

# Putnam County West Youth Soccer Association

## Rules, Policies and Laws of Soccer

6/19/2014

Putnam West Soccer

President Loni Porinchok, Vice President Mike Massel, Secretary Nora Schulte, Treasurer Shelly Fanning

The Putnam West Soccer League will play under the basic rules & laws as covered under FIFA Rules. The following as listed in this document cover the specifics of play for Putnam West Soccer competition.



### **Putnam West Board of Directors**

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### **Elected Officials**

President: Loni Porinchok

Vice President: Mike Massel

Sectary: Nora Schulte

Treasurer: Shelly Fanning

### **Contact Information**

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## AGE Divisions

Division	Age (with birthdate as of August 1)	Time	Ball Size	Player Nights for teams playing within West
Passers – u8	6-7	10 minute quarters	3	
Wings – u10	8-9	12 minute quarters	4	Tuesday/ Thursday
Strikers – u12	10-11	12 minute quarters	4	Monday/ Wednesday
Kickers – u15	12-14 (not including high school students)	24 minute halves	5	Tuesday/ Thursday

**1 minute between quarters and 5 minute half times**

## Teams

Districts will be determined by legal school districts in which the player attends.

All teams will be decided by a blind draw, when more than one team is necessary.

All teams will only have 2 coaches on the bench at one time.

## Volunteer Screening

Volunteer Applications are to be completed and on file with the Town Representative.

In the event there are three coaches, only two will be allowed on the bench at one time during the game.

## Times Two Policy

Putnam West Soccer Association will require no less than two adults,(unrelated is suggested) per team, to be present at all team functions such as games, practices, picnics, etc.

No Exceptions!

1. The adults assigned can be a combination of coaches, parents, board members, etc. who have filled out and submitted the Volunteer application.
  - a. While the focus of this policy is the child it also provides protection for the volunteers in case of misunderstandings.

## Concussion Regulations/Information

All coaches (head coach, assistant coach, co-coach), officials (referee, head referee, assistant referee), regardless of age are to complete a concussion training course every three years.

The following is two different links available to take this course:

**Option 1:** National Federation of State High School Associations Concussion in Sports – What You Need to Know, which can be found at <http://www.nfhslearn.com/electiveDetail.aspx?courseID=38000>. This online course will require you to click on the "order here" button to begin the training. It will ask you to complete a brief registration form prior to beginning the course, which is solely for the purpose of registering you in their data base as having successfully completed the online material.

**Option 2:** Center for Disease Control and their Prevention Heads Up Concussion in Youth Sports Online training program, which is at [http://www.cdc.gov/concussion/HeadsUp/online\\_training.html](http://www.cdc.gov/concussion/HeadsUp/online_training.html). Click on the online training course button to begin your training. After successfully completing the on-line training, you will be offered an opportunity to print out a personalized "certificate of completion". FYI - this option does not keep a record of your completing this training.

After completing the course, you will need to print and keep your personalized certificate with you at all related soccer functions. All courses must be completed prior to August 1<sup>st</sup> of the current year.

### Removal-From and Return-to-Play Procedure:

1. Any athlete exhibiting signs and symptoms of concussion either during a practice or during a game MUST be immediately removed
2. This athlete MAY NOT return to play or participate in any Putnam West activity on the same day that he or she has been removed (even if a written medical clearance is provided).
3. In addition, the athlete is not permitted to return to play or participate in any Putnam West activity until he or she has been assessed and received written clearance by a physician or by another licensed health care provider. A Return-to-Play note must be submitted to the coach prior to allowing the athlete to participate in any activity with the athlete's team, whether it is a practice or a game situation.

All of Putnam West's Board Members and town representatives are responsible to monitor and track their coaches and referees with regard to their individual compliance with this policy.

## **Communicable Disease Procedure**

A player must immediately leave the game if any of the following occur:

- a player is bleeding
- has an open wound
- excessive amount of blood on the uniform

To return to the game:

- the bleeding must be stopped
- the wound cleaned and covered
- the bloody uniform changed (or adequately cleaned and covered)

## **Medical Jewelry**

Any piece of clothing or jewelry that is clearly a medical-alert item must be allowed to be worn and must be secured so as not to be dangerous to other players.

