



**CAMSL**

(Nov.16<sup>th</sup>. 2011)

# Rule of the Game

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**GENERAL:** CAMSL adopts the Laws of the Game as published by the Federation Internationale De Football Association (FIFA) and the ECSA Laws of the Game for all CAMSL sanctioned competitions with the following modification:

## Build Out Line

A.◦A solid or dotted horizontal line drawn from touchline to touchline equidistant between the penalty area line (18 yd line) and the halfway line.

B.◦Build-out lines will encourage possession and playing the ball out of the back.

C.◦When a goalkeeper has the ball in hand or takes a goal kick, the opposing team remains behind the build-out line until the ball is put into play.

## Punting

A.◦No punting is allowed.

## A. FIELD:

1. Dimensions: 50 yards X 30 yards.
2. Markings: Distinctive lines not more than five inches wide.
  - a) A halfway line shall be marked out across the field.
  - b) A center circle with a five-yard radius.
  - c) Four corner arcs with a one-yard radius.
  - d) Goal area: will have a 3 yard and 6 yard box
3. Goals: 12 feet X 6 feet.

## B. Duration of the Game

1. The game shall be divided into two (2) equal halves of twenty (20) minutes.
2. There shall be a ten (10) minute break at halftime.
3. Teams will exchange ends of the field at the halftime break.

**E. Number of Players**

1. Maximum number of players on the field is six (6). One of whom shall be the goalkeeper.
2. Ball may be handled by goalkeeper anywhere within the 6-yard box .
3. Maximum number of players on the roster will not exceed twelve (12).
4. A team must have four (4) players to start or continue a match

**F. Substitutions:**

Player substitutions are permitted during possession throw-ins, goal kicks, after the scoring of a goal and at halftime.

- 1.) Player Injury
- 2.) Player request, with referee approval
- 3.) If one team substitutes for any of above, the opposing team will be given opportunity to substitute

**G. Playing Time:**

Each player SHALL enter in each half of the game.

**H. REFEREE:**

1. Registered referee
2. Club referee

**I. THE START OF PLAY:**

1. FIFA Rules apply
2. ECSA Rules apply
3. Kick off will be a direct kick

**J. BALL IN AND OUT OF PLAY:**

1. FIFA Rules apply
2. ECSA Rules apply

**K. METHOD OF SCORING:**

1. FIFA Rules apply
2. ECSA Rules apply

**L. FOULS AND MISCONDUCT:**

1. Direct Kicks – will follow FIFA AND ECSA rules. Direct kicks have to be restarted by the REFEREES WHISTLE. Opponents will be given the opportunity to reset the defense.
2. Referee to explain ALL infractions to the offending players

**M. FREE KICK:**

1. FIFA Rules apply
2. ECSA Rules apply

**N. PENALTY KICKS:**

1. FIFA Rules apply

2. Kick is to be taken from a mark 5 yards from the goal line.

**O. THROW IN:**

1. FIFA Rules apply
2. ECSA Rules apply

**P. GOAL KICK:**

1. Will be taken from the 3-yard box
2. All players will not touch ball until it clears the 6-yard box

**Q. CORNER KICK:**

1. FIFA Rules apply
2. ECSA Rules apply

**R. OFFSIDE**

1. There will be no offside.

**S. Coach's Area:**

1. Teams on the same side of the field; coaches must stay in the area from penalty area to midfield outside the touchline on their end of the field.
2. Teams on opposite sides of the field; coaches are permitted to move from penalty area to penalty area outside the touchline on their side of the field.
3. A team is not permitted to have coaches on opposite sides of the field.
4. Coach and any person in coaching area should have NCYSA ID visible at all times.

**T. SPORTSMANSHIP:**

1. Opposing parent/coaches and players should shake hands after each game.
2. Parents and spectators should be located not less than ONE yard from outside the touchline. Parent/Coaches, substitute players, parents, and spectators should not be closer than 8 yards to the goal line. No individual should be allowed to run the length of the field except participants of the games.
3. Parents should encourage players, not coach/instruct during the game.

**NO PETS WILL BE ALLOWED AT ANY SPORTING EVENT.**