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Law 1 – The Field of Play



**U.S. Soccer Federation Referee Program
Entry Level Referee Courses
Competitive Youth Soccer
Small Sided and Recreational Youth Training**



INSTRUCTIONS



For those of you that skipped over and did not read the “**Instructions**” in **STEP 1**.

Step 2 ... First thing, print out a blank copy of the 100-question **2017 On-Line Review Question Answers Worksheet**. Questions are contained in each of the on-line modules that will need to be answered on this sheet. Print your name on this worksheet and bring to the In-Class Clinic Session 1 as your ticket of admission. **BE FOREWARNED:** No answer sheet or an uncompleted answer sheet is **not acceptable** and will be reason not to admit you in the classroom session.

Step 3 ... consists of eighteen (18) lesson modules with review questions embedded within each presentation. You **MUST** review each Law module and place your answers to the review questions on your printed-out answer worksheet. You may click on the links to each lesson module in any order of your choosing and in whatever time frame works for you.

Now, go back and read the “**Instructions**” for further directions.

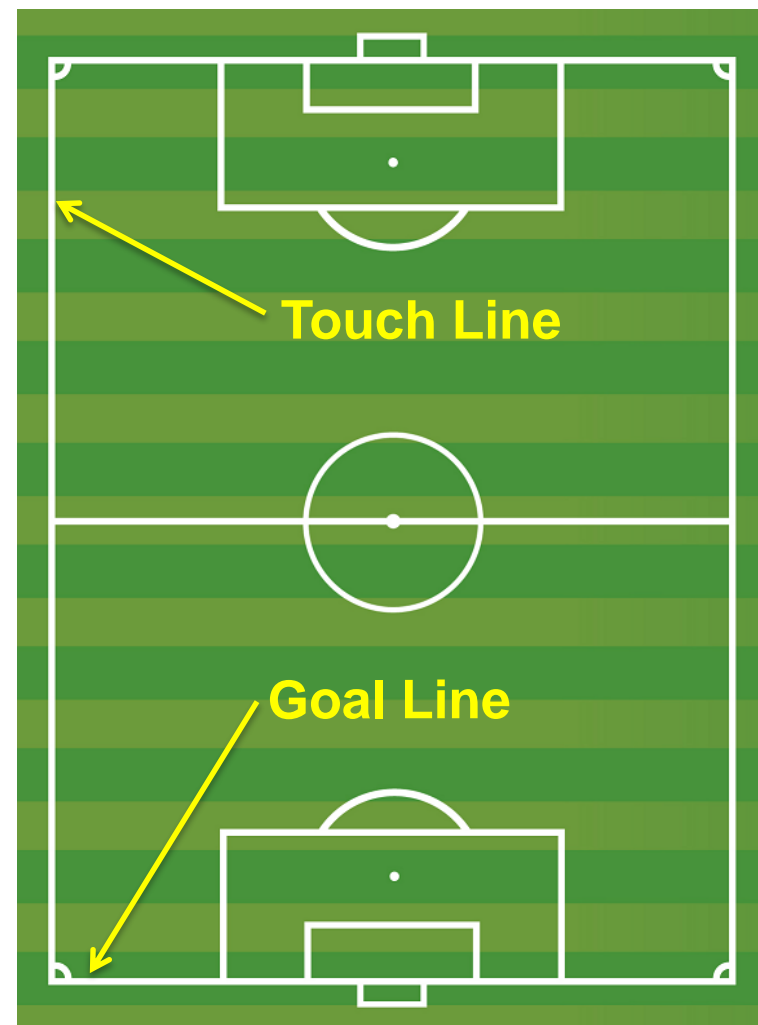
Field Size

❖ Field sizes will vary
...the size of the field is
determined by the local
rules of competition.

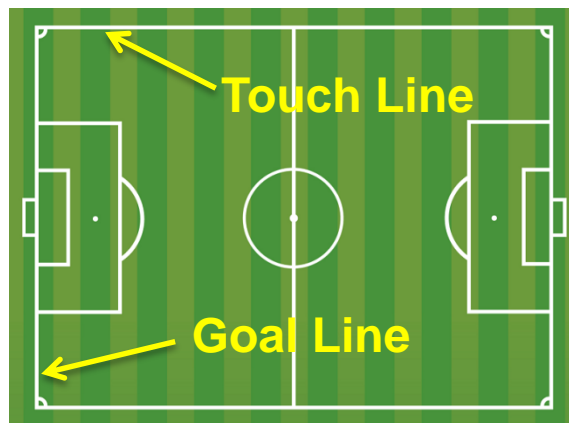
❖ Must be a rectangle in
shape

❖ Boundary lines are called

- Touch lines
- Goal lines



Field Size



Typical Standard Youth Field Dimensions

▪ Touch Lines

U16-U19 = 100-130 yds.