## **Game Cancellations**

1. No cancellation by coaches for any reason
2. No rescheduling by coaches for any reason
3. Must follow proper channels – all coaches must go through town representative, clearing it through the president

## **Spectators**

- Coaches are responsible for the spectators that accompany his or her team.
- Spectators will occupy the side of the field opposite the side the teams are located. This also means NO Coach or Parent/Guardian to be positioned around or behind any Goal. Opponents or Own teams Goal.
- If it becomes evident that the spectator(s) become unruly and cannot be controlled, the field sidelines will be cleared of all spectators. If spectators refuse to leave the field of play, the game will be suspended and perhaps forfeited upon an investigation by WCOSA League Officials.
- Disciplinary Action may be levied against a team, including the coach, players and spectators for unruly behavior at a WCOSA sanctioned event

## **Weather Policy**

All games will be continued to play in all weather conditions due to rain, heat, or snow. Games are not to be postponed for any reason other than lightning; by coaches, without the permission of the Town Representative. Once the game has started it is the decision of the referee.

In the event of EXTREME heat conditions, we recommend the following:

1. Frequent breaks for hydration.
2. Quarters instead of halves.
3. Open substitution at any game stoppage as deemed necessary by the coach or player due to heat conditions.

## **Lightning Policy**

The safety of players and participants is of utmost importance. Soccer fields can be a dangerous place during severe weather.

- You are in danger if you can see lightning
- You are in danger from lightning if you can hear thunder
- Lightning often travels sideways as far as 10 miles and can strike away from any rainfall even when skies are blue.

In the event of a storm, games and/or practices must be stopped and suspended until the danger has passed using the following minimum criteria:

1. The sighting of a lightning flash or the hearing of the sound of thunder shall be reason enough to stop and suspend a game and/or a practice session
  - a. Do not wait until it rains
  - b. Do not try to reach the end of a quarter or the end of a game.
2. Coaches shall take their players to a safe location upon suspension of a game and/or a practice session
3. Following suspension of a game, the referee shall promptly leave the field to a same location
4. Play and/or practice shall not be resumed prior to 30-minutes after the last sighting of lightning or the last sound of thunder heard.

## General Guidelines

- ✓ All coaches should have communication before the start of the game
- ✓ Shin-guards must be worn and covered by socks
- ✓ All uniforms are to have matching jerseys with numbers on the back, same color shorts and socks, with goalie shirt not matching either team
- ✓ Shoes – are to be tennis shoes or soccer approved cleats, not softball or baseball cleats – they should not have the front toe clip, metal cleats are not allowed. See example

MOLDED CLEAT



- ✓ No protests will be accepted.
- ✓ Players may be on only one Putnam West team roster per season
- ✓ Each player must turn in a signed consent form and medical form at the beginning of the season.
- ✓ Hard casts are not legal game wear and will not be allowed, even if wrapped.
  - Wrist splints will be allowed but are not to have any hard, rigid, metal or plastic within the splint or to be showing. These are not allowed to be wrapped also.
  - Any wrapping must be approved by the official before the start of the game.
- ✓ Players will play ½ of each game with players who play additional time should be rotated. The only exception being an injury and red card violations. All medical concerns that may affect the amount of playing time need to be addressed at the start of each game.
- ✓ A yellow card will be issued for unsportsmanlike behavior.
- ✓ Any player red carded, for any reason, must immediately leave the field of play. They cannot be replaced the remainder of the game. They must also sit out the next regular scheduled game and be on the bench for that game.
- ✓ A player red carded at a season's final game will have that suspension carried to the next season.
- ✓ Caution and ejection rules also apply to coaches and spectators.
- ✓ Abusive language or behavior will not be tolerated.
- ✓ Deliberate fouls will not be tolerated.
- ✓ Sliding tackles are only permitted in the Kickers division –U15, and then only within the front 180 degrees peripheral vision.
- ✓ Head coaches need to be at least 18 years of age and out of high school.

## **Coaches' Code of Ethic**

1. Know the rules of the game and teach them to your players
2. Abide by the rules of the game
3. Treat the referee with respect, no matter what he calls.
4. Exhibit exemplary conduct at both practices and games. Team discipline reflects the coaches' attitude 100%.
5. Coach clean, skillful, honest, and sportsmanlike soccer by stressing playing hard to win over winning itself.
6. Stress good sportsmanship. The coach is responsible for conduct of the players when they are together as a team.
7. Help maintain a climate of enjoyment among spectators by discouraging negative remarks and/or harassment of players, referees and other spectators.
8. Work at team moral as hard as soccer skills and tactics, be a "Fun Leader"
9. In dealing with team members, maximize praise and minimize criticisms. Make corrections slowly and calmly in a manner tailored to the individual.
10. Refrain from profanity or vulgar language. Remember you are helping to mold the character of your players.
11. Coach talented and non-talented players with equal vigor. Allow players more than their required playing time.
12. Minimize coaching from the sidelines during the game. Screaming during the game accomplishes nothing.
13. Pre-plan all practice sessions in detail to be interesting, fast paced and involve all team members as much as possible.
14. Welcome feedback from parents and players alike.
15. Protests are no longer accepted by the Board.
16. During the game, coaches need to stay on your side of the field within approximate location of the bench, between the centerline and 18.

