

LSA Rules Matrix – Fall 2023

Law	U10 Adjustments	U12 Adjustments	U14 Adjustments
1. The Field	Teams sit on same side of the field; spectators sit on opposite side. Fans cannot be behind goals. Field and goal dimensions are age appropriate Penalty mark- 8yds	Teams sit on same side of the field; spectators sit on opposite side. Fans cannot be behind goals. Field and goal dimensions are age appropriate Penalty mark- 10yds	Teams sit on same side of the field; spectators sit on opposite side. Fans cannot be behind goals. Field and goal dimensions are age appropriate Penalty mark- per LOTG
2. The Ball	Size 4	Size 4	Size 5
3. The Players	LSA- 7v7; minimum to play is 4. FTLV- 8v8; minimum to play is 5. Unlimited subs when allowed by referee at any stoppage.	9v9; minimum to play is 6. Unlimited subs when allowed by referee at any stoppage.	11v11; minimum to play is 7. Unlimited subs when allowed by referee at any stoppage.
4. Players Equipment	Sneakers or cleats (without toe-spikes) Age appropriate shin guards. No jewelry; medical alert info must be taped. Jackets under uniform, hood tucked in.	Sneakers or cleats (without toe-spikes) Age appropriate shin guards. No jewelry; medical alert info must be taped. Jackets under uniform, hood tucked in.	Sneakers or cleats (without toe-spikes) Age appropriate shin guards. No jewelry; medical alert info must be taped. Jackets under uniform, hood tucked in.
5. The Referee	One	One	One
6. Other Officials	None	Two ARs; club linesman may be used with both coaches' approval.	Two ARs; club linesman may be used with both coaches' approval.
7. Duration of Match	2 x 25 min halves, 5 min between halves.	2 x 30 min halves, 5 min between halves.	2 x 35 min halves, 5 min between halves.
8. Start and Restart of Play	Opponents must be at least 8yds away during all DFK or IFK restarts. FTLV- all foul restarts are IFK.	Opponents must be at least 8yds away during all DFK or IFK restarts.	No Adjustments to LOTG
9. Ball In and Out of Play	No Adjustments to LOTG	No Adjustments to LOTG	No Adjustments to LOTG
10. Outcome of a Match	10-goal mercy rule. The losing coach may choose to play on, then may terminate the match any time after.	10-goal mercy rule. The losing coach may choose to play on, then may terminate the match any time after.	10-goal mercy rule. The losing coach may choose to play on, then may terminate the match any time after.
11. Offside	No offside; coaches should be discouraged from "cherry picking".	No Adjustments to LOTG	No Adjustments to LOTG
12. Fouls and Misconduct	No slide tackling. Deliberate header is treated as "dangerous play". Red/Yellow Cards used sparingly.	No slide tackling. Sliding to stop the ball when no opponent is near (2-3yds) is permitted.	No slide tackling. Sliding to stop the ball when no opponent is near (2-3yds) is permitted.
13. Free Kicks	Opponents must be at least 8yds away during all DFK or IFK restarts.	Opponents must be at least 8yds away during all DFK or IFK restarts.	No Adjustments to LOTG
14. Penalty Kicks	LSA- See Penalty Kick Outcome Table. FTLV- No PK, restart with IFK at top of the penalty arc.	See Penalty Kick Outcome Table.	See Penalty Kick Outcome Table.
15. Throw-ins	A player may be given a 2nd chance due to skill level and spirit of the game.	A player (or team) may be given a 2nd chance, possession changes after that.	No Adjustments to LOTG
16. Goal Kicks	No Adjustments to LOTG	No Adjustments to LOTG	No Adjustments to LOTG
17. Corner Kicks	Opponents must be at least 8 yds away.	Opponents must be at least 8 yds away.	No Adjustments to LOTG

Legend: LOTG- IFAB Laws of the Game; DFK- Direct Free Kick; IFK- Indirect Free Kick

Penalty Kick Outcome Table	Result of Kick- Goal	Result of Kick- No Goal
Encroachment by Attacking player	Penalty is retaken	IFK
Encroachment by Defending player	Goal awarded	Penalty is retaken
Encroachment by both Attacker and Defender	Penalty is retaken	Penalty is retaken
Offense by Goalkeeper	Goal awarded	<u>Not saved</u> - penalty NOT retaken <u>Saved</u> - penalty IS retaken and warning for Goalkeeper, caution for further offense.
Goalkeeper and Kicker offend at the same time	IFK; caution the kicker	IFK; caution the kicker
Ball kicked backwards	IFK	IFK
Illegal feinting	IFK; caution the kicker	IFK; caution the kicker
Wrong kicker	IFK; caution for wrong kicker	IFK; caution for wrong kicker

Encroachment- entering Penalty area before the ball is put into play; Feinting- fake kick

Guest Player Rules:

Prior to the start of a game, if one team has no subs or less than a full team on the field, the team that is short players may utilize guest players.

Guest players must be provided from the opposing team. The opposing team may temporarily move some of their players to the team that is short players. This may be until more players show up for the team that is short, switching the guest players at halftime, or for the duration of the match.

Players temporarily representing another team should wear a jersey color that is different from the goal keepers, and the opponent. (ie. a training pinnie/bib, or reversable jersey)

If the opposing team does not want to provide guest players to their opponent, they will be **REQUIRED** to “play down” to match the number of players their opponent has on the field. Referees may call additional breaks to give players on the team that is short a rest.

Players registered as Competitive level athletes for the Spring 2023 season cannot guest play in a recreational level game.