U13-U14 = 100-110 yds.

U11-U12 = 70-80 yds.

U9-U10 = 55-65 yds.

▪ Goal Lines

U16-U19 = 50-100 yds.

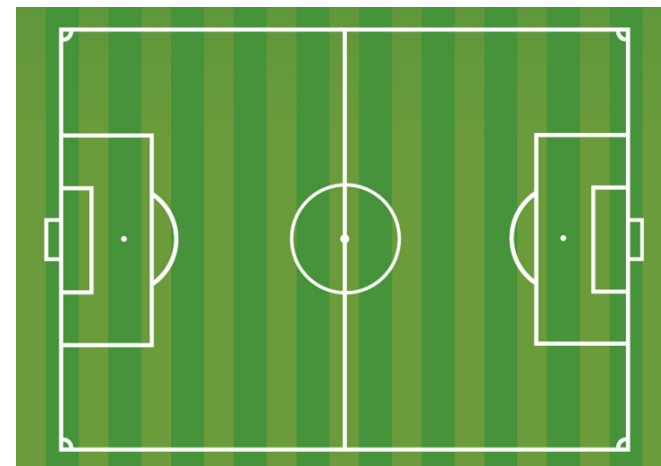
U13-U14 = 60-70 yds.

U11-U12 = 45-55 yds.

U9-U10 = 35-45 yds.

Field Markings

As with field size, the local rules of competition may determine what field markings are used.