## **Code of Ethics and Behavior for Parents/ Spectators**

*A parent attend their child's game is, and should only be, a spectator. The referee is there to referee the game; the coach is there to coach the game. A parent is there to watch the game and cheer for their child and the child's team.*

*The following Code of Ethics and Behavior is offered here to exemplify the ideal Parent/Spectator.*

1. Remember Putnam West's motto: Kids having fun! If they are not having fun, find out why and seek to change it.
2. Know the game. Play soccer with your kids at home, even if it's just for five minutes a day. Take a referee or coaching course. Read about soccer and watch games on TV with your kids.
3. Encourage fair play. Teach your child the "Golden Rule" (do unto others as you would have them do unto you) and apply it to all games and practices.
4. Be supportive of all activities. Bring your child to games and practices on time and ready to play. Have them bring a ball, water, shin-guards and cleats.
5. Refrain from using drug, alcohol and tobacco products at all youth soccer events. Request other adults present to refrain from their use as well.
6. Communicate any safety concerns. Inform the coach, officials or administrators of anything you feel is, or may create, a dangerous situation for anyone attending games or practices.
7. Be positive or Be quiet. Encouraging words make soccer more fun. Words like "Don't" and "Can't" are four-letter words and shouldn't be yelled in public.
8. Be respectful and expect your child to be respectful. This pertains not just to the coaches and referees, but also to other players and parents. Do not create an incident that would be cause for your removal.
9. Promote good nutrition. Before each game and practice, ensure that your child has had something nutritious to eat, but not so much that they will feel weighed down. Have them pre-hydrate by drinking water before they arrive, as well as during the activities.
10. Volunteer to assist the coach or team. Be a "team player." If you have soccer skills or knowledge, or are just good working with kids, offer to help at practice. If not make calls, bring snacks, collect money for events, collect paperwork or do anything else that needs doing. The coach is busy coaching; don't make him/her do all the management as well.
11. Support the coach's and referee's decisions. They are both doing a difficult job to the best of their abilities. If you have real concerns, speak with the coach in private.
12. Communicate with your child.
13. Remind others, when necessary, of the Parent's Code of Ethics. Do so gently, politely and with respect.

## **Maximum Penalties for Violating Coaches' and Parents'/Spectators' Code of Ethics**

*The following are the penalties for violating the Coaches' Code of Ethics. Unsportsmanlike behavior will result in specific penalties to be issued by the District Rep. and or Review Board.*

1. Entering the field of play without permission of the referee – Maximum penalty – One game suspension
2. Threatening actions/words towards officials, players, or spectators – Two game suspension
3. Abusive language to an official – Two game suspension
4. Aggressive physical contact with the referee, player or spectator...grabbing the arm, turning individual around, poking, bumping, pushing – Four game suspension
5. Striking an official, player or spectator – Expulsion
6. Refusal to leave a game after ejection – One game suspension and forfeit of game
7. Constant and excessive heckling or harassing the referee, player, opposing coaches and/or spectator – Two game suspension
8. Instructing players to play dangerously or in an unsportsmanlike manner – Five game suspension
9. Any coach observed using or under the influence of drugs or alcohol before or during a game will not be permitted to coach that game – Ejection and one game suspension to expulsion

## Players Code of Ethics

*Players can often be responsible for the well-being and smooth functioning of a team. By following the "Code of Ethics for Players," participants are able to be a strong positive influence on the entire season.*

1. Try to develop skills to the best of your ability and give your best effort in competition. Personal development is a big part of soccer.
2. Compete within the rules of soccer. Winning isn't everything.
3. Be respectful to coaches, referees, parents and players. Do not create an incident that would be cause for your removal from the game.
4. Be a positive influence on the team. Recognize that your behavior becomes a model other may choose to emulate. Good sportsmanship and positive support for your teammates, and others, is a necessity for all players.
5. Follow the team rules established by the coach. If the coach is constantly confronted with discipline problems, practices and games will not be fun for anyone.
6. Attend every practice and game that you can and notify the coach if you cannot.
7. Alert my parents and/or coaches if soccer stops being fun or if I feel that I have not received a fair and equal amount of playing time.

## Maximum Penalties for Violating Players Code of Ethics

Every coach in Putnam County West Youth Soccer is hereby instructed to make all players aware and acknowledge of the following Code of Ethics and their Penalties.

