

## Northeast Select Soccer League (NESSL)

Spring 2019

Clubs participating: Angola Select (Rangers Academy), Columbia City (Warsaw), Fort Wayne United, Hometown Soccer, Huntington United FC, Jay County, Wabash United FC, The Plex,

Play Group	Birth Years	# Players on Field
11U	2008, 2009, 2010	7v7 (6 + GK)
13U	2006, 2007, 2008	9v9 (8 + GK)
15U	2004, 2005, 2006, Max 3-2003 per game	9v9 (8 + GK)
19U	2000, 2001, 2002, 2003	7v7 (6 + GK)

Laws of the Game (not all are covered but those needed for emphasis)

### Rule 1 – The Field

Dimensions:

Age	Length	Width
11U	45-60 yards	30-40 yards
13U, 15U, 19U	65-80 yards	45-55 yards

Center Circle:

Age	Radius
11U, 13U, 15U, 19U	8 yards

Goal Area:

Age	Length	Width
11U	NA	NA
13U, 15U, 19U	5 yards	16 yards

Penalty Area:

Age	Length	Width
11U	12 yards	24 yards
13U, 15U, 19U	14 yards	36 yards

Goal:

Age	Height	Width
11U	6 - 6 ½ feet	12 - 18 ½ feet
13U	6 - 6 ½ feet	18 ½ - 21 feet
15U, 19U	8 feet	24 feet

Penalty Spot:

Age	Distance from Goal Line
11U	8 yards
13U, 15U, 19U	10 yards

#### Build Out Line:

- This line is only on the 11U (7v7) fields.
- The build out line is half way between the top of the penalty area and the midline, parallel to the midline.
- When there is a goal kick or the goal keeper has possession in their hands, the opponents must drop behind the build out line until the ball is distributed into play.
- The goal keeper is not allowed to punt or drop-kick the ball.
- The build out line is also used for the offside line. Only players between the build out line and their attacking goal may be in an offside position.

#### Rule 2: The Ball

Age	Ball Size
11U, 13U	4
15U, 19U	5

#### Rule 3: The Number of Players

Age	Maximum	Minimum
11U	7v7 (6 + GK)	4 (3 + GK)
13U, 15U	9v9 (8 + GK)	6 (5 + GK)
19U	7v7 (6 + GK)	4 (3 + GK)

- Substitutions – Unlimited for all age groups
- Substitutions shall be with the consent of the referee at the following times:
  - Prior to our team's throw-in
  - Prior to a goal kick by either team
  - After any goal
  - At half-time
  - If both teams have a substitute ready, both teams may substitute

#### Rule 5: The Referee

- USSF certified referee as assigned by the Indiana Soccer designee
- One (11U) or three (13U and older) referees must officiate the game (as decided by the appropriate league. One official must be in the center and the other two are assistant referees in a 3 referee system.
- NESSL will be using one referee for all games.

- If three referees are not available, a USSF certified referee must be in the center. A club linesman may be used. At no time will a “two referee system” be permitted to referee a game.

For team check-in:

- All teams must provide two game cards (one for the referee and one for your opponent) from Gotsoccer with all the participating players’ names typed on the card. If a player’s name is not typed on the game card, the player may not participate in the game.

**Rule 6: The Assistant Referee**

- Refer to Rule 5

**Rule 7: Duration of the Match (& Referee Pay)**

	<b>11U</b>	<b>13U</b>	<b>15U</b>	<b>19U</b>
Halves	2 x 30 Minutes	2 x 35 Minutes	2 x 40 Minutes	2 x 40 Minutes
Referee Fee	1 Ref - \$30	1 Ref - \$30	1 Ref - \$30	1 Ref - \$40

- 10 minutes between halves

**Rule 8: Start of Play**

- All opponents must be at least 8 yards from the ball until it is in play.

**Rule 11: Offside**

- Offside is in effect in all games 11U and older

**Rule 12: Fouls and Misconducts**

- Restricted Goalkeeper Distribution: Punting and Drop Kicks are not allowed. If there is an infraction, the referee should remind the goalkeeper
- No intentional heading for all 13U games in NESSL
  - If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement.
  - An indirect free kick awarded inside the penalty area for the attacking team must be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

**Rule 13: Free Kicks**

- All opponents must be at least 8 yards from the ball until it is in play

**Rule 16: Goal Kick**

- 11U games, all goal kicks are to be taken anywhere inside the penalty area. Opponents are required to drop behind the midline until the ball is put back into play.
- 13U & 15U games, all goal kicks are to be taken anywhere inside the goal area. Opponents are required to be outside the penalty area and may not touch the ball before until it leaves the penalty area.