

Wilmington Youth Soccer Association

Intown Laws of the Game (Grade 2)

Unless otherwise specified below, all Intown matches will abide by FIFA's "Laws of the Game."

1. Field of Play

- A. Dimensions. The field should be 40 to 50 yards wide and **50 to 60** yards long. This is the ideal size for 7v7 soccer. Fields should come as close to these dimensions as possible in order to ensure that no team gains an advantage due to an oversized or undersized field.
- B. Markings. -The field of play should be distinctly marked with lines of not more than five (5) inches wide. The field 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 eight (8) yards is marked around it. A quarter circle with a radius of eighteen (18) inches from each corner flag will mark the corner arc.
- C. Goal Area. A goal area is defined at each end of the field by two lines drawn at right angles to the goal for, six (6) yards from the inside of each goal post. These lines extend into the field of play for six (6) yards and are joined by a line drawn parallel with the goal line.
- D. Penalty Area. A penalty area is defined at each end of the field by two lines drawn at right angles to the goal line, twelve (12) yards from the inside of each goal post. These lines extend into the field of play for twelve (12) yards and are joined by a line drawn parallel with the goal line.
- E. Goals. Goals must be placed on the center of each goal line. Goals should have a minimum size of six (6) feet tall and twelve (12) feet wide. All goals must be secured to the ground so as to maintain stability and minimize the risk of falling over.

2. Ball

- A. Size. A size four (4) ball will be used for all grade 2 Intown matches
- B. Replacement. The ball may not be changed or replaced during the match without the permission of the referee.

3. Number of Players

- A. Roster. The number of players on a roster during the season shall be determined by the Intown Committee, based on the number of registrants within each age group. The preferred number of players on a roster is 10 - 12.
- B. Players. A match is played by two teams, each consisting of not more than seven (7) players, one of whom must be the goalkeeper. A match may not start, or continue, if either team consists of fewer than four (4) players who are able to play.

Note: If a team has less than the maximum number of field players the opposing coach should consider lending players to the other team or reducing the total number of players on the field to even up the match)

- C. Playing Time. Each player should play a minimum of 50% of the total playing time.

- D. Substitutions. All substitutes should enter and leave the field at the halfway line. Players on the field may be replaced by a substitute during any stoppage in play with the approval of the referee
- E. Coed Teams. Coed teams are not preferred however may be necessary depending on player registration numbers.
- F. Goalkeepers must wear a uniform that clearly distinguishes them from the other players on the field. Only the goalkeeper is permitted to handle the ball with his/her hands inside their own penalty area. After handling the ball, when returning the ball into play if the Goalkeeper decides to punt/drop kick the ball it must land or be touched by a player in the defending half of the field. If not, an indirect free kick will be given to the opposing team at the midfield line closest to the point of the violation.

4. Coaches/Supervision

- A. Coaches. Each team must have a designated head coach and may have up to two (2) assistant coaches. (One of these may be a team helper).
- B. Supervision. For each team, a registered coach or assistant coach must be present during the entire game. If no such coach is present, or if the coach is ejected or leaves the game for other reasons, the referee may accept another person, but not a player, as the substitute coach. The game will not be played or continued if the referee, at anytime, decides that no proper supervision is present.
- C. The program's policy is that all adult volunteers associated with team activities must be compliant to Massachusetts Safe Soccer Policy.

5. Player's Equipment

- A. Required Equipment. The required equipment of a player is:
 - 1) Jersey or shirt
 - 2) Shorts (**Sweatpants in cold weather are permitted**)
 - 3) Socks
 - 4) Shin guards
 - 5) Footwear
- B. Shin guards. Shin guards are to be made of a suitable material in order to provide a reasonable degree of protection and must be covered entirely by the socks during the match.
- C. Footwear. The footwear shall be soccer cleats with molded rubber or plastic bottoms (with no front middle cleat) or sneakers. Screw in cleats are not permitted.
- D. Goalkeeper. Each goalkeeper shall wear colors which distinguish him/her from the other players, the other goalkeeper and from the referee.
- E. Restrictions. The following articles are not to be worn or allowed during a match:
 - 1) Jewelry of any type, (**except for Medical Alert jewelry**)
 - 2) Any Hard Casts (even if padded), or
 - 3) Any other equipment the referee determines is dangerous to another player.
- F. It is recommended that each player bring a filled water bottle to both practices and games.

6. Referee

- A. A currently approved referee or referee approved by the Referee Coordinator shall be used for all matches.
- B. Referees shall be assigned by the Referee Coordinator.
- C. Referees should state all infractions of the Laws of the Game to the offending player(s) as the progress of the match permits. Due to the age of the players, such statements are viewed as a method to educate the younger player.
- D. Assistant Referees or Linesmen are not typical in Intown matches. Intown Matches may be used for training of Assistant Referees
- E. There will be a minimum of 1 Center Referee per match and not more than 2

7. Duration of the Match

- A. Periods of Play. The match shall be divided into two (2) equal halves of twenty-five (25) minutes each.
- B. Half-Time. The half-time interval shall be five (5) minutes.
- C. Allowance for Time Lost. There will be no extra time added to either half by the referee

8. Start of Play

- A. Preliminaries. Prior to the beginning of play, the referee shall inspect the field of play to ensure the safety of the players and spectators as well as each player's equipment to make sure it conforms to the laws of the game. The "Home" team, as designated by the schedule, will kick off to start the match. The "away" team takes the kick-off to start the second half of the match, after the teams have switched the halves of the field they are defending.
- B. Kick-off. A kick-off is a way of starting (or restarting) play. All players shall be in their own half of the field. All players of the opposing team shall be at least eight (8) yards from the ball until it is in play. With the ball stationary on the center mark, the referee shall give a signal to start play. The ball is in play when it is kicked and moves. The kicker shall not touch the ball a second time until it has touched another player. A goal may be scored on a kick-off.

