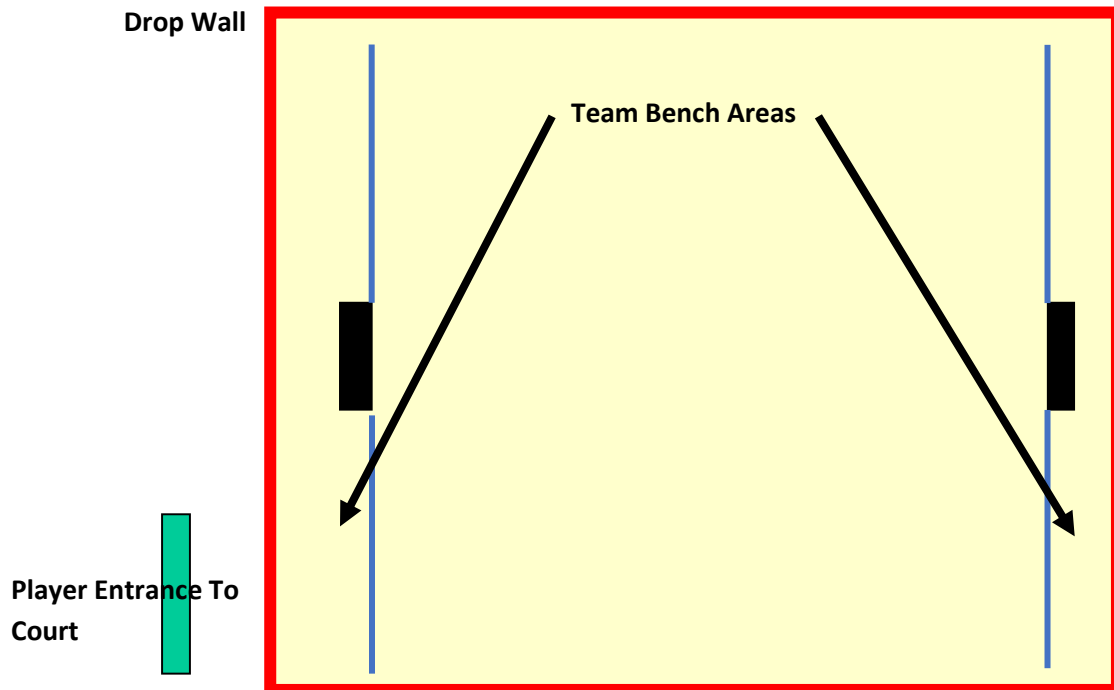


**Boys and Girls Club Of the Lower Naugatuck Valley**  
**Indoor Soccer**  
**2020 Laws of the Game – Mites**

**Law I - The Field**

The playing court for the Mites is shown below:



**Law II – The Ball**

Academy Ball; Size 3

If ball becomes defective while not in play, replace and restart according to the Laws.  
Otherwise restart with Drop Ball.

**Law III - Player Equipment**

Players must not use equipment or wear anything dangerous to himself or another player.

No jewelry is allowed. No taping of jewelry is allowed except for medical emergency bracelets and chains.

Required equipment for every player includes:

- Official team jersey and shorts (no long pants except for keepers when playing goal).  
Players not in their team jersey will not be allowed to participate.
- Shin guards and socks that entirely cover the shin guard.

- Sturdy athletic shoes or indoor soccer shoes. No cleats or turf shoes.
- Goalkeepers must wear a shirt or pinnie that distinguishes himself from both teams

Players in violation will be sent off by the referee and may not return until problem corrected and cleared by the referee

#### **Law IV - The Referee**

Each game is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the game to which he or she has been appointed. This authority begins from the moment he or she enters the location where the playing court is situated until he or she leaves.

The referee shall:

- Enforce the Laws of the Game
- Manage game clock
- Stops, suspends or terminates game for infringement of the Laws or due to outside interference
- Ensure no unauthorized persons enter playing court
- Stop game, if, in his or her opinion, a player is seriously injured
- Allow play to continue until next stoppage if a player, in his or her opinion, is only slightly injured

#### **Law V – The Number of Players**

Mites – Five players, one of whom is the goalkeeper.