1. Foul and/or abusive language to an official, player, coach, or spectator – Ejection and one game suspension
2. Threatening actions or words towards official, players or spectators – Ejection and one game suspension
3. Aggressive physical contact with referee...grabbing an arm, turning individual around, poking, bumping, pushing – Ejection and Four game suspension
4. Deliberate striking an official, player, coach or spectator – Ejection – Expulsion for season
5. Refusal to leave field after an ejection – One game suspension and forfeit for your team
6. Any player observed using or under the influence of drugs or alcohol before or during a game will not be permitted to play that game – Ejection and one game suspension to Expulsion

## **Definitions**

**A coach under probation will be placed on suspension for any of the above infractions. In general, the penalties for a coach already on probation will be twice that implied under non-probation status as described above. A coach under suspension may not attend or participate in any way in any game his or her team plays during the suspension period. A coach under expulsion is out of the program indefinitely. Reinstatement may be made only after a favorable review by the Board. An expelled coach may not act in a coaching, managerial or supervisory capacity of any Putnam County West Soccer Team. The violation of an expulsion will result in possible game forfeiture and/or elimination of the team from league play and/or necessary legal action against the violator. All penalties may be appealed by the coach to the Board. However, all decision reached by the Board will be final.**

## **Important Notice**

It shall be against the rules of Putnam West Soccer League for a spectator, parent, coach, or player to threaten, harass, or intimidate soccer officials in any way. This includes before, during and after games sanctioned by the Putnam West League. Failure to comply with the above rules could mean immediate expulsion from the game and field area (insight or ear shot of the officials) and/or the loss of the game by judgment of the Board of this soccer association. Any physical contact with a Soccer Official could mean legal action by the Soccer Association.

## **Addition Information for Coaches and Players**

1. All ejections will be reported to the Review Board
2. Penalties assessed which are longer than the remaining season will be carried to the next season.
3. Penalties assessed after a game carry over to the next game.
4. Disciplinary action can be taken by the District Rep. or Review Board.

# LAW 1 – Field of Play

## 1. Dimensions

A. The field of play shall be rectangular.

For full-sided play:

Length – minimum 80 yards, maximum 130 yards

Width – minimum 50 yards, maximum 100 yards

B. Recommended field sizes are as follows:

Division	Age	Full-Sided (11v11) Yards	Short-Sided Yards
Passers	U8	80x60	60x40
Wings	U10	90x60	80x50
Strikers	U12	100x65	90x60
Kickers	U15	110x65	100x60

C. The longer lines shall be called touch lines.

D. The shorter sides shall be called goal lines.

E. The size of the field should be related to the age division using it.

## 2. Marking

A. General

i. The field of play shall be marked with distinctive lines, not more than 5 inches in length.

ii. Markings must be of some material that is not injurious to eyes and skin.

B. Flags

i. A flag on a post at least five (5) feet high and at least one (1) inch in diameter having a non-pointed top shall be placed at each corner of the field.

C. The halfway-line and center circle

i. A halfway-line shall be marked joining the midpoint of each touch line.

ii. From the midpoint of the halfway-line, a circle shall be marked with an appropriate radius:

1. Passers (u8) – six (6) yards

2. Wings (u10) – eight (8) yards.

3. Strikers and Kickers (u12-u15) – ten (10) yards

## 3. The Goal Area

A. The goal area is marked by lines perpendicular to the goal line six yards from the inner side of each goal post, six yards into the field, and joined by a line parallel to the goal line.

## 4. The Corner Arc

A. A quarter circle of one-yard radius shall be drawn inside each of the four corners of the field.

## 5. The Penalty Area

A. Strikers (u12) to Kickers (u15)

i. The penalty area is marked by lines perpendicular to the goal line 18 yards from the inner side of each goal post, 18 yards into the field, and joined by a line parallel to the goal line.

ii. A penalty mark shall be a spot no larger than 9 inches in diameter made 12 yards from the goal line, opposite the center of the goal.

iii. From the center of the penalty mark, the penalty arc having a radius of 10 yards shall be marked outside the penalty area.

B. Wings (u10)

- i. The penalty area is marked by lines perpendicular to the goal line 14 yards from the inner side of each goal post, 14 yards into the field, and joined by a line parallel to the goal line.
- ii. The penalty mark shall be a spot no larger than 9 inches in diameter made 10 yards from the goal line, opposite the center of the goal.
- iii. From the center of the penalty mark, the penalty arc having a radius of 8 yards shall be marked outside the penalty area.

