



Soccer Association for Youth, USA

SAY Referee Training Syllabus

**LAWS:
1 - 4**



Copyright SAY 2001

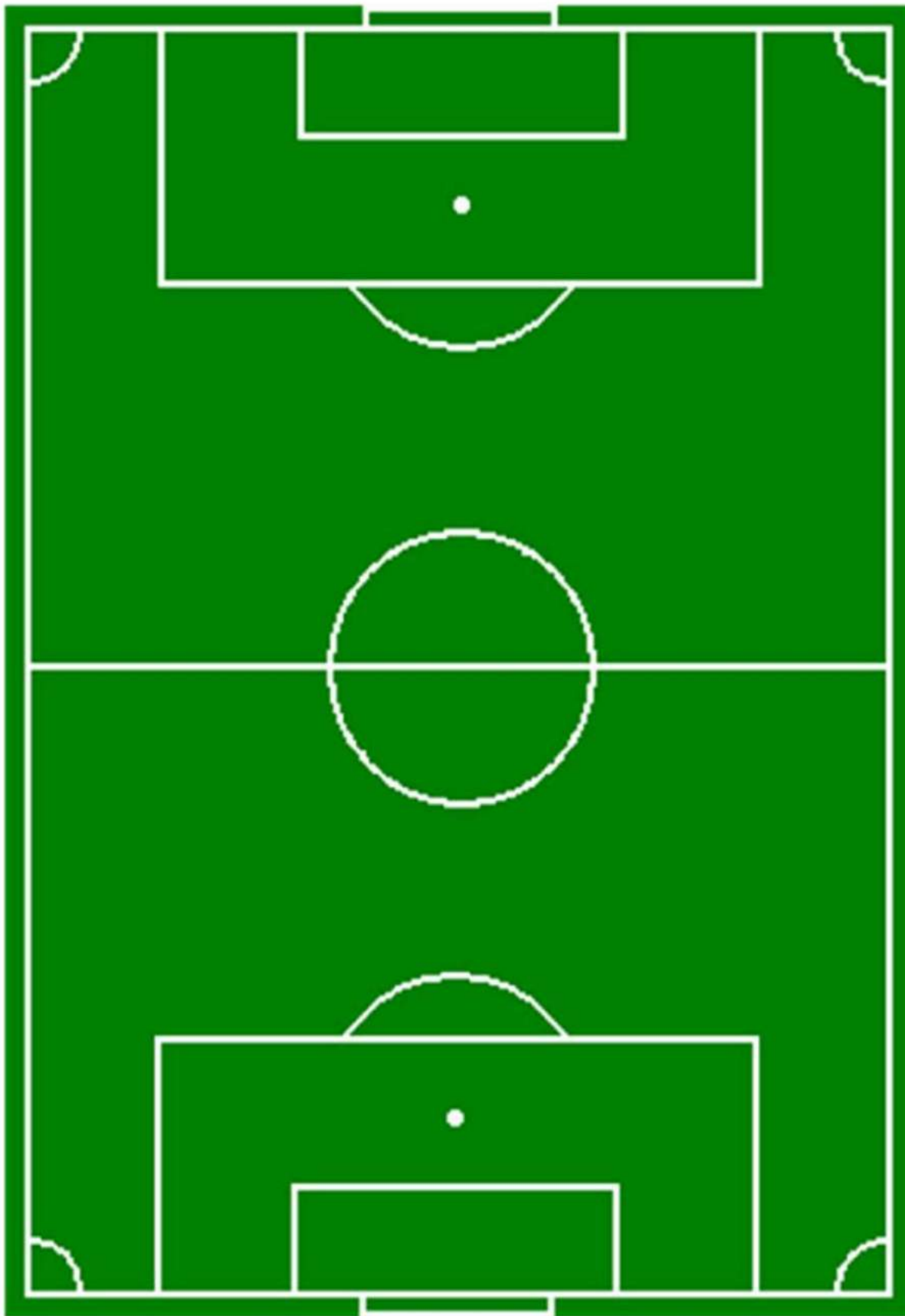
Updated 8/2008

Written By: The SAY National Rules & Referees Committee
Charles Keaney, Director of Officials