9. Ball In and Out of Play

- A. Out of Play. The ball is out of play when-
 - 1) It has wholly crossed the goal line or touch line whether on the ground or in the air, or
 - 2) Play has been stopped by the referee.
- B. In Play. The ball is in play at all other times including when:
 - 1) It rebounds from a goal post, crossbar or corner flag post and remains in the field of play, or
 - 2) It rebounds off the referee when he/she is on the field of play.

10. Method of Scoring

- A. Goal Scored. A goal is scored when the whole of the ball passes over the goal line, between the goal posts, and under the crossbar provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal. A goal may be scored on a kick off or corner kick.

- B. Winning Team. The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is a draw (tie).

11. Off-Side

- A. The off-side rule does not apply in Intown matches.

12. Fouls and Misconduct

- A. Conformance. During a match, conformance will be with all IFAB Laws of the Game except as otherwise noted.
- B. The referee will stop play and award a team control of the ball with a "free kick" when fouls occur during the course of play. Although listed here as "direct" and "indirect" kicks for reference purposes, note that in Intown matches **only indirect** kicks are awarded.

i) Direct Kick Fouls

- kicking or attempting to kick
- tripping
- jumping at an opponent
- charging
- striking an opponent
- pushing or holding
- contact made to opponent before contact made with the ball
- handling the ball (deliberately)

ii) Indirect Kick Fouls

- dangerous play
- fair charge when the ball is not within playing distance
- Obstruction
- Goalkeeper releases the ball and then touches it again before being touched by another player
- Wasting time

C. Slide Tackles

Slide tackles are not permitted in any Intown games. Referees are instructed to immediately blow a whistle if a slide tackle is performed and an indirect free kick will be awarded. **The player performing the slide tackle must be warned and if a second occurrence happens the player will be removed for the rest of the game.**

- D. Exceptions. The following exceptions to the IFAB Laws of the Game will pertain to all Intown matches:
- 1) there are no penalty kicks;
 - 2) There are no direct kicks for fouls. Only indirect kicks will be awarded;
 - 3) There is no off-side;

13. Free Kicks

- A. All free kicks will conform to the IFAB Laws of the Game with the exception that an opponent must be eight (8) yards from the ball before the kick is allowed.

14. Penalty Kicks

- A. No penalty kicks shall be awarded to or taken by either team. All fouls committed inside the penalty area that would normally result in a penalty kick will be moved outside the penalty area to the point closest to where the foul was committed, and an indirect free kick awarded.

15. Throw-ins

- A. All throw-ins will conform to the IFAB Laws of the Game.
 - a) Throw in is awarded to the team when the opposing player kicks the ball completely beyond the touchline.
 - b) The player must throw the ball with both hands coming from behind and over the head keeping BOTH feet on the ground until the ball is released.
 - c) Some portion of each of the thrower's feet must be either behind or in contact with the touchline at the time the throw is released
 - d) If an illegal throw is committed, one re-throw is permitted. If an illegal throw is committed again, the opposing team is granted the throw in.
 - e) If a ball is thrown and it never enters the field of play, the throw in is taken over by the same team.
 - f) A throw-in must touch another player before crossing the goal line to qualify as a goal

16. Goal Kick

- A. Awarded. A goal kick is awarded when the whole of the ball, having last touched a player of the attacking team passes over the goal line, either on the ground or in the air, and a goal is not scored.
- B. Procedure. The ball is kicked from any point within the goal area by a player of the defending team. Opponents must retreat to midfield until the ball is in play. The ball is in play when it is kicked beyond the penalty area or played within the penalty area by a different member of the kicking team.. The kicker shall not play the ball a second time until it has touched another player.

17. Corner Kick

- A. All corner kicks will conform to the IFAB Laws of the Game with the exception that an opponent must be eight (8) yards from the ball before the kick is allowed. A goal may be scored on a corner kick.

Intown Recommendations

- A. Opposing coaches/parents and players should shake hands after each game.
- B. Coaches/parents, non-playing players, parents and spectators should be located not less than three (3) yards from outside the touch line nor should they be closer than ten (10) yards to the goal line. No individual should be allowed to run the length of the field except for the participants of the game. No one is permitted behind the goal to either view the game or instruct the goalkeeper.
- C. Parents should not coach or instruct players during the game.
- D. NO alcoholic beverages shall be consumed or allowed anywhere on or near the field of play
- E. Using nicotine products including Vaping, cigarettes, cigars or pipes is NOT permitted anywhere on or near the field of play
- F. Courtesy and respect should be extended to the referee by all coaches, players, parents and spectators. Any abuse, verbal or otherwise, of the referee is not acceptable and will not be tolerated. It is the responsibility of the coaches to control their players, parents and spectators.