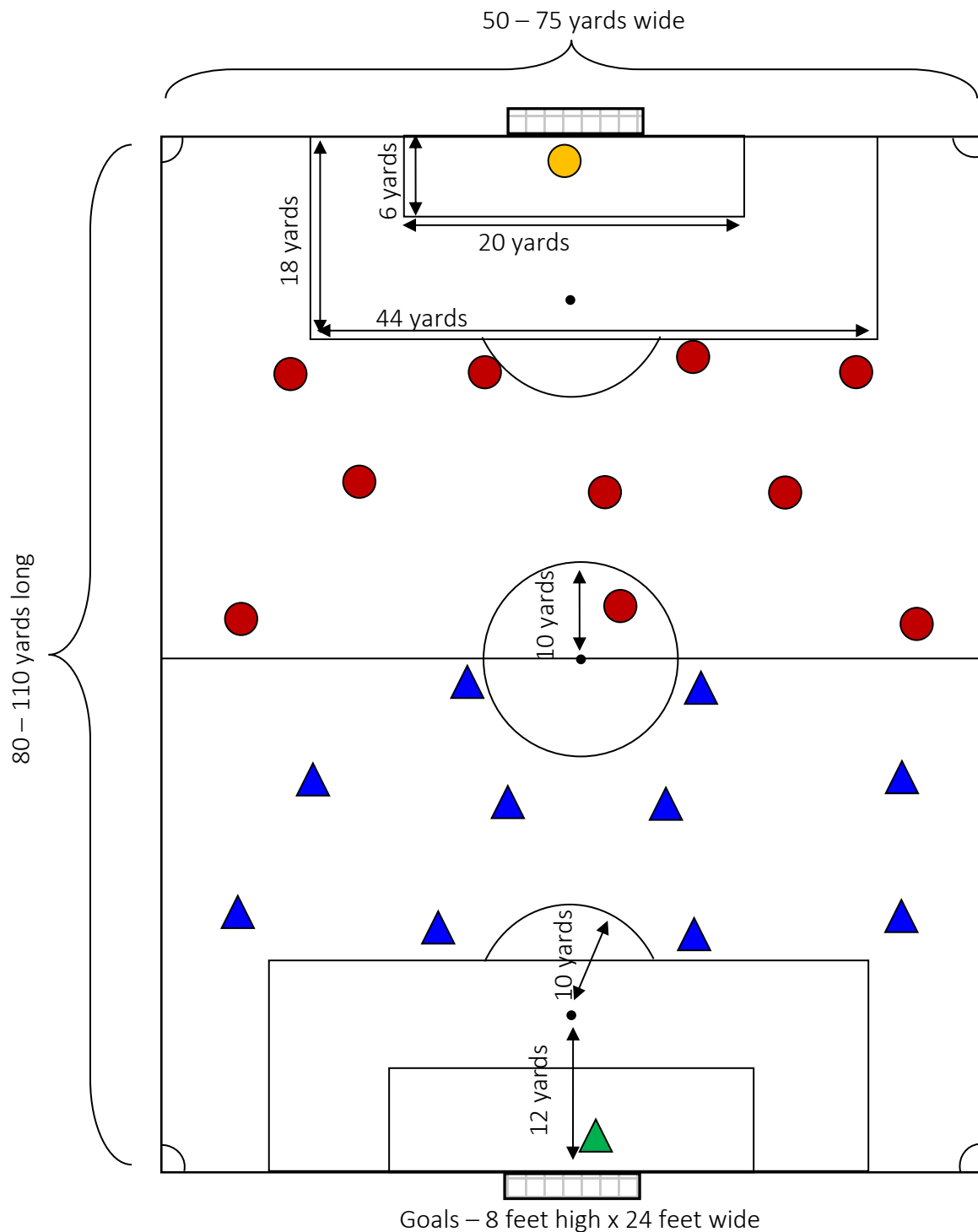
#### ZERO TOLERANCE

- NMYSA has a Zero Tolerance for Inappropriate Behavior Towards Game Officials policy. Visit [www.nmysa.net](http://www.nmysa.net) for additional information.

#### DELAYS/CANCELLATIONS

- Referees may postpone or cancel games based on inclement weather or other safety concerns. Game scores will stand if the first half of play has been completed. If a game is cancelled prior to completion of the first half, games may be rescheduled. If a match is forfeited, the forfeiting team will be scored as (0) and the opponent will receive the maximum number of points, (4).

# APS Middle School Soccer League Field Dimensions, Interior Markings and Suggested Team Formations



Blue Triangles Team is playing a 1-4-4-2 formation  
Red Circles Team is playing a 1-4-3-3 formation  
Field sizes may be adjusted based on a available space