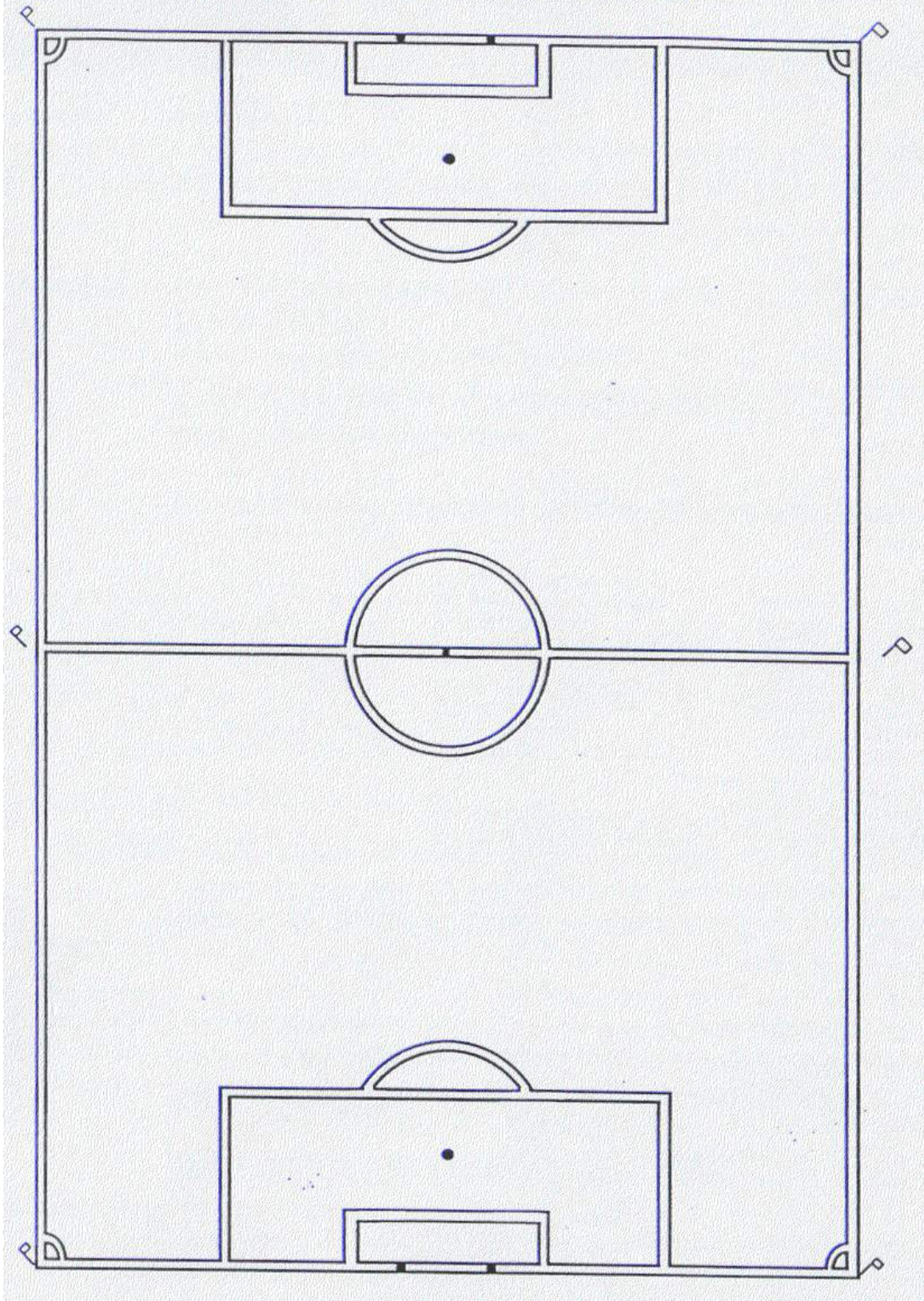
LAW 1: Field of Play



THE FIELD OF PLAY



THE FIELD OF PLAY





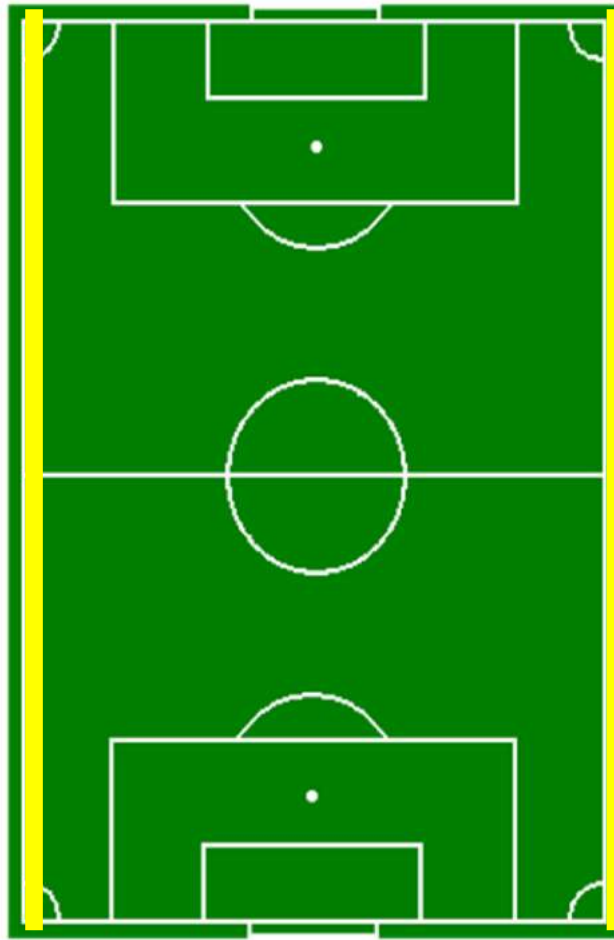
FIELD MUST BE RECTANGULAR
LENGTH & WIDTH CAN VARY



