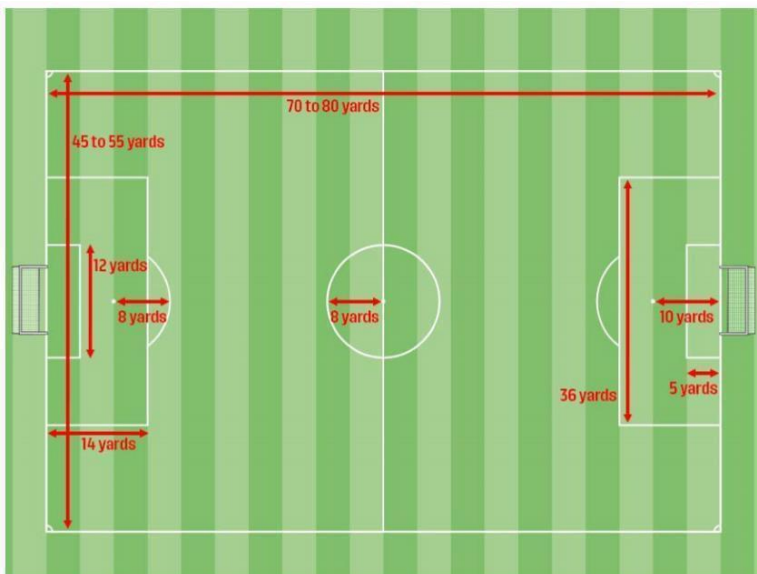




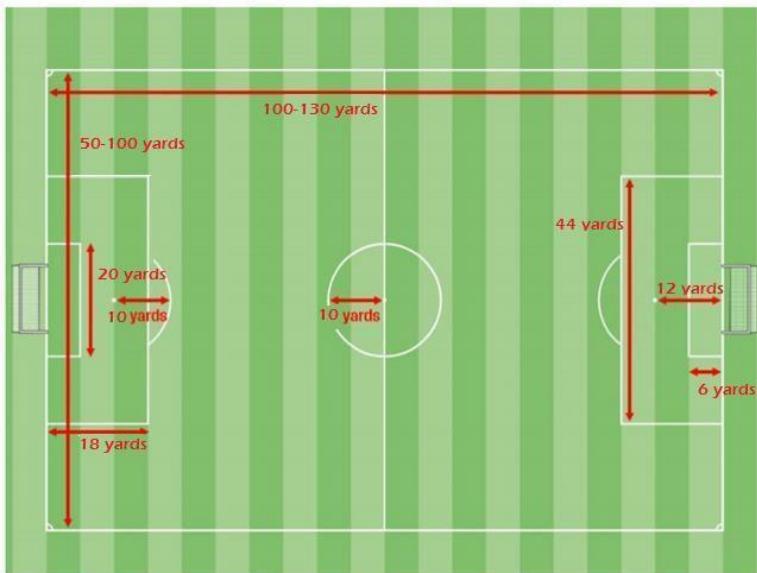
Advanced League Modified Laws of the Game

Law 1 – The Field of Play

- The team listed first on the official game schedule shall be designated as the home team.
- The home team shall be responsible for the conditions of the grounds, field markings, and proper equipment. All fields shall have proper markings (cones and flags are NOT proper markings), goals must be anchored, and fields shall conform to the USYS recommended dimensions below.
 - 11U-12U GOAL SIZE: 6.5' by 18.8' or 7' by 21'



- 13U-19U GOAL SIZE: 8' by 24'



- Both teams and the coaching staff shall remain on one side of the field. All spectators shall remain on the opposite side of the field when feasible. The coach of the home team shall have the right to designate which side the teams and spectators be placed on respectively. Enforcement of this law will be the responsibility of the referee.
- All spectators shall remain at least 5 feet from touchlines or goal lines, unless spectator lines establish a different distance. No person shall be permitted behind the goal lines unless seated in bleachers.

Law 2 – The Ball

- Teams shall use balls as follows:

Age Group	Ball Size
11U-12U	4
13U-19U	5

- Each team shall supply the referee with one or more suitable balls, properly inflated and in good condition. The referee shall choose the ball to be used in the game.

Law 3 – The Players

- Team roster and playing sizes are as follows:

Age Group	Number of Players on Field	Minimum on Field to Start & Continue	Roster Limit
11U-12U	9v9	6	16
13U-14U	11v11	7	18
15U-19U	11v11	7	22 (18 on gameday)

- For all age groups, substitutions are unlimited and can occur at any stoppage with the permission of the referee.

Law 4 – The Player's Equipment

- The following items are NOT permitted:
 - Hair control devices with any hard parts.
 - Jewelry of any sort, including earrings of any kind. Using tape to cover jewelry is not permitted.
- The following items are CONDITIONALLY permitted:
 - Medical tags; if worn must be taped to the body.
 - Splints, casts, braces, or other joint support devices which, in the referee's opinion, are not inherently dangerous or are sufficiently padded with pliable materials to eliminate the dangerous condition.
 - Goalkeepers may wear a hat with a soft, pliable brim only when shielding their eyes from direct sunlight.
- NOTE: Failure of the referee to notice illegal equipment shall not be cause for protest.
- If both teams are wearing similar colored jerseys, the home team shall wear dark jerseys and the visiting team shall wear light-colored jerseys. If the visiting team does not have a light-colored jersey, then they should wear an alternate dark color that does not conflict with the home team's jersey. Either team's goalkeeper shall change jerseys as the referee directs regardless of the home/visitor status.
- A field player may wear long-sleeve shirts under short-sleeve jerseys or pants/tights only in the case of adverse weather conditions.