C. Passers (u8)

- i. There is no Penalty area for passers
- ii. On a full size field the lines used to mark the penalty area are only used for determining when a ball is in play in accordance with Laws XIII and XVI.

6. The Goalkeeper Area – Passers (u8) Only

- A. On a passers field a goalkeeper area shall be marked by lines perpendicular to the goal line 12 yards from the inner side of each goal post, 12 yards into the field, and joined by a line parallel to the goal line.

7. The Goals

- A. The goals are placed at the midpoint of each goal-line with each upright the same distance from the corner flag.
  - i. Strikers (u12) and Kickers (u15) – the uprights are 24 feet apart (inside measurement), joined by a crossbar 8 feet from the ground (to the lower edge).
  - ii. Wings (u10) – the uprights may be 18 – 24 feet apart (inside measurement), joined by a crossbar 7 – 8 feet from the ground (to the lower edge), if goalkeepers are to be used, or about 6x4 feet if goalkeepers are not used.
  - iii. Passers (u8) – the uprights maybe 12 to 24 feet apart (inside measurement), joined by a crossbar 6-8 feet from the ground (to the lower edge), if goalkeepers are to be used, or about 6x4 feet if goalkeepers are not used.
- B. Uprights and crossbar should have the same width.
- C. Goal nets shall be attached to the post and crossbar and fasten to the ground in such a manner as to not interfere with the goalkeeper.
- D. For safety reasons, the goals, including those that are portable, must be anchored securely to the ground.

Notes:

- The goal line should be the same width as the depth of the goal posts.
- All markings are part of the areas they enclose.
- If a crossbar becomes damaged and falls, or is in danger of falling, it must be removed. Games may continue with the approval of both coaches. The referee's judgment will determine whether any particular shot would have been under the crossbar, had there been one.
- Goals should be painted white.
- If the field is not adequately lined or if there are not nets on the goals, the game will proceed to the best of the referee's judgment.
- If the referee determines the field to be unsafe for play, the game shall be abandoned.

## **LAW 2 – The Ball**

1. The ball shall be spherical.
2. The following will use:
  - A. Passers – u 8 – size 3
  - B. Wings – u 10 – size 4
  - C. Strikers – u12 – size 4
  - D. Kickers – u 15 – size 5
3. The ball will not be changed during the game without the approval of the referee(s).
4. If the ball bursts or becomes deflated during the game, the game shall be stopped. Play is to be restarted in accordance with LAW VIII-7.

## **LAW 3 – Players and Substitutions**

1. Full-sided games (11v11) will be played by two teams each consisting of :
  - a. not more than eleven players, and
  - b. not fewer than seven players,
  - c. one of whom shall be the Goalkeeper
2. Short-sided games will be played by two teams each using the following criteria:
  - a. 7v7 games
    - i. not more than 7 players and
    - ii. not fewer than 5 players,
    - iii. with or without a goalkeeper.
  - b. 8v8 games
    - i. not more than 7 players and
    - ii. not fewer than 5 players,
    - iii. with or without a goalkeeper.
  - c. 9v9 games
    - i. not more than 7 players and
    - ii. not fewer than 5 players,
    - iii. with or without a goalkeeper.
  - d. 10v10 games
    - i. not more than 7 players and
    - ii. not fewer than 5 players,
    - iii. with or without a goalkeeper.
  - e. Short-sided passers games may be either 7v7 or 8v8
  - f. Short-sided wings games may be either 7v7, 8v8, or 9v9
  - g. Short-sided strikers and kickers, games may be 8v8, 9v9, or 10v10.

3. A player is a team member who has been given permission by the referee to enter the field of play. All other are substitutions.
4. The following substitutions may only be made with the permission of the referee:
  - a. Both teams may substitute any number of players:
    - i. On a goal kick
    - ii. after a goal
    - iii. during an extended time out (as for an injury)
    - iv. between periods
    - v. when the referee stops the game to issue a caution or a send-off.
  - b. The team in possession of the ball on a throw-in may substitute any number of players. If the team in possession chooses to substitute, the opposing team may also substitute any number of players.
  - c. A substitute becomes a player when they are acknowledged by the referee.
5. Any substitute entering the field of play without the permission of the referee, or any substitute who interferes with play whether upon entering or leaving the field of play shall be subject to punishment for illegal substitution.
  - a. If the infraction is noted while the ball is in play, the referee shall stop play. Play is to be restarted with an Indirect Free Kick against the offending team at the location where the ball was when play was stopped.
  - b. Whether or not the ball is in play, the substitute(s) shall be cautioned.
6. During the progress