

RULE 3.7 FULL-SIDED PLAY (11 v 11)

3.7.1 LAW 1 – The Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 100 yards maximum 130 yards

Width: minimum 50 yards maximum 100 yards

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 ten (10) yards is marked around it.

The Goal area: Conform to FIFA.

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, eighteen (18) yards from the inside of each goalpost. These lines extend into the field of play for a distance of eighteen (18) yards 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 twelve (12) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of ten (10) yards from each penalty mark is drawn outside the penalty area.

Flag post: Not less than five (5) ft high, with a non-pointed top and a flag is placed at each corner.

The Corner Arc: Conform to FIFA.

Goals: Conform to FIFA

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

3.7.2 Law 2 – The Ball: Size five (5).

3.7.3 Law 3 – The Number of Players: A match is played by two teams, each consisting of not more than eleven (11) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven (7) players.

Substitutions: Conform to FIFA

Playing time (recreational): Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may be coed.

3.7.4 Law 4 – The Players Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. All players must wear shinguards and each player shall have a number on the back of the jersey not less than 4" high. No player shall be permitted to wear any equipment that the referee might consider dangerous to the player, his team or the opponents.

3.7.5 Law 5 – The Referee: Registered referee.

3.7.6 Law 6 – The Assistant Referee: Use U.S.S.F. registered referees or club linesmen. Where needed and approved by the referee an unofficial club or local association lineman may be used. The lineman's infraction calling authority shall be limited to ball in and out of play, and goalkick/cornerkick calls. The center referee may instruct the lineman to make other calls if he feels secure in the lineman's ability to do so. Under no circumstances can the lineman call fouls or become involved in matters of player discipline on the field. The referee is to have sole authority.

3.7.7 Law 7 – The Duration of the Match:

Age Groups Duration of game

Amateur Two 45 min. halves

Youth U-19 Two 45 min. halves

Youth U-16 Two 40 min. halves

Youth U-14 Two 35 min. halves

There shall be a half-time interval not to exceed fifteen (15) minutes.

3.7.8 Law 8 – The Start and Restart of Play: Conform to FIFA.

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

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

3.7.11 Law 11 – Offside: Conform to FIFA.

3.7.12 Law 12 – Fouls and Misconduct: Conform to FIFA.

3.7.13 Law 13 – Free Kicks: Conform to FIFA

3.7.14 Law 14 – The Penalty Kick: Conform to FIFA

3.7.15 Law 15 – The Throw-In: Conform to FIFA.

3.7.16 Law 16 – The Goal Kick: Conform to FIFA.

3.7.17 Law 17 – The Corner Kick: Conform to FIFA