If a team is not at full strength at the start of the game, it may play short down to the required minimum. The opposing team must play down 1 player until opponent can play at full strength.

If both teams are short, teams play at equal strength down to the minimum Teams may borrow players from other teams to play at full strength or avoid game being abandoned.

#### **Law VI – Substitutions**

Substitutions are unlimited.

Substitution can be made when ball is in or out of play as detailed below. Substitutions made at stoppages must be requested from bench and approved by referee:

- Substitutions made when play is stopped:
  - Coaches must ask for the substitution and the referee must acknowledge the substitution before it is made.
  - Players must enter and leave at the substitution zone.
  - Player entering the court must wait until player leaving the court is outside the red line.
- Substitutions made when ball is in play:

- Player leaving game must exit at the bench area
- The player coming off must have stepped over the back wall before the player coming on may step onto the court

If substitute enters game before player being replaced has completely left or if substitute entering play or player exiting play does so from other than from substitution doorway:

- Play is stopped
- Player being replaced is instructed to leave game until a proper substitution is done

## **Law VI – Duration of the Game**

Mites Division:

- Four equal periods of 12 minutes, using a running clock.
- Immediate changeover between 1<sup>st</sup> and 2<sup>nd</sup> periods and between 3<sup>rd</sup> and 4<sup>th</sup> periods

Games may be shortened at discretion of League Director to maintain timely schedule

Half time not to exceed 5 minutes

If game is tied at end of regulation, the game is over.

## **Law VII – Start of Play and Restarts**

Choice of ends decided by the visiting team.

Home team takes Kick Off to start game.

Teams change ends at beginning of second half.

Kick Off:

- Kick Off starts or restarts play at start each half and after a goal is scored.
- A goal may not be scored directly from Kick Off
- Players start in their own half
- Opponents must give 6 feet of space until ball put into play
- Ball must be stationary on Center Mark
- Player must wait for referee signal to begin
- Kicker may not touch ball a second time until it is touched by another player. Violation equals Direct Free Kick for opponents at spot where foul occurred.
- For all other Kick Off infringements, kick is retaken.

Drop Ball:

- Drop Ball is used to restart after temporary stoppage called by referee when ball is in play.
- Referee drops ball where located when play was stopped, except if in penalty area. Ball must then be dropped on penalty area line nearest to ball location when game stopped.
- Play continues when ball touches the ground.

- Ball is dropped again if touched by player before touching ground or if ball leaves playing court after making contact with the ground being touched by player

### **Law VIII – Ball In and Out of Play**

The ball is out of play when:

- Hitting wall on either side or on either end completely above pads or if passed over wall out of playing court.
- Play been stopped by referee
- Hitting ceiling or lowered basket

The ball is in play all other times, including:

- Rebound from goal post or cross bar onto playing court
- Rebound from hitting referee

When ball strikes lowered basket on sides, restart is by Direct Free Kick by the opposing team from the outside red line below the struck basket. When ball strikes lowered basket over goals, restart is by Goal Kick or Corner Kick, as appropriate from the opposing team

### **Law IX – Scoring Goals**

A goal is scored when the whole ball passes over goal line, between the goalposts and under the crossbar, provided no infringement of the Laws have been committed by team scoring the goal.

Four Goal Rule:

- When any team gains a 4-goal lead it must remove a player from the game and play shorthanded until opposing team reduces lead to less than 4 goals
- Player removed may be the goalkeeper.

This rule is intended to maintain fair competition. Coaches are expected to remove stronger players from game first when under 4-goal restriction

### **Law X – Fouls and Misconduct**

A foul may be called and a Direct Free Kick awarded to the opposing team for any of the following offenses:

- Kicks or attempts to kick opponent
- Trips or attempts to trip opponent
- Jumps at opponent
- Illegally charges an opponent
- Strikes or attempts to strike opponent
- Pushes opponent or boards opponent against wall
- Holds opponent
- Spits at opponent or on playing court