GOAL-LINE (END LINE BETWEEN CORNERS)

GOAL-KICKS

CORNER-KICKS

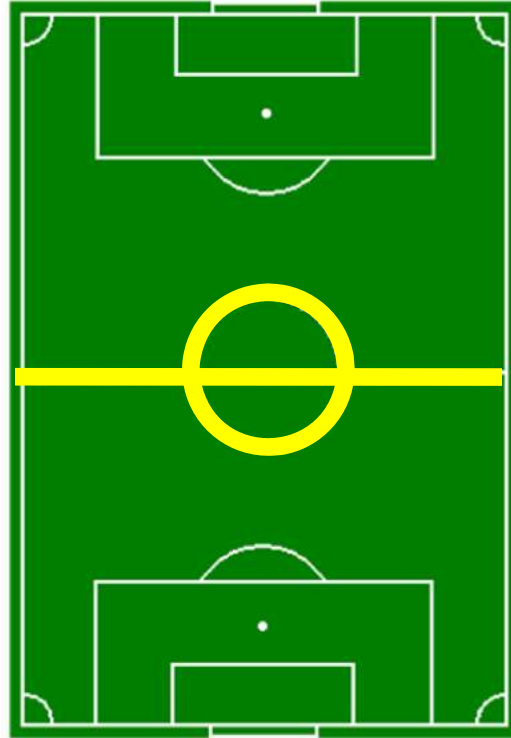


TOUCH-LINE (SIDELINE)

THROW-INS

SUBSTITUTIONS

HALFWAY-LINE (MID-FIELD LINE)



