

Coastal Area Mini Soccer League CAMSL

Rule of the Game

(February 19, 2007)

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:

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. BALL: Size three.

C. NUMBER of PLAYERS

1. Maximum number of players on the field at any one time six, not less than four. One of the players must be a goalkeeper. Ball may be handled by goalkeeper anywhere within the 6-yard box.
2. Maximum number of players on the roster: TWELVE
3. Substitutions:
 - a) Player Injury
 - b) Player request, with referee approval
 - c) If one team substitutes for any of above the opposing team will be given opportunity to substitute.

D. PLAYER PARTICIPATION REQUIREMENT:

1. All players must play half of the quarters the player is available for.
2. A player must start a quarter for the quarter to count toward the player's playing time.
3. **Any team that does not have all players meet the participation requirement will forfeit that game.**

E. PLAYER'S EQUIPMENT:

1. **Footwear and Uniform: Tennis shoes or soft-cleated soccer shoes and approved club jersey.**
2. Shin guards: MANDATORY

3. Assigned numbers on jersey and **no duplicate numbers (unless agreed upon with coach and club)**.
4. **A team may have name of SPONSOR on Jersey with approval of club. Team may also have alternate Jersey to play same club teams, but to have original Jersey on hand. Alternate Jersey will be approved through club.**

F. REFEREE:

1. Registered referee.
2. Club referee

G. DURATION OF GAME:

1. The game shall be divided into four equal 10-minute quarters.
2. There shall be a two minute break between 1st / 2nd, and 3rd / 4th quarters.
3. There shall be a five-minute halftime break between quarters two and three.

H. THE START OF PLAY:

1. FIFA RULES APPLY
2. ECSA RULES APPLY
3. **On kickoff you may NOT score. Kickoffs will not be treated as a direct kick at this age.**

I. BALL IN AND OUT OF PLAY:

1. FIFA RULES APPLY
2. ECSA RULES APPLY

J. METHOD OF SCORING:

1. FIFA RULES APPLY
2. ECSA RULES APPLY

K. OFFSIDE: There shall be no offside.

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. ECSA RULES APPLY**

O. THROW IN:

- FIFA RULES APPLY
- ECSA RULES APPLY

P. GOAL KICK:

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

Q. CORNER KICK:

- FIFA RULES APPLY
- ECSA RULES APPLY

R. SPORTSMANSHIP:

- Opposing parent/coaches and players should shake hands after each game.
- 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.
- Parents should encourage players, not coach/instruct during the game.
- NO PETS WILL BE ALLOWED AT ANY SPORTING EVENT.**

(Updated February 22, 2008: Section H. The Start of Play)