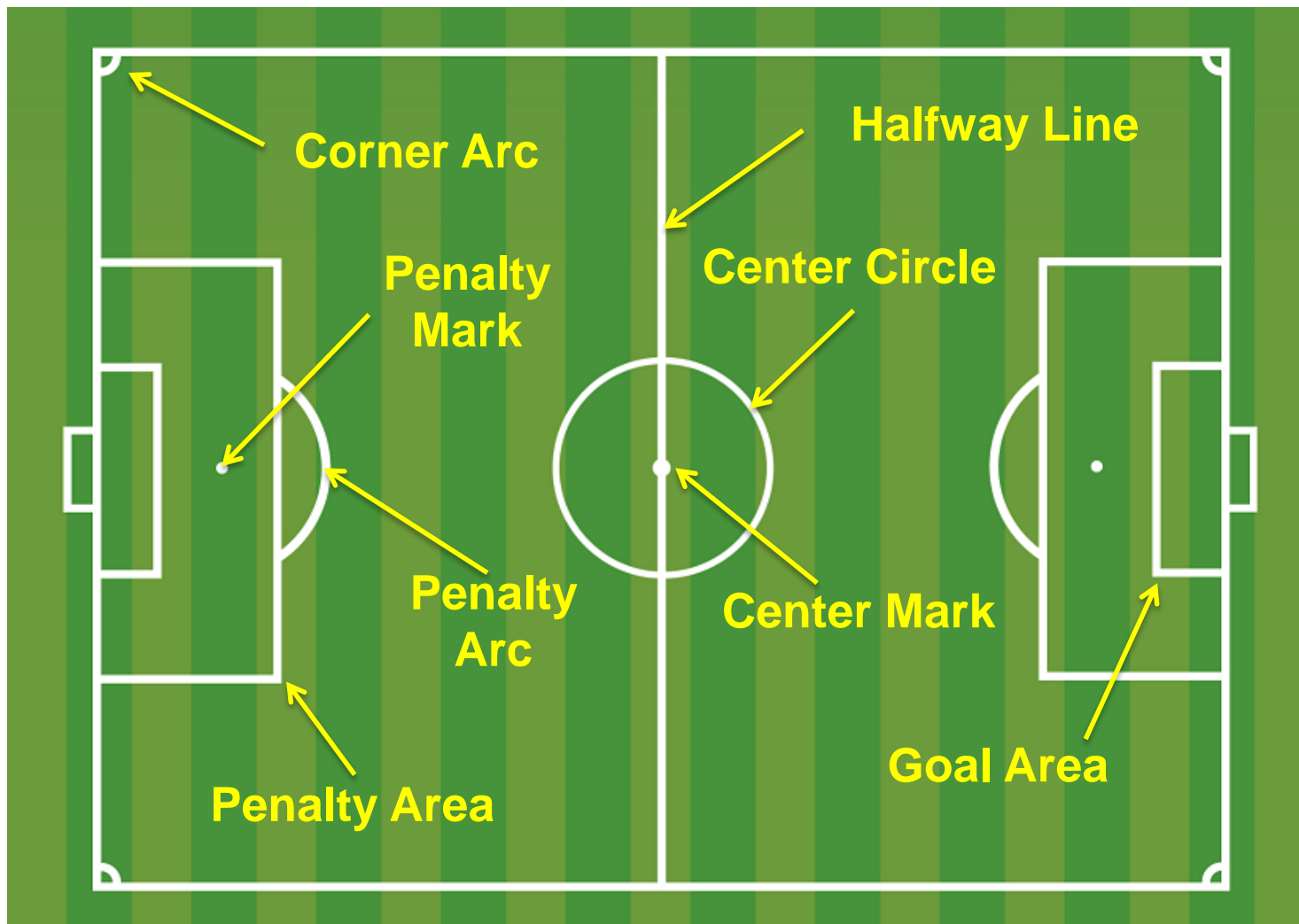


Some of the most common field markings include:

- the halfway line
- the center circle
- the center mark
- the penalty area
- the corner arc
- the penalty area
- the penalty arc
- the penalty mark
- the goal area



