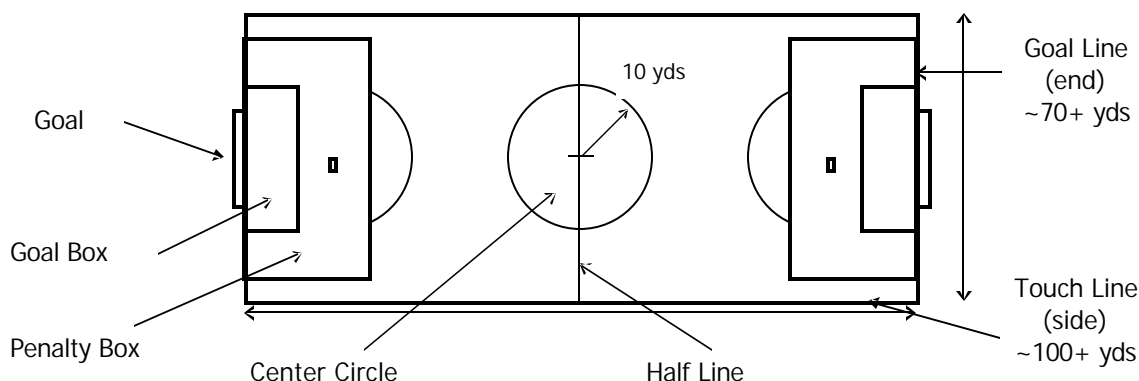


2006 HYSL MODIFIED LAWS OF THE GAME (RECREATIONAL UNDER-16 VERSION)



1. Field of Play

- (See Diagram above)
- ~100+ yds long; ~70+ yds wide;
- Center circle radius 10 yds
- Goal Box 6 yds by 20 yds
- Penalty Mark 12 yds from goal center
- Penalty Box 18 yds by 44 yds
- Penalty Arc, 10 yds radius from mark

2. The Ball

- Size 5

3. Number of Players

- 11 per team (10 + 1 goal-keeper)
- 18 (max) on roster
- All play at least 50% of game
- Substitution with Referee's OK (Goals, injuries, Ball Out, Half-Time...)

4. Player Equipment

- Jersey or shirt, shorts, socks, footwear and shinguards are mandatory.

5. Referees

- Enforce the Laws of the Game
- Keep game time and game record
- Allow no persons other than players & referees onto the field of play without permission
- Stop the game if a player is seriously injured.
- Decide goals, ball In & Out, fouls
- Explains infractions to players

6. Assistant Referees

- Assist the center referee with ball In/Out, fouls, Offside, throw-ins

7. Duration of Game

- 40 min. halves (5 min. half-time)

8. Start of Play

- Winner of coin toss picks sides, other team has 1st Kick-Off
- Ball placed at center mark
- Opponents 10 yds away
- Teams on own sides of field
- Ball is not in play until it has moved forward

9. Ball In & Out of Play

- The ball is out of play when it has completely crossed the goal line or the touch line, or when Referee stops the game

10. Method of Scoring

- The ball must completely cross the goal line inside the goal

11. Off-Side

An attacking player who is
 * on the opponent's half of the field,
 * in front of the ball, and
 * has fewer than 2 defenders between him/her and the goal line is "Off-Side".

If the ball is passed to him/her by a team mate, the referee whistles an "Off-Side Violation" and awards an indirect free kick to the other team taken where the violation occurred.

12. Fouls & Misconduct

- Direct free kicks awarded for 6 major fouls:
 - * Kicking or attempting to kick an opponent
 - * Tripping or attempting to trip an opponent
 - * Striking or attempting to strike opponents
 - * Pushing, Jumping at, Charging an opponent
- Direct free kicks awarded for 4 offenses:
 - * Holding or Spitting at an opponent
 - * Deliberately handling the ball
 - * Tackling an opponent (even if "going for" the ball but contacting player 1st)
- Indirect free kicks awarded against goalie:
 - * Taking more than 6 seconds to release the ball
 - * Wasting time
 - * Handling the ball if kicked or thrown from a teammate, or after releasing it.
- Other Indirect free kicks awarded for:
 - * Dangerous play, Impeding an opponent's progress, preventing a goalie's ball release

13. Free Kicks

- Opponents all 10 yds away from the ball
- Kicker may not touch the ball twice in a row
- DFK may score goal, IFK needs 2nd touch 1st

14. Penalty Kick

- A DFK would be awarded inside penalty box
- One player vs the goalie, Ball placed at mark, all other players outside Arc or Box
- Referee in charge

15. Throw-In

- Ball has crossed touch line
- Player faces field, has both feet on the ground (on or outside the touch line) uses both arms, delivers the ball from behind and over the head -OR-
- Ball awarded to opposing team (throw)

16. Goal Kick

- Attackers last touched ball
- Ball out over goal line
- Defenders kick ball from goal box