CENTER CIRCLE

10 YARDS RADIUS

WINGS - 8 YARDS

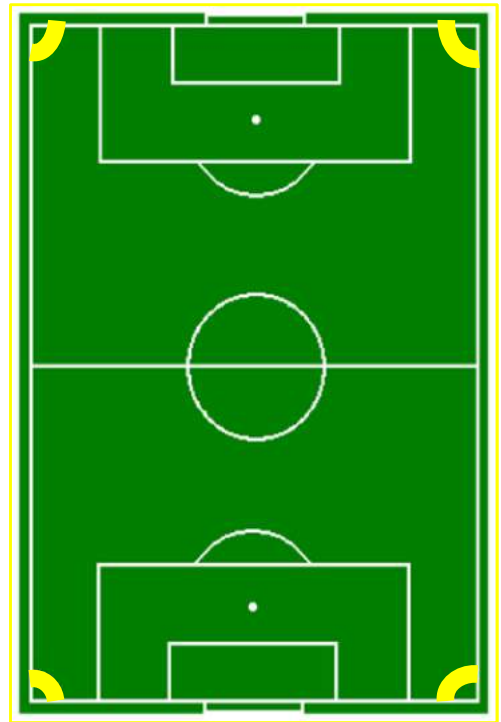
PASSERS - 6 YARDS

KICK-OFF - DEFENDERS OUT

CORNER-AREA

1 YD. RADIUS

CORNER-KICKS



CORNER POSTS

MINIMUM 5 FT. HIGH

MINIMUM 1 IN. DIAMETER