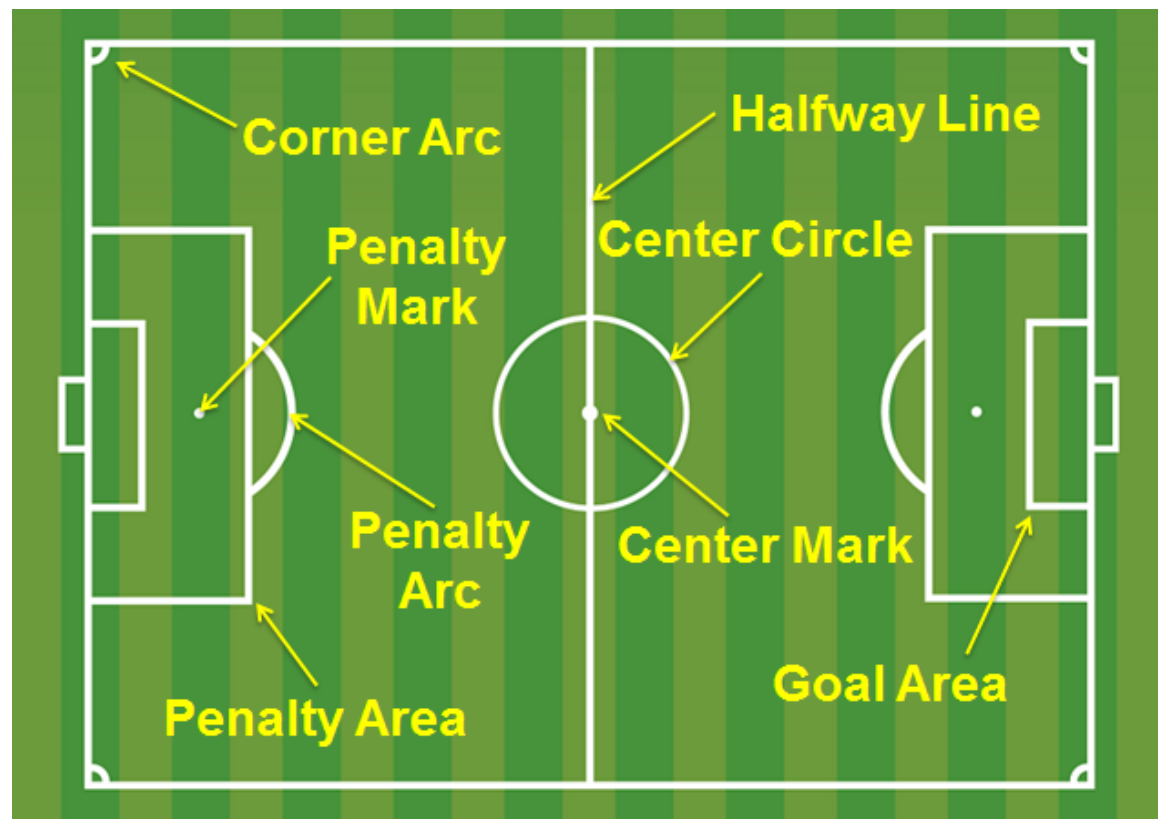
Field Markings



Field Markings

- ❖ It's important for referees to know not all fields will have all these markings.

Referees must know what is required by the local rules of competition.



Field Markings

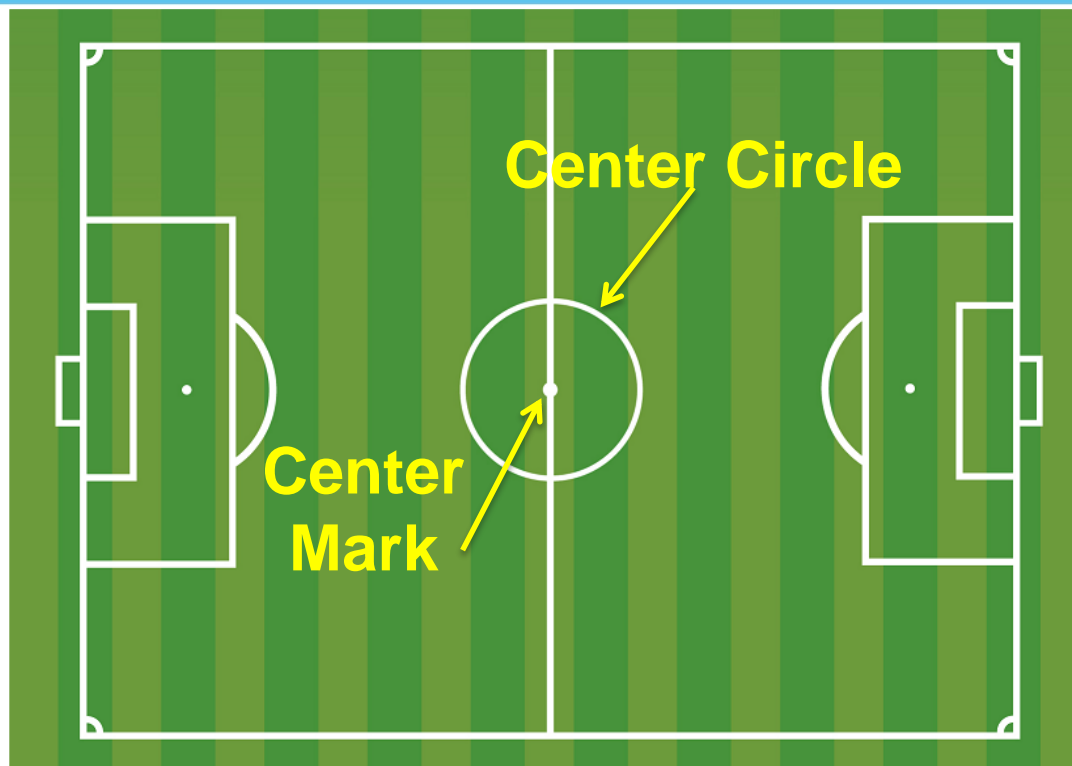
❖ It's also important to know that all lines on the field are part of the area they enclose.



- This means the boundary lines are still part of the field of play. This is why the entire ball must entirely cross the whole line before being out of play.



