



Modifications of the Laws of the Game for MICRO Level - FINAL FALL 2026

FIFA Laws of the Game:

<https://downloads.theifab.com/downloads/laws-of-the-game-2023-24?l=en>

Authority and Interpretation:

These MTYS modifications to the Laws of the Game govern play for the Micro division.

The published MTYS rules are the standard used by coaches, players, directors, and referees. Individual coaches or division leaders may not independently modify these rules or instruct referees to disregard or differently enforce a published rule.

Questions concerning interpretation or officiating shall be directed to the MTYS Referee Coordinator and appropriate program leadership. Any modification affecting officiating must be approved and communicated uniformly before being implemented.

Law 1 – *Field of play:*

- The field will be about 30 x 40 yds
- Penalty Area will be 8 yds from each goal post and 8 yds from the goal line. Goal area will be 4 yds from each goal post and from the goal line.
- 6x12 goals
- Corner flags

Law 2 – *The Ball:*

- Size 4.

Law 3 – *Number of Players:*

- A game will be played by 2 teams consisting of no more than 6 players a side. 5 field players and a goalie.

Law 4 – *Players Equipment:*

- Players required to wear their issued jersey/t shirt, Shin guards (must be covered by sock) and issued socks.

- Cleats are optional but are highly recommended as are black soccer shorts.
- No Jewelry of any kind is allowed.
- Players with glasses must either remove them or have approved sports goggles to play.
- Soft hats are ok however hoodies are not allowed (or must be tucked into shirt).

Law 5 – *The Referee:*

- MTYS recreational games are generally officiated by youth referees who are continuing to learn and develop. Coaches, players, and spectators are expected to treat referees with respect. Referees are trained and evaluated by MTYS and the Referee Coordinator. Coaches and division leaders shall not provide referees with instructions that conflict with the published MTYS rules.

Law 6 – *The Assistant Referee:*

- NONE
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Law 7 – *Match Duration:*

- Teams will play four 12-minute quarters, there should be a 5 min break between halves.

Law 8 – *Start and Restart of Play:*

- Play will start normally by a player kicking the ball forward, other team should be at least 10 yds away.

Law 9 – *The Ball in and Out of Play:*

- The ball is out of play when it has completely crossed the goal line or touch line either on the ground or in the air.

Law 10 – *The Method of Scoring:*

- A goal is scored when the ball passes between the goal posts and the whole ball has completely crossed the goal line.

Law 11 – *Build Out Line (Offsides):*

- There is a build out line, however it will have no effect on offsides. There will be no offsides. The build out line will only be used for goal kicks (six-kicks) and goal throws/keeper throws after saving the ball - the opposing team MUST get behind the build out line before the goalie kicks or throws the ball back into play.

Law 12 – *Fouls and Misconduct:*

- There should be consideration for whether it was truly a foul or just players losing control of their body. The objective is to stop play as little as possible. Play should stop immediately for any head injury. No Cards will be issued. Slide tackling is prohibited and will result in an indirect kick for the other team at the spot of the foul.

Law 13 – *Free Kicks:*

- All free kicks are indirect. The ball shall be placed on the ground and opposing players must remain at least 8 yds away. The ball must be kicked and clearly move to be put into play. Players may NOT rush or encroach upon a free kick before the ball is properly put into play. Players may create a wall at the required 8 yd distance. If a defensive player rushes or encroaches before the ball is put into play, the kick will be retaken. A goal cannot be scored directly from an indirect free kick; the ball must touch another player before entering the goal. ABSOLUTELY NO DROP BALLS.

Law 14 – The Penalty Kick:

- NONE

Law 15 – The Throw in:

- A throw in is awarded to the opponents of the player that last touched the ball after the whole of the ball has crossed the touch line (side line). A goal cannot be scored directly from a throw in. Players can not touch the ball after throwing it in until it has touched another player on the field. If the player does not make a correct throw in the first time, they will get a second opportunity to do so. If it is a foul throw on the second attempt, play continues.

Law 16 – The Goal Kick:

- A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team. Opposing players must retreat behind the build out line before the ball is put into play. The ball is in play when it is kicked and clearly moves. Once the ball is put into play, opposing players may cross the build out line.

Law 17 – The Corner Kick -

- A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team. Players should be 8-10 yds away.

Notes for Coaches:

- Good sportsmanship, fun and learning are a priority.
- NO HEADING ALLOWED.
- Players can be substituted on any stoppage where the ball is out of play or an injury. Substitutions must be reported to the referee.
- Coaches may only enter the field of play during the game at the invitation of the referee (e.g. for an injury).
- If the coach enters the field of play, at the invitation of the referee, to check on an injured player, the injured player must leave the field of play in favor of a substitute, until the next opportunity for substitution.
- No scores are officially kept. There are no standings
- Coaches and players not on the field or waiting for substitution must remain behind the coach's line. Spectators must remain behind the spectator line on the opposite

side of the field from players. Spectators are not permitted at either end line or on the players' side.

- We no longer have the 6-goal rule, however please be respectful of the other team and its players. Here is a list of things that can be done to not run the score up.
 - You can remove players.
 - Shoot wide of the goal.
 - Pass the ball 3-5 times before you shoot.
 - Make the other teams keeper look good, pass the ball to him.
 - SUGGESTION is to start to put restrictions on your players after being up by 3 goals, things like have to pass 3-5 times. Don't blow another team out.

The referee has final authority regarding decisions made during a match. Coaches, spectators, and division leaders shall not attempt to change a referee's decision or provide conflicting instructions during a match.

Questions or concerns regarding officiating should be addressed after the match through the appropriate MTYS process, not argued on the field.

Once these Fall 2026 rules are issued, no coach, referee, or individual division leader may independently modify them. Any proposed rule change or officiating interpretation must be reviewed through the appropriate MTYS leadership/referee process and, once approved, communicated uniformly to all affected coaches and referees.

- Code of Conduct must be followed.
- Micro Commissioner or President is the only person that can cancel games.
- Teams do NOT switch sides/goals during the game (neither at quarter or at the half).
- Visit WWW.MTYS.ORG for any updates on weather and games schedules.