- Slides in any attempt to play, win possession or dispossess opponent of the ball (except for the goalkeeper in his own penalty area)
- Handles ball deliberately (except for the goalkeeper in his own penalty area)
- Does not provide required minimum space on restart
- Plays in a dangerous manner
- Deliberately impedes progress of opponent when the ball not being played
- Prevents goalkeeper from releasing ball from his hands
- Unsporting conduct
- Dissent by word or action
- Delays restart of play Enters or re-enters playing court without referee's permission
- Deliberately leaves the playing court without the referee's permission
- Persistently infringes the Laws of the Game Commits any offense not previously mentioned in Law X, for which play is stopped to caution or dismiss a player

A Direct Free Kick is awarded from penalty line nearest where offense occurs to opposing team if goalkeeper:

- Touches any intentional pass made to him by teammate with his hands
- Holds ball with his hands for more than 5 consecutive seconds
- Punts ball from his hands, inside penalty area, without it first touching ground

A Direct Free Kick is awarded from Center Mark to the opposing team if goalkeeper:

- Kicks ball from ground, after releasing it from his hands, within penalty area or through Goal Kick, that results in ball crossing halfway line in air without touching floor or another player first
- Throws ball from penalty area so that it crosses halfway line in air without touching floor or another player first

Cautioning Players:

- Cautioning players with Yellow Card should be last resort of the referee. Referees should focus on explaining to offending player, why foul was called. Players who persistently commit fouls should be removed from the court by the coach upon referee request. If persistent fouling continues by player after coach removes him, he may be cautioned and shown Yellow Card, particularly for fouls deemed careless, reckless or using excessive force. There are no appeals.

Sending-off Offenses:

There are no Red Cards issued in the Mites Division.

### **Law XI – Free Kicks**

All Free kicks are direct, excluding Kick Offs

The ball must be stationary when kick is taken and the kicker may not touch ball a second time until it touches another player.

All opponents must be at least 6 feet from ball until it is in play. This includes any extended part of opponent's arms, hands, leg or feet. If a Free Kick is put into play before defending team can provide required space, there is no infringement by the defense.

The ball is in play after it has been touched or played

#### Infringements/Sanctions:

- If opponent is closer to the ball than required distance the kick is retaken after foul is called
- If kicker touches ball a second time before it has touched another player a Free Kick is awarded to opposing team, taken from the place where the infringement occurred. However, if offense is committed within the penalty area, Free Kick is taken from penalty area line at the place nearest to where infringement occurred
- If the team taking the Free Kick takes more than 5 seconds to do so, a Free Kick is awarded to the opposing team
- For a Free Kick, the referee keeps one arm horizontal pointing in the direction the kick has to be taken.

#### **Law XII – Penalty Kicks**

There are no Penalty Kicks in the Mites Division.

#### **Law XIII – Goal Kicks**

A goal may be scored directly from a Goal Kick. The Goal Kick is awarded when the ball has gone out of play behind team's goal after having last been touched by opposing team

- The ball can be placed anywhere along the white line parallel to the goal line inside the penalty area
- All other players must remain outside penalty area until the ball is in play
- The goalkeeper may not play the ball a second time until it has touched another player
- The ball is in play when it leaves the penalty area
- Infringements /Sanctions:
  - If the ball is touched by a player before leaving the penalty area or it does not leave the penalty area, Goal Kick is retaken
  - If, after ball is in play, and goalkeeper touches ball a second time, before it has touched another player or leaves the penalty area, the Goal Kick is retaken.
  - If, after the ball is in play, the goalkeeper receives it back from a team mate, the provisions of Law X are in effect

#### **Law XIV – Corner Kicks**

Goals may be scored directly from Corner Kick, but only against opposing team

A Corner Kick is awarded when whole of the ball, having last touched a player of defending team, goes out of play over the end line wall.

Procedure:

- Ball is placed precisely on junction of goal line and touch line at nearest corner
- Opponents must remain 6 feet from ball until it is in play
- The ball is kicked by a player of attacking team
- The ball is in play when it is touched or kicked
- Kicker cannot play the ball a second time until it has touched another player
- Infringements/Sanctions:
  - A Direct Free Kick is taken by opposing team if the player taking the Corner Kick plays ball a second time before it has touched another player.
  - A Free Kick is taken from place where the infringement occurs if the Corner Kick is not carried out within 5 seconds from the time player taking the kick takes possession of the ball. A Direct Free Kick is taken from junction of goal line and touch line
  - For any other infringement, Corner Kick is retaken