

# **BASA SOCCER**

## **Under 14 Laws of the Game**

(Based on US Youth Soccer recommended modifications to the FIFA Laws of the Game)

**Law 1 – The Field of Play:** The field of play is rectangular.

Dimensions:

Touch line Length: 190 feet (minimum 190 feet / maximum 240 feet).

Goal line Width: 150 feet (minimum 135 feet / maximum 165 feet).

Field Markings: Distinctive lines not more than (5) inches wide. 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 24 feet is marked around it.

The Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line **14 feet 9 inches** from the inside each goal post. These lines extend into the field of play for a distance of **14 feet** and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line 42 feet from the inside of each goal post. These lines extend into the field of play for a distance of 42 feet and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made 30 feet from the midpoint between the goalposts and equal distant to them. An arc of a circle with a radius of 24 feet from each penalty mark is drawn outside the penalty area.

Flag posts: A flag post, not less than 5 feet high, with a non-pointed top and a flag, must be placed at each corner. Flag posts must also be placed at each end of the halfway line, not less than 3 feet outside of the touch line.

The Corner Arc: A quarter circle, with a radius of 3 feet from each corner, is drawn inside the field of play.

Goals: Goals will be placed on the center of each goal line. They consist of two upright posts, equal distance from the corners and joined at the top by a horizontal crossbar. The distance between the posts is 18.5 feet and the distance from the lower edge of the crossbar to the ground is 6.5 feet.

**Law 2 – The Ball:** Size five (5).

**Law 3 – The Number of Players:** A match is played by two teams, each consisting of not more than seven (7) players; one of whom is a goalkeeper. Teams may play with as few as six (6) players if necessary.

**Substitutions:** At any stoppage and unlimited.

**Playing time:** Each player SHALL play a minimum of 50% of the total playing time.

**Law 4 – The Players Equipment:**

Generally conforms to FIFA and comprises the following:

- Team Jersey (provided by BASA)
- Shorts
- Well-fitting Shin Guards
- Tall Socks (must completely cover the Shin Guards)
- Soccer cleats are recommended; but not required. [Baseball cleats are not allowed; as they have a cleat at the toe. No metal cleats allowed.]
- Non-uniform clothing is allowed based on weather conditions, but the Team Jersey must be worn on the outside of other clothing.
- No jewelry will be allowed.

**Law 5 – The Referee:** One Referee will enforce the laws of the game and serve as time keeper. If a Referee is not available; a Board Member, Parent, or Coach may be used. All infringements shall be briefly explained to the offending player.

**Law 6 – The Assistant Referees:** When available, two Assistant Referees will assist the Referee in enforcing the laws of the game. If an Assistant Referee is not available; a Board Member, Parent, or Coach may be used; or only one Assistant Referee may be used. All infringements shall be briefly explained to the offending player.

**Law 7 – The Duration of the Match:** The match shall be divided into two (2) equal, thirty (30) minute halves. There shall be a half-time interval of five (5) minutes. Coaches may request to

shorten the length of game (if necessary) due to hot weather, insufficient number of players, or other concerns. The decision to shorten game length will be made by the Division Commissioner, President, or Vice President.

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

Preliminaries:

- A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.
- The other team takes the kick-off to start the match.
- The team that wins the toss takes the kick-off to start the second half of the match.
- In the second half of the match, the teams change ends and attack the opposite goals.

A kick-off is used to start or restart play:

- At the start of a game
- After a goal has been scored
- At the start of the second half

The ball is placed in the center of the field. All players, except the player taking the kick-off, must be in their own half of the field and the opponents of the team taking the kick-off must be at least 24 feet from the ball until it is in play. The ball is in play when it is kicked and clearly moves.

**Law 9 – The Ball In and Out of Play:** Conform to FIFA.

**Law 10 – The Method of Scoring:** Conform to FIFA.

**Law 11 – Offside:** Conform to FIFA.

**Law 12 – Fouls and Misconduct:** Conform to FIFA with the exceptions noted below. Yellow and Red Cards may be shown for misconduct. Refer to Red/Yellow Card Procedure.

**Law 13 – Free Kicks:** A free kick is used to restart after the referee stops play for an infraction. The ball must be stationary before it is kicked and the opposing players should be a minimum of

at least 24 feet from the ball until it is in play. All free kicks are direct, meaning that a player can score by kicking the ball directly into the goal.

**Law 14 – The Penalty Kick:** A penalty kick is a direct kick that results from a contact foul or hand ball by the defending team within the penalty area. The ball is placed on the penalty spot or mark, 30 feet in front of the center of the goal. All players, other than the kicker and defending goalkeeper, are at least 24 feet from the penalty mark until the ball is kicked. The goalkeeper must have both feet on the goal line until the ball is kicked.

