SOUTHWESTERN YOUTH ASSOCIATION (SYA) U16 RECREATIONAL SOCCER MODIFICATIONS TO THE IFAB 2023/24 LAWS OF THE GAME SUBURBAN FRIENDSHIP LEAGUE (SFL)

Updated: September 1, 2023

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Law 1	The Field of Play	 Field Dimensions: 100-130 yards long by 50-100 yards wide
		Center Circle: 10-yard radius
		Goal Area: 6 x 20 yards
		Penalty Area: 18 x 44 yards
		 Penalty Mark: 12 yards from goal line
		 Penalty Arc: 10-yard radius from penalty mark
		Corner Arc: 1-yard radius
		Corner flags are not mandatory; substitute items must be safe if used
		Goals: 7 x 21 feet
Law 2	The Ball	Size 5
Law 3	The Players	− 11 v 11 − 10 field players plus 1 goalkeeper
		Minimum of 7 players to start/continue game
	Team Rosters	- Coaches must provide paper copy of roster to other team's coach before game can begin; electronic
		rosters are not acceptable
		No roster = forfeit unless both teams agree to play
		 Roster challenge: if requested by either coach, referee will perform roster challenges using paper
		copies of each team's roster; players not listed or incorrectly listed on roster cannot play unless
		opposing coach agrees
		Game shall be played in its entirety once roster challenge is performed and accepted by both
		coaches (i.e., no forfeit decision made at field)
	Grace Period	15 minutes after scheduled kickoff time to field a minimum of 7 players
	Substitutions	In accordance with SFL rules. Referees have discretion to modify with both coaches' consent if in the
		best interest of the game and/or for player safety
	Participation Rule	Every player must play at least 50% of game
	Play Down Rule	 No team shall have more than 2 additional players on field than opponent (including goalkeeper)
		Also applies when players temporarily off field due to injury or equipment issues
		Does not apply when players are sent-off (red card)
	Goal Differential (Mercy Rule)	 4 goals – leading team must remove 1 field player for each goal above 4-goal differential (until
		minimum number of players to continue game is reached)
		- SFL Mercy Rule: trailing team coach can ask referee to terminate game at any time if team trails by 4
		or more goals. Both coaches can agree to continue game even if goal differential reaches 8 goals
Law 4	The Players' Equipment	Uniform numbers are required and must be permanently affixed to shirt
		Each player must have a unique number (not required for alternate shirts)
Law 5	The Referee	Head coach is responsible for behavior of all players, team officials, and spectators
Law J	The Referee	Referees can show yellow/red cards to coaches/team officials but not to spectators
Law 6	The Other Match Officials	 If requested by the referee, home and away team coaches will provide "club linesman" to assist
		referee with ball in/out of play decisions
		Club linesman may indicate possession/direction of restart at referee's discretion
Law 7	The Duration of the Match	- 2 x 40-minute halves (no added time) (total game time = 80 minutes)
		- 5-10 minute halftime
		Referees can incorporate 1-3 minute water/hydration/cooling break in any half
Law 8	The Start and Restart of Play	No SYA modifications to the Laws of the Game
Law 9	The Ball In and Out of Play	No SYA modifications to the Laws of the Game
Law 10	Determining the Outcome of a Match	No SYA modifications to the Laws of the Game
Law 11	Offside	No SYA modifications to the Laws of the Game
Law 12	Fouls and Misconduct	All female players may use their hands or arms for chest protection
		 Any player may use their hands or arms to protect their head, face, or neck from impact with the ball,
		at referee's discretion
		Slide tackling is permitted
Law 13	The Free Kick	No SYA modifications to the Laws of the Game
Law 14	The Penalty Kick	No SYA modifications to the Laws of the Game
Law 15	The Throw-In	No SYA modifications to the Laws of the Game
Law 16	The Goal Kick	No SYA modifications to the Laws of the Game
Law 17	The Corner Kick	No SYA modifications to the Laws of the Game
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