Law 5 – The Referee

- Referees assigned to Advanced League games are licensed by U.S. Soccer and hold the minimum of the U.S. Soccer Referee License.
- Only the diagonal system of control (one whistle only) shall be used. If there are only two registered officials, one shall be the referee and the other shall be the assistant referee. If available, non-registered volunteers may serve as club assistant referees. The diagonal system of control consists of one referee and two assistant referees. All competitions sanctioned by the U.S. Soccer Federation require the use of this officiating system. Referees may not officiate a game using a two-whistle system. Use of a two-whistle system may result in possible fines, forfeiture of game fee, or disciplinary action.
- Prior to the start of Advanced League games, the referee shall conduct a team check-in, which consists of the following steps:
 - Referees and Assistant Referees shall introduce themselves to each team coach and request access to a copy of the team roster.
 - Verify the identity of each player and coach with each picture on the roster or pass.
 - If a team does not have a valid state approved roster, the referee is encouraged to allow the game to proceed with the following understanding:
 - The referee will submit a detailed report to CSA noting the absence of roster(s).
 - If a roster is not available, the offending team's coach or team manager will provide the referee with a written list of players' names and corresponding jersey numbers of participants in the game.
 - The referee will advise the non-offending team coach or team official of the missing information.
 - The fact that there is missing information is not a valid reason to protest the game.
 - CSA will review the referee report and will discipline coaches and/or players who are deemed to have taken unfair advantage of this rule, including but not limited to, the suspension of players and/or coaches and/or forfeiture of the game
 - Referee must note the name of any person on the roster not participating because of suspension and record confirmation of the sit out in the game report.
 - Inspect the equipment of each player for safety and conformance with the Laws of the Game and Modified Laws of the Game.
- At the completion of game, the referee shall:
 - Confirm notes of details with the referee crew of any incidents that will need to be included in the final game report, which includes the identity and details of the offense of any participant who has been cautioned or sent off or has committed misconduct prior to, during, or after the completion of the game.
 - Return the team documents to the team coach.
 - Enter final score and any required incident report in the designated assigning platform within 24 hours of game completion. Be sure to note any cautions, dismissals, or serious injuries in your incident reports, as well as confirming that a player or coach served a sit out. Unsporting/disrespectful or disruptive behavior by team spectators should be noted in reports for follow up action as detailed below.
 - Retain your notes and reports for personal records. Referees need to be available to explain or clarify incidents in writing and/or in person and/or by telephone at an official hearing if requested.
 - If the referee's report is not received in the designated assigning platform within 48 hours of the game date, or if the report is lacking crucial information, missing game reports will result in a fine, \$5 reduction in game fee. A referee may potentially forfeit their game payment for a game if a report is not completed or does not contain all accurate details.

- If a scheduled game is not played and referee(s) were present at the field as assigned, the referee shall submit an incident report and indicate the reasons or situation for not playing the game.
- If a scheduled game is not played due to a lack of referee, the coach(es) shall submit a written report to CSA.
- The referee's judgment regarding the fitness or safety conditions of the field for play shall be final.
 - EXCEPTION: Persons who hold park or field permits, and/or have responsibility for field conditions may close the field to play.
- Disruptive behavior from the technical area by coaches or spectators from the touchline is prohibited and will be regarded as irresponsible behavior, warranting a report of misconduct equivalent to a caution or a sending-off offense. Tactical coaching from the touchline, within the set technical area, is permitted but must be done in a manner which is not disruptive to the game.

****Referees shall reference the game reporting procedures and step-by-step instructions provided by CSA, U.S. Soccer Certified Assignors, and the Colorado Referee Committee each season. View the instructions in the designated assigning platform and on ColoradoSoccer.org.****

Law 6 – The Other Match Officials

- 11U/12U games will be assigned one center referee. If resources are available, assistant referees MAY be assigned.

Law 7 – The Duration of the Match

- Match duration are as follows:

Age Group	Duration	Halftime
11U-12U	2 x 30 minutes	10 minutes
13U-14U	2 x 35 minutes	10 minutes
15U	2 x 40 minutes	10 minutes
16U (Elite-Bronze)	2 x 40 minutes	10 minutes
17U	2 x 45 minutes	10 minutes
18U-19U	2 x 45 minutes	10 minutes

- No overtime play for league matches.

Law 8 – The Start and Restart of Play

- No modifications made to the IFAB Laws of the Game.

Law 9 – The Ball in and out of Play

- No modifications made to the IFAB Laws of the Game.

Law 10 – Determining the Outcome of a Match

- No modifications made to the IFAB Laws of the Game.

Law 11 – Offside

- No modifications made to the IFAB Laws of the Game.

Law 12 – Fouls and Misconduct

- No modifications made to the IFAB Laws of the Game.

Law 13 – Free Kicks

- No modifications made to the IFAB Laws of the Game.

Law 14 – The Penalty Kick

- No modifications made to the IFAB Laws of the Game.

Law 15 – The Throw-In

- No modifications made to the IFAB Laws of the Game.

Law 16 – The Goal Kick

- No modifications made to the IFAB Laws of the Game.

Law 17 – The Corner Kick

- No modifications made to the IFAB Laws of the Game.

UPDATES:

July 2022

February 2023

August 2025