Field Markings

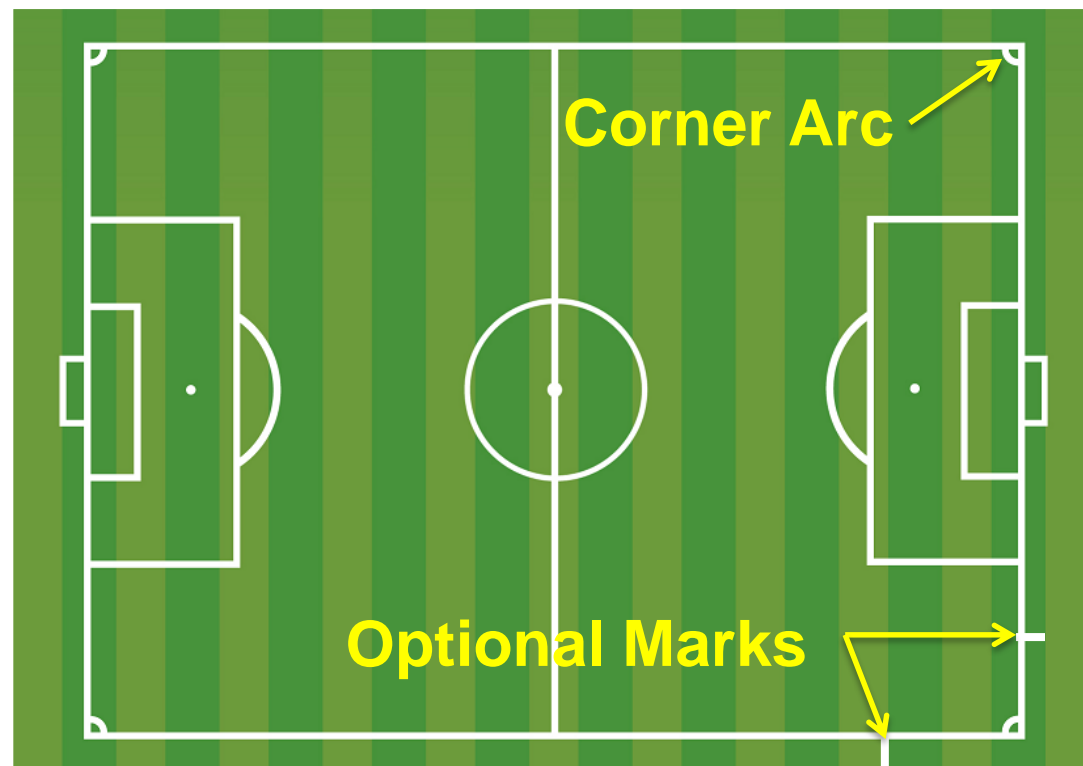


The Center Circle radius from the Center Mark is:
U13 and older = 10 yds.
U9 thru U12 = 8 yds.



Field Markings

Corner Arcs with a radius of 1 yard from each corner flag post is located inside the field.



Optional marks may be made off the field of play, 10 yards from the corner arc on the goal lines and the touch lines.



Fields – U13 & Older



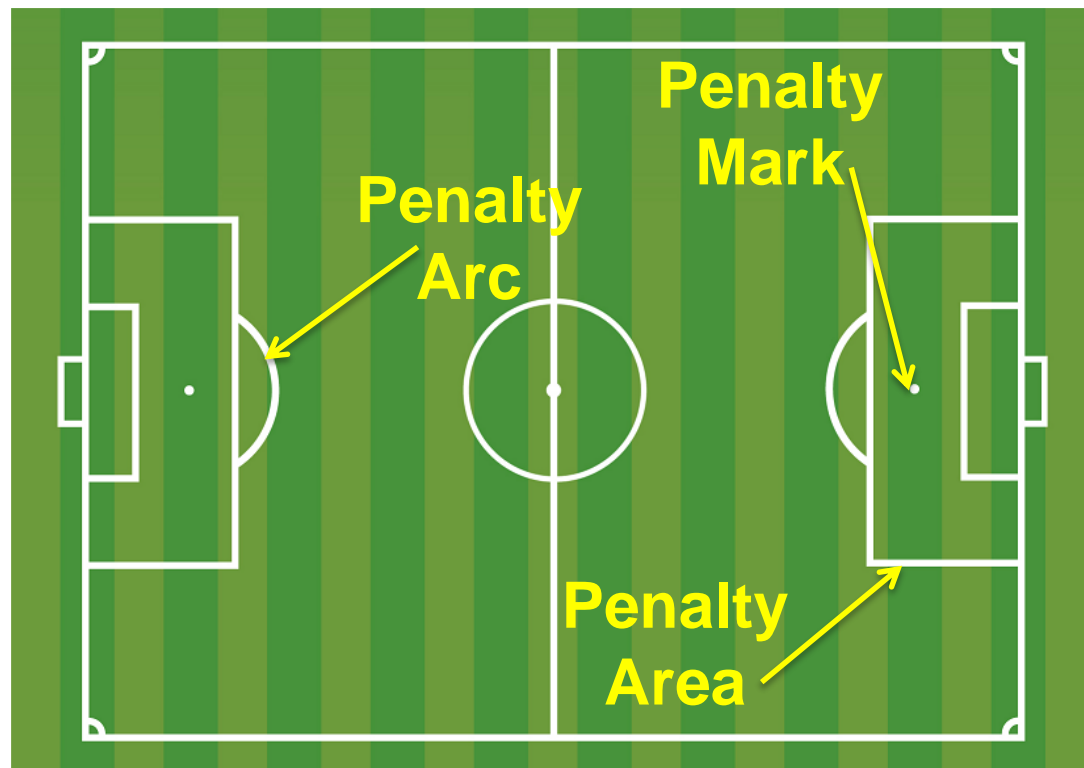
**The Goal Areas
extend 6 yards into
the field and 6 yards
from the inside of
each goalpost.**