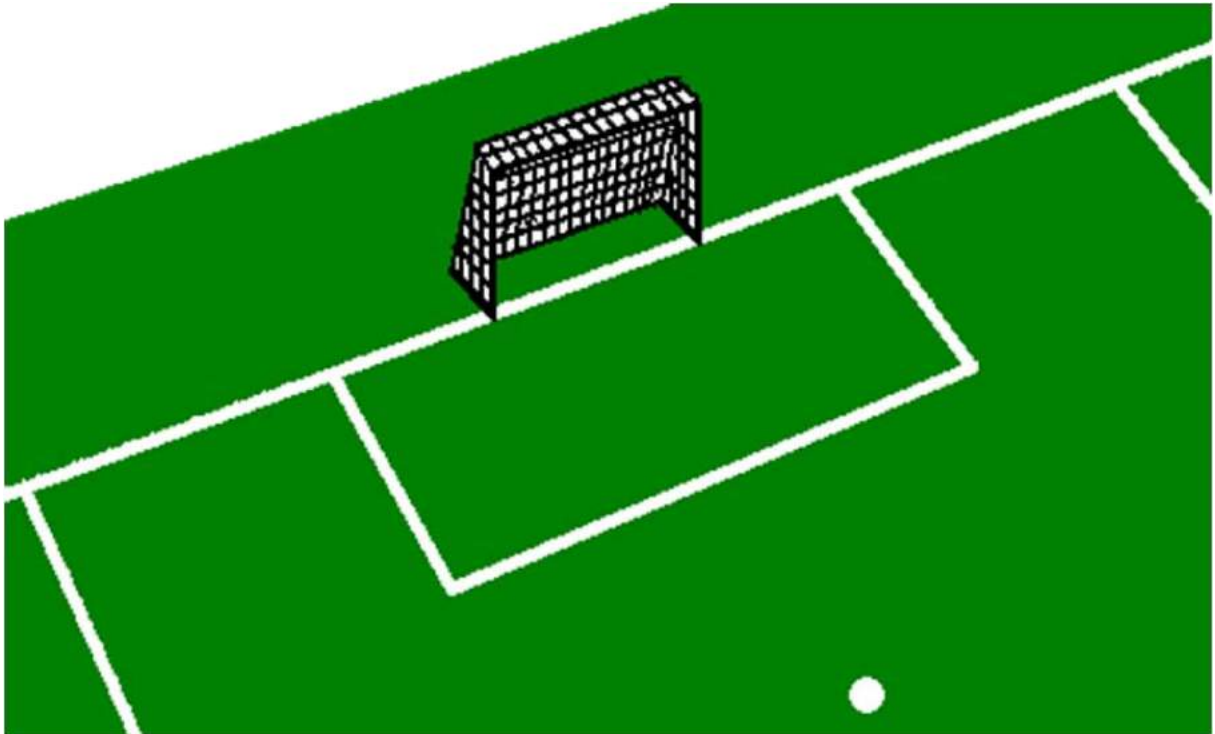
NOT POINTED



UNSAFE

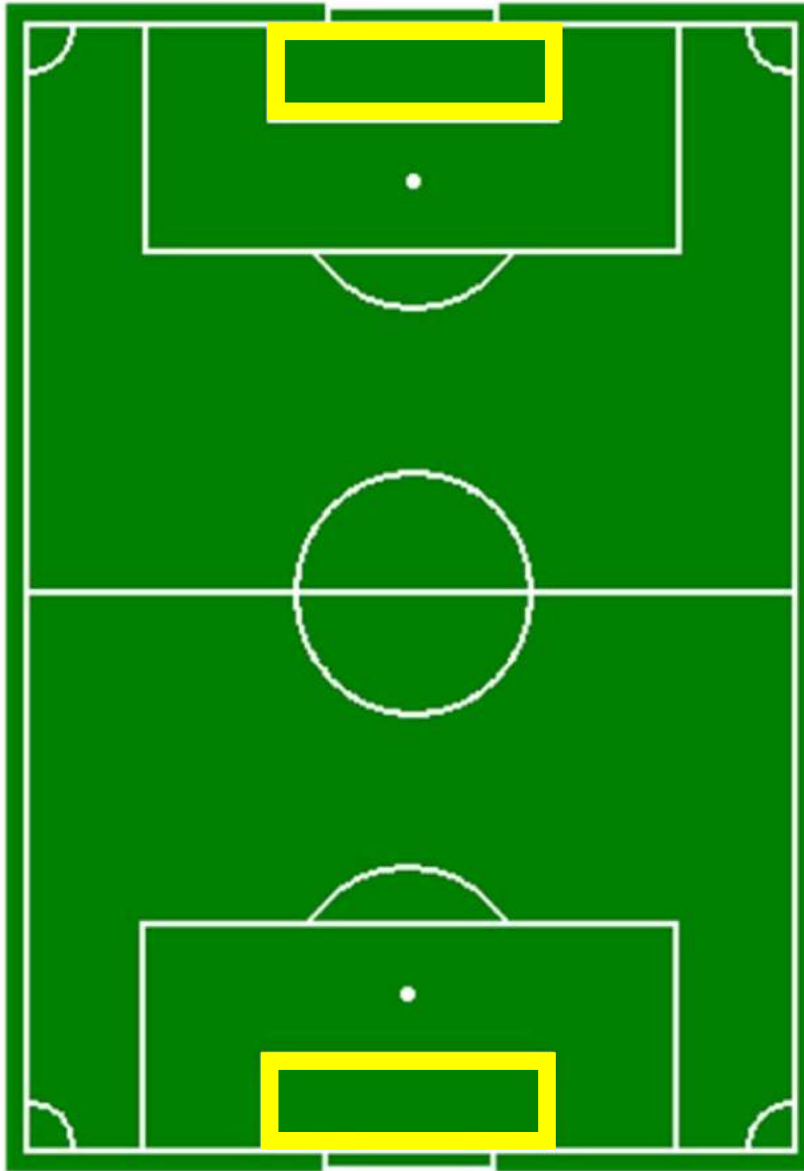
GOAL

SET ON THE GOAL-LINE



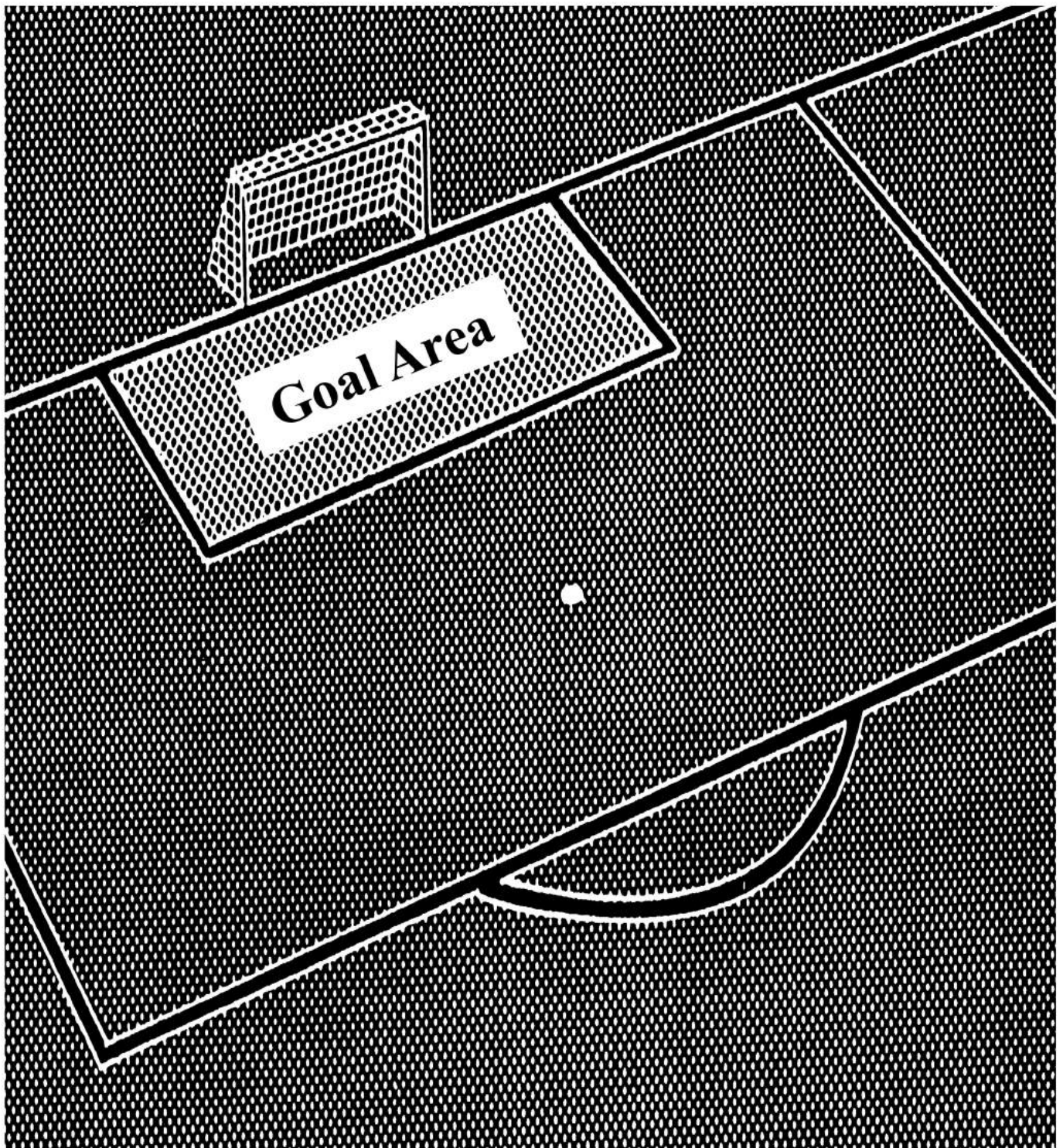
**MUST BE ANCHORED TO
PREVENT FALLING OVER**

