

# KC Metro League – Under 13 and Above Playing Rules

## Law 1-The Field:

**Dimensions:** The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 100 yards maximum 120 yards

Width: minimum 60 yards maximum 75 yards

**Field Markings:** Distinctive lines not more than 5 inches wide. A halfway line shall be marked out across the field. A center circle with an 8 yard radius. Four corner arcs each with a 1 yard radius.

**The Goal area:** Six (6) yards from each goal post and six (6) yards into the field of play joined by a line drawn parallel with the goal line.

**The Penalty Area:** 18 yards from the inside of each goalpost and 18 yards into the field of play, joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within penalty area a penalty mark is made 12 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 10 yards from penalty mark is drawn outside the penalty area.

**Flagposts:** Conform to FIFA.

**Goals:** 8 x 24 feet

**Law 2-The Ball:** Size 5.

**Law 3-Number of Players:** Maximum number of players on the field at any one time is 11 including the goalkeeper. Minimum number of players to start or continue a game is 7. Teams in age divisions U16 through U19 shall be allowed no more than twenty-two (22) players on its roster at any given time during the seasonal year, but only eighteen (18) can be listed on player lineup sheet and play in a KCML game. Teams in age divisions U13 through U15 shall be allowed no more than eighteen (18) players on its roster at any given time during the seasonal year.

**Substitutions:** Shall be unlimited with the prior consent of the referee at the following times: 1. Prior to a throw-in when the ball is in possession of the team substituting, or both teams may substitute players if the team not in possession of the throw- has their substitutes at the mid-field line ready to substitute. 2. Goal-kick - Either team. 3. After a goal has been scored and prior to the succeeding kick-off - Either team. 4. During the half-time interval. 5. Injury. If an injured player is substituted, the opposing team may substitute one-for-one. 6. For a cautioned (Yellow Card) player at the time the caution is issued.

**Law 4-Players Equipment:** Players may not wear any item of equipment that may be dangerous to themselves or others. Shin guards are mandatory.

**Law 5-The Referee:** An official licensed referee will be assigned to each game.

**Law 6-Assistant Referee:** 2 official licensed assistant referees will be assigned to each game. Club linesmen may be used.

**Law 7-Duration of the Game:** The game shall be divided into 2 equal halves. There shall be a halftime break of 5 minutes. U13, U14, U14/15 = 35 min. halves, U15 thru 19 = 40 min. halves.

**Law 8-The Start of Play:** Conform to FIFA. Opponent must be 10 yards from the center mark while kick-off is in progress.

**Law 9-Ball in and Out of Play:** Ball must completely cross line to be "out of play". Ball is "in play" if any part of the ball is on or above the line.

**Law 10-Method of Scoring:** Conform to FIFA- ball must completely cross goal line, between posts and beneath crossbar to count.

**Law 11-Off-Side:** Conform to FIFA

**Law 12-Fouls and Misconduct:** Conform to FIFA

**Law 13-Free Kicks:** Conform to FIFA. Opponents must be 10 yards away before kick is allowed.

**Law 14-Penalty Kicks:** Conform to FIFA. Opponents must be 10 yards away and outside the penalty area and arc before kick is allowed.

**Law 15-Throw-In:** Conform to FIFA

**Law 16-Goal Kick:** Conform to FIFA

**Law 17-Corner Kick:** Conform to FIFA. Opponents must be 10 yards away from the ball