Fields – U13 & Older

The Penalty Areas extend 18 yards into the field and 18 yards from the inside of each goalpost.

With each Penalty Area, a Penalty Mark is 12 yards from the midpoint between the goalposts.



A Penalty Arc with a radius of 10 yards from the Penalty Mark is outside the Penalty Area.



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Fields – U13 & Older

The U.S. Soccer Player Development Initiative recommends that 7v7 youth games use modified field markings that include a “Build-Out Line”.

The “Build-Out Line” promotes playing the ball out of the back in a less pressured setting.

When the goalkeeper has the ball, either during play or for the taking of a goal kick, the opposing team must move behind the Build-Out Line until the ball is put in play.

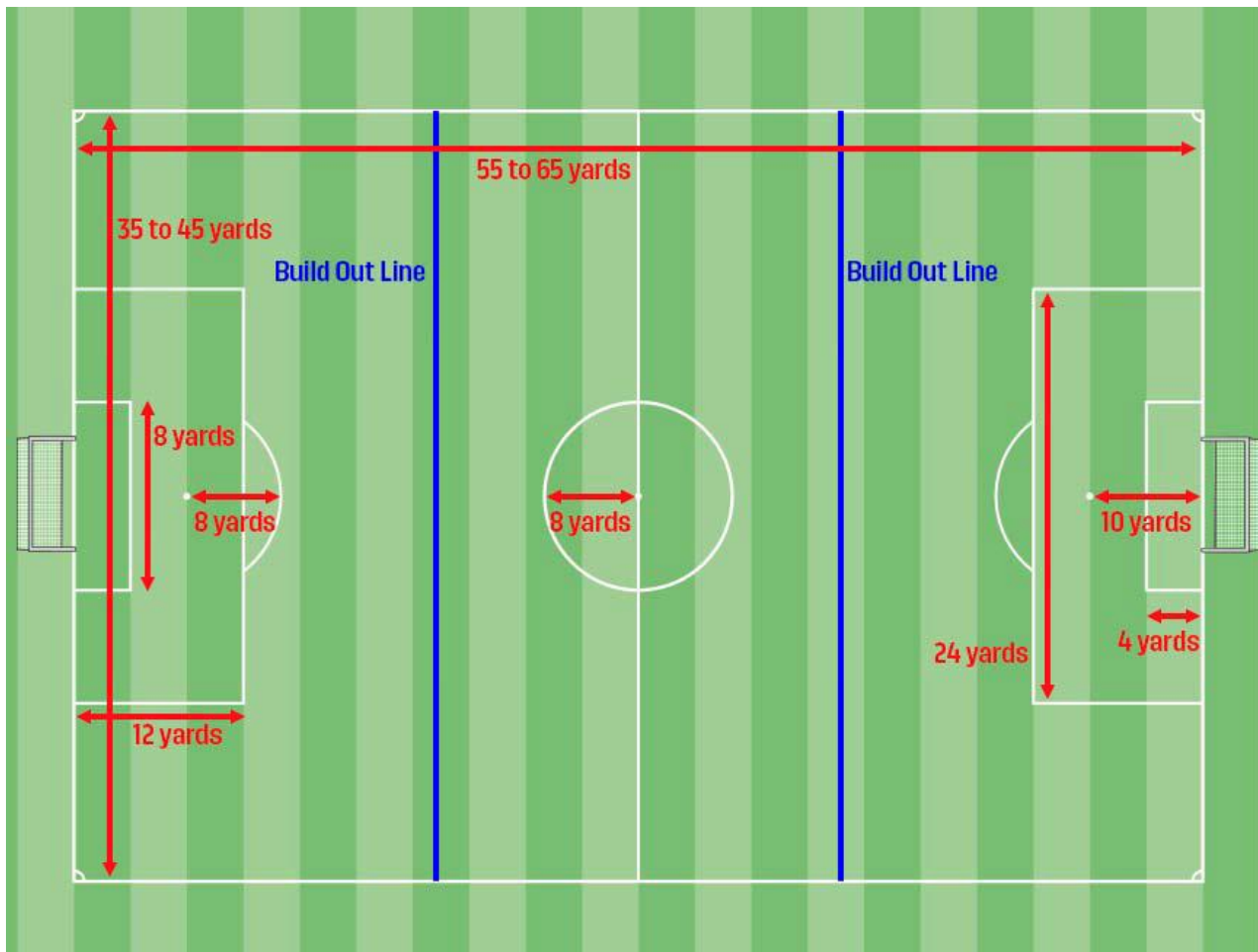
After the ball is put in play by the goalkeeper, the opposing team can cross the Build-Out Line and play resumes as normal.