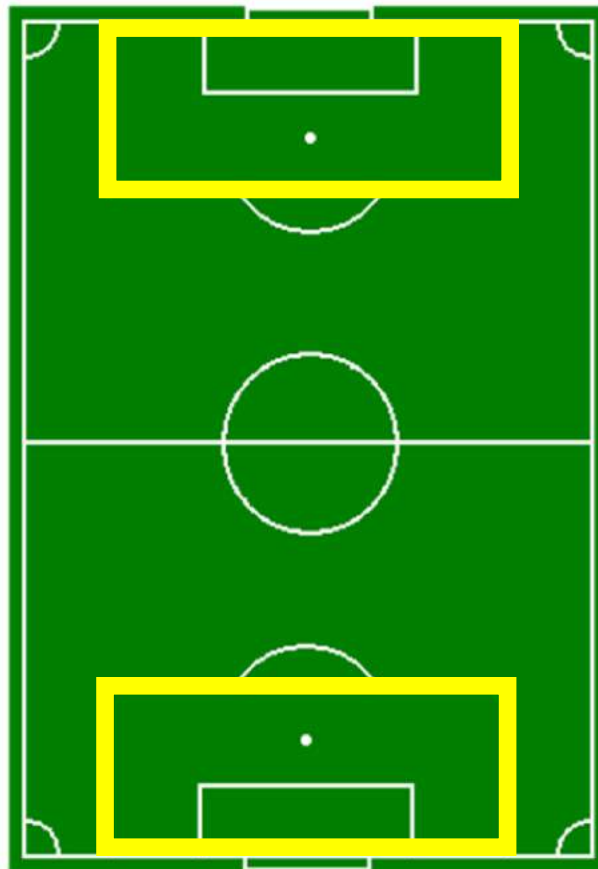
**NET SHOULD BE FASTENED
TO GOAL**



GOAL-AREA (6 YD. AREA)

GOAL-KICKS





PENALTY AREA (18 YD. AREA)