**Law 15 – The Throw-In:** A throw-in is taken when the ball crosses a touch line and leaves the field. A proper throw-in is one where at the moment of delivering the ball, the thrower must be standing facing the field of play, have part of both feet touching the ground on the touchline or outside the touchline, and throw the ball with both hands over the head.

**Law 16 – The Goal Kick:** A goal kick is taken when the ball leaves the field across a goal line and was last touched by the offensive team. The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it leaves the penalty area. Opponents must be outside the penalty area until the ball is in play.

**Law 17 – The Corner Kick:** A corner kick is taken when the ball leaves the field across a goal line and was last touched by the defensive team. The corner kick is taken from the corner nearest to where the ball left the field and all other players must remain at least 24 feet from the ball until it is in play.

**MISCELLANEOUS:**

- No slide tackles allowed.
- After a goal is scored, the team scored upon will kick-off.
- A goal may be scored directly from a kick-off; if the ball directly enters the kicker's goal, (the goal does not count and) a corner kick is awarded to the opponents.
- A ball going out of play must go completely outside the outer edge of the touch line or goal line; either on the ground or in the air.

- If any part of the ball is still on the line; the ball is still in play.
- When a ball is put in play; the player kicking or throwing the ball in may not touch the ball a second consecutive time until another player contacts the ball.
- The ball is still in play when it bounces off a goalpost, crossbar, or referee and stays on the field.
- Two-touch violations will result in an indirect free kick (any exception to conform to FIFA).
- If an opponent who is in the penalty area when the goal kick is taken, or enters the penalty area before the ball is in play, touches or challenges for the ball before it has touched another player, the goal kick is retaken.
- An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offenses:
  - Controls the ball with the hands for more than six (6) seconds before releasing it
  - Touches the ball with the hands after:
    - Releasing it and before it has touched another player
    - It has been deliberately kicked to the goalkeeper by a teammate
    - Receiving it directly from a throw-in taken by a teammate
- If a player commits an offense outside the field of play (ball in play), an indirect free kick is awarded to the opposing team taken from the touch line next to the offender.
- A player must be cautioned for unsporting behavior (yellow or red card) for many circumstances including, but not limiting to attempts to deceive the referee (e.g. feigning injury or pretending to have been fouled) or verbally distracting an opponent during play or at a restart.
- Spectator and team benches should be on opposite sides of the field.
- Opposing coaches and players should 'high five' or shake hands after each match.
- No alcoholic beverages or tobacco products will be allowed near the playing area.
- No foul language will be allowed near the playing area.
- No dogs will be allowed near the playing area.
- Everyone should work to help provide a safe and enjoyable environment for our young players.

## PROCEDURES TO DETERMINE THE WINNER OF A MATCH:

- Overtime
  - There will be two (2) overtime periods of two (2) minutes each.
  - A coin is tossed and the team that wins the toss decides which goal it will attack in the first overtime period.
  - The other team takes the kick-off to start the first overtime period.
  - The team that wins the toss takes the kick-off to start the second overtime period.
  - In the second overtime period, the teams change ends and attack the opposite goals.
  - If, after both overtime periods, both teams have scored the same number of goals, or have not scored any goals; the game goes into a Shoot-Out.
- Shoot-Out
  - The referee chooses the goal at which the kicks will be taken.
  - The referee tosses a coin and the team that wins the toss decides whether to take the first or the second kick.
  - The referee keeps a record of the kicks being taken and goals scored.
  - Each team selects five players to kick and a goalkeeper. The selected goalkeeper can be any member of the team and may also be one of the five players selected to kick.
  - A Shoot-Out is conducted with both teams taking five kicks.
  - The kicks are taken alternately by the teams.
  - If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
  - If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals; the game goes into Sudden Death where kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- Sudden Death

- During Sudden Death, each kick is taken by a different player and all players (including the goalkeeper) must take a kick before any player can take a second kick (including those that kicked during the Shoot-Out).
- General Rules
  - A goalkeeper may only be replaced during the Shoot-Out or Sudden Death if the goalkeeper is injured and is unable to continue as goalkeeper. **The replaced goalkeeper takes no further part and may not take a kick. If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks.**
  - All coaches and players, except the player taking the kick and the two goalkeepers, must remain within the center circle. Only referees and board members (if needed) are allowed inside the penalty area with the kicker and the defending goalkeeper.
  - The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
  - **Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player may not kick for the remainder of the kicks from the penalty mark.**