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Fields – U13 & Older



7v7 Build Out Line



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Field Safety

❖ SAFETY is the primary concern

- Safety is the top priority for all officials and this begins with a field inspection.
- The entire referee team should arrive at least 30 minutes before kick-off, unless the local rules of competition require an earlier arrival.



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Field Safety

❖ Referee team must inspect the field

- Referee decides if field is safe to play

If the referee determines that the field is not safe, the game can not be played until the problems are fixed.

- Tell home team coach of problems

If problems are discovered with the field, they should be discussed with the coach of the home team, as the home team is responsible for fixing the problems.



Field Safety

❖ Referee team must inspect the field

- If there are field issues not related to safety, such as missing field markings or missing corner flags, the referee can allow the game to be played, but should note the problems in the game report.

**The referee has the final say
on all safety issues.**



Goals

❖ The local rules of competition will determine the size of the goals used.



- The goals are placed at the center point of each goal line and the back of the goal post should be lined up with the outside edge of the goal line.



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Goals – U13 & Older



The goal measures 8-ft. high from the underside of the crossbar to the ground.



The width is 8-yds. from the inside of the goalpost to the inside of the other goalpost.



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Goals – U13 & Older

The U.S. Soccer Player Development Initiative recommends that small-sided youth games use the following guidance on the size of the goals:



U-8 & U-7: Height 4 ft. Width 6 ft.

U-9 & U-10: Height 6.5 ft. Width 18.5 ft.

U-11 & U-12: Height 7 ft. Width 21 ft.



Goal Safety

❖ No matter what size the goals, referees must make sure they are safe for play.



- This means that the goals have to be securely anchored to the ground before starting play ... No game can be played if the goals are not anchored and determined safe for play.
- Weights, sandbags, and stakes are some ways a goal may be securely anchored.



Goal Safety

Portable goals may be used , but only if they satisfy the requirement of being securely anchored to the ground.



If the goal posts are set into the ground with concrete, that counts as being anchored.



Goal Safety

The referee makes the final determination on whether or not a goal is safe for play.



Remember that if the goals are not anchored, the game cannot be started.



Goal Safety

- ❖ **Goal nets are not required for play, but if used, they must be safe.**
 - **This means the nets must be securely attached to the goal frame and any holes in them should be repaired.**
 - **The home team coach should be informed if there are any issues with the safety of the goals and it is their responsibility to correct them to the satisfaction of the referee.**





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Goal Alignment

If a goal is not the same width as the goal line, the goal should be positioned so the back of the posts are even with the outside of the goal line.



This will help the referee team to determine whether the entire ball has completely crossed the goal line.



Corner Flags

Corner flags must be at least 5 feet high so that youth players do not fall onto the flagpoles and get injured.