WINGS - 14 YD. AREA

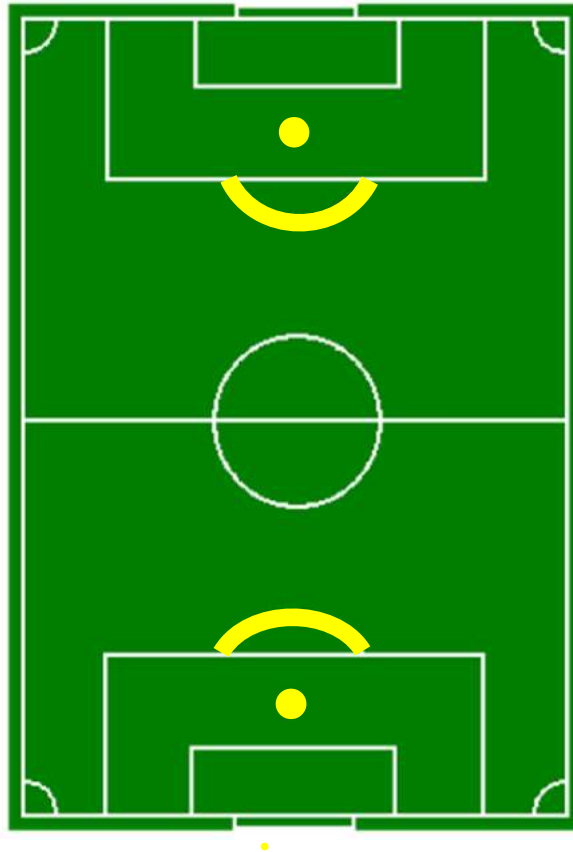
NO PENALTY AREA FOR PASSERS

**GOALKEEPER CAN HANDLE THE
BALL**

PENALTY-KICK

PENALTY SPOT

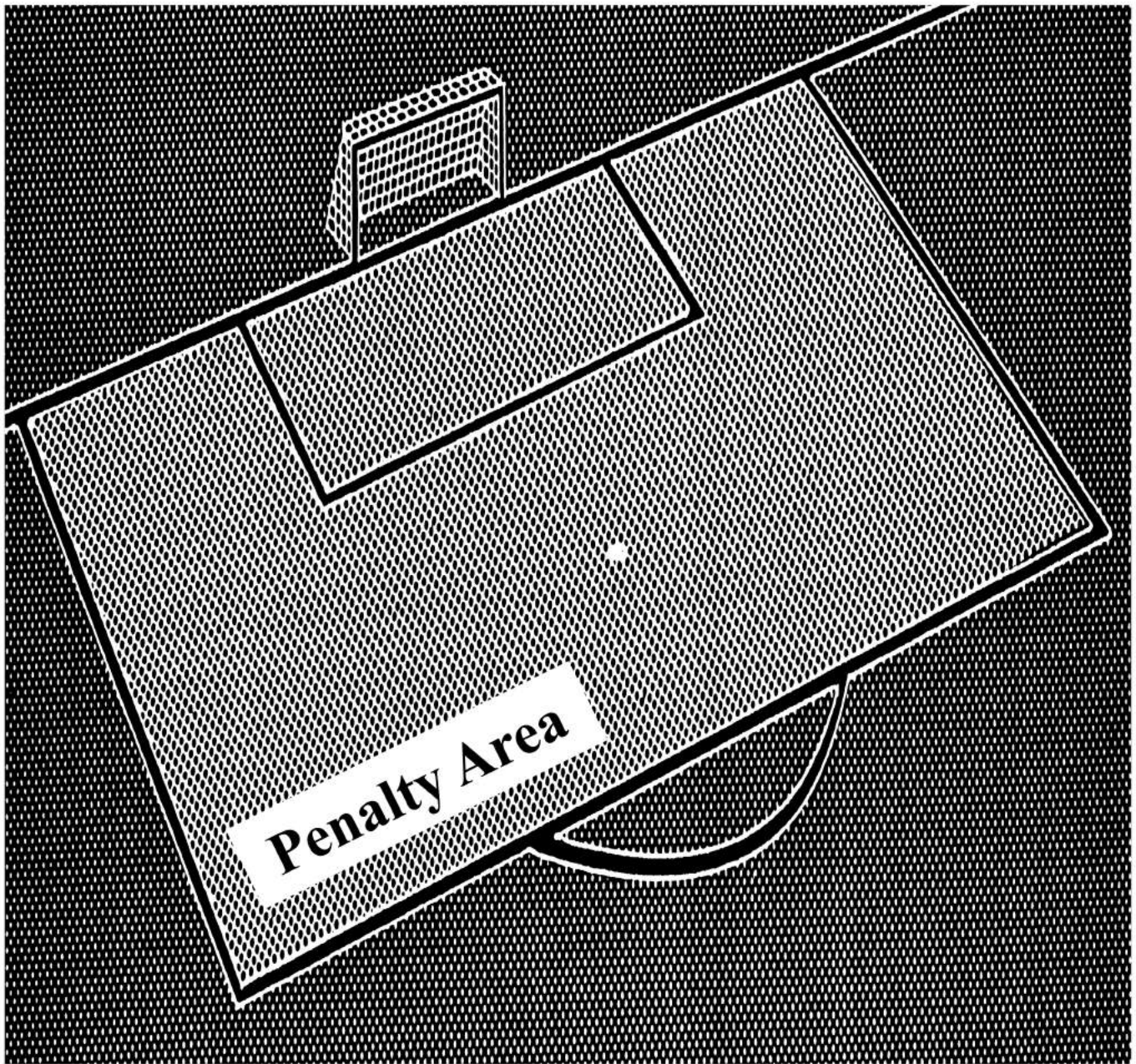
12 YD. FROM GOAL LINE
WINGS - 10 YDS.



PENALTY ARC

10 YDS. FROM PENALTY SPOT
WINGS - 8 YDS.

NOT PART OF PENALTY-AREA



ALL LINES

**ALWAYS PART OF THE AREA
THEY BOUND**

ARE IN PLAY

**THE BALL MUST BE
COMPLETELY OUT**

**GOAL-LINE MUST BE MARKED
BETWEEN GOAL POSTS**

INSPECT FIELD

**NOTHING DANGEROUS
TO PLAYERS**

**CHECK FOR HOLES, RUTS,
GLASS, ETC.**

**HOME TEAM RESPONSIBLE
FOR FIELD**

LAW 2: The Ball



The Ball

MUST BE SAFE

MUST BE SPHERICAL

NOT LOPSIDED

PROPERLY INFLATED



Ball Rules

**HOME TEAM SHOULD PROVIDE
GAME BALL**

**REFEREE MUST APPROVE THE
BALL**

**REFEREE MUST RETURN BALL
AT END OF THE GAME**

Ball Sizes

PASSERS (Under 8)

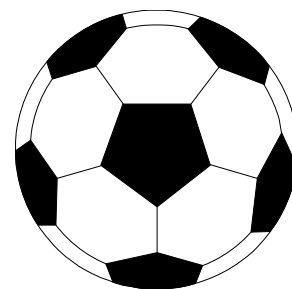
- Size 3



WINGS (Under 10)

- Size 4

STRIKERS (Under 12)

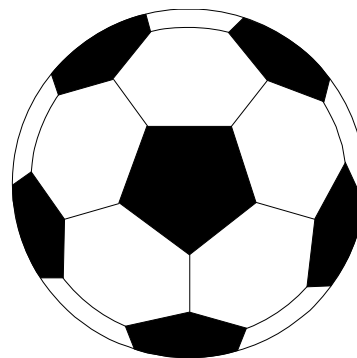


KICKERS (Under 14)

- Size 5

MINORS (Under 16)

SENIORS (16 & Over)



Ball Sizes



LAW 3: Players & Substitutions



EACH TEAM (11 v 11)

MAXIMUM 11 PLAYERS

MINIMUM 7 PLAYERS

PLAYER

SOMEONE IN THE GAME

GOALKEEPER

IS REQUIRED

SHORT-SIDED GAMES

EACH TEAM (10 v 10)

MAXIMUM 10 PLAYERS

MINIMUM 6 PLAYERS

GOALKEEPER IS MANDATORY

EACH TEAM (9 v 9)

MAXIMUM 9 PLAYERS

MINIMUM 6 PLAYERS

WITH OR WITHOUT GOALKEEPER

EACH TEAM (8 v 8)

MAXIMUM 8 PLAYERS

MINIMUM 5 PLAYERS

WITH OR WITHOUT GOALKEEPER

EACH TEAM (7 v 7)

MAXIMUM 7 PLAYERS

MINIMUM 5 PLAYERS

WITH OR WITHOUT GOALKEEPER

SUBSTITUTIONS

BOTH TEAMS

AT TAKING OF A GOAL KICK

AFTER A GOAL

BETWEEN PERIODS

**EXTENDED TIME OUT
(AS FOR AN INJURY)**

**WHEN A YELLOW OR RED CARD IS
ISSUED**

SUBSTITUTIONS

PRIOR TO A THROW-IN

**TEAM IN POSSESSION OF THE
BALL MAY SUBSTITUTE**

**TEAM NOT IN POSSESSION OF
THE BALL MAY ONLY
SUBSTITUTE IF OPPOSING TEAM
IS SUBSTITUTING**

SUBSTITUTIONS

UNLIMITED NUMBER

**ALLOWED ONLY WITH
REFEREE'S PERMISSION**

**BECOMES A PLAYER WHEN
ACKNOWLEDGED BY REFEREE**

CLOCK DOES NOT STOP

EACH TEAM

MAY PLAY SHORT-HANDED

ADDING A PLAYER

IS NOT A "SUBSTITUTION"

**MAY OCCUR ANY TIME WITH
PERMISSION OF REFEREE**

GAME STOP DUE TO CAUTION

**BOTH TEAMS MAY SUBSTITUTE
(NOT MANDATORY)**

EJECTED PLAYER

MAY NOT BE REPLACED

**TEAM MUST PLAY SHORT-
HANDED REMAINDER OF
GAME**

LAW 4:

Player's Equipment



REQUIRED

SHIRT

**SAME COLOR
NUMBERED**

SHORTS

SOCKS

SHOES

SHINGUARDS

**SOCKS MUST BE WORN OVER
SHINGUARDS**

EACH TEAM

**MUST WEAR DIFFERENT COLORS
HOME TEAM MUST CHANGE**

GOALKEEPERS

**DIFFERENT COLORS THAN ALL
OTHER PLAYERS**

NOTHING DANGEROUS

**TO SELF OR ANOTHER PLAYER
REFEREE'S JUDGEMENT ONLY**

ILLEGAL EQUIPMENT

NO UNNECESSARY ITEMS

NOTHING DANGEROUS

NO CLEATS WITH SHARP EDGES

NO JEWELRY

NO EARRINGS

NO CASTS (EXCEPT AIR CASTS)

NO SPLINTS

**NO HELMETS OF HARD
MATERIAL**

NO FACE GUARDS

LEGAL EQUIPMENT

**EYEGASSES (WITH OR
WITHOUT STRAP)**

CONTACT LENSES

SOFT HEADWEAR (KNIT CAPS)

SOFT GLOVES

SWEAT PANTS, WARM-UP SUITS

GOALKEEPERS

SOFT SAFETY HELMET

SOFT-BILLED CAP

GLOVES