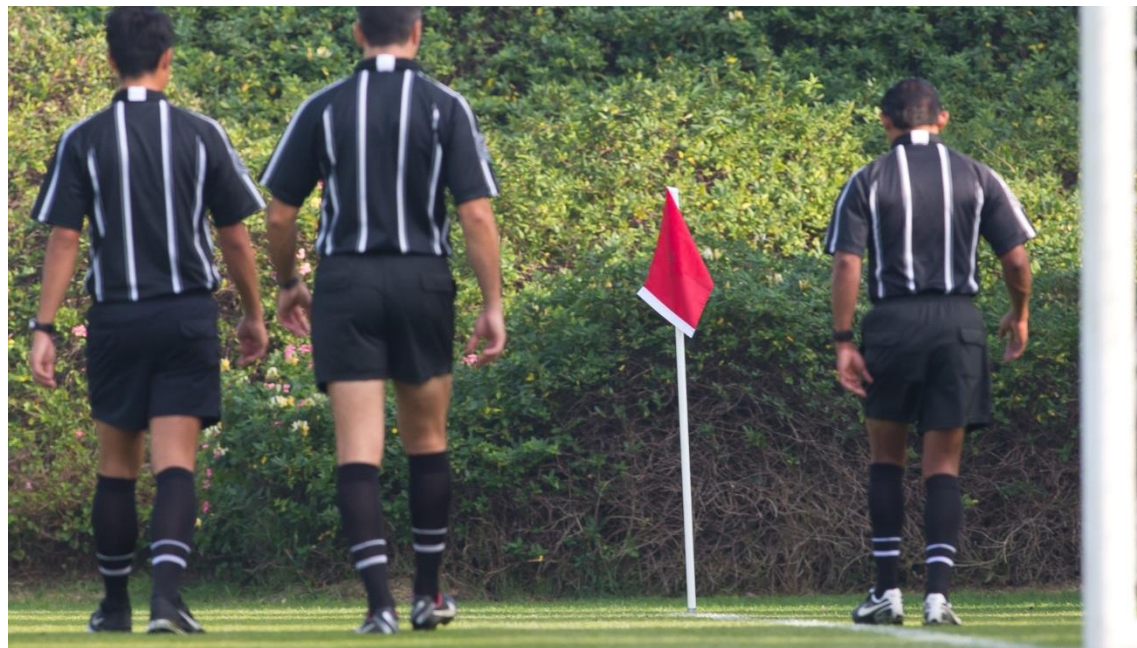


If the field has corner flags, they cannot be removed by the players at anytime during the game.



Corner Flags

The referee must check the corner flags during the field inspection and if the referee deems them to be unsafe, they must be removed and replaced with safe flags.



If safe flags are not available, it would be permissible to begin a competitive youth game without corner flags.



Team Areas



The team areas consist of the space immediately surrounding the benches for each team.

These spaces are also referred to as technical areas.

They are rarely lined at the small-sided and recreational youth level, but officials can still require coaches to stay in these areas during the game and behave responsibly.



Technical Areas

Technical areas may assist with referees managing team official or substitute behavior.



The number of individuals permitted is defined by the local rules of competition.



Technical Areas

The coach and other team personnel must remain in this area except when entering the field, with the referee's permission, to assess an injured player.



Team personnel must behave in a responsible manner and only one person at a time is to convey tactical instructions from the technical area.



Review Question

1. Who should correct any reported problems with the field of play?

- A. Referee team
- B. Away team coach
- C. Home team coach
- D. Spectators



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Review Question



2. If the goals are not securely anchored to the ground, what should the referee do?

- A. Ask the home team coach to fix the issue and start the game only when the goals are securely anchored
- B. Start the game without the goals anchored, so long as it's not too windy



Review Question

3. At a minimum, how many minutes before the game should the referee team arrive?

- A. 5 minutes
- B. 10 minutes
- C. 15 minutes
- D. 30 minutes



Review Question

4. What will determine the size of the field and the field markings used?

- A. Laws of the Game
- B. Local rules of competition



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Review Question



5. The corner flags must be at least how high?

- A. 2 feet
- B. 4 feet
- C. 5 feet
- D. 6 feet



Review Question

6. A major foul (requiring either a direct free kick or penalty kick restart) is committed by a defending player on their own penalty area line. What is the correct restart?

- A. A direct free kick on the penalty area line
- B. An indirect free kick on the penalty area line
- C. A dropped ball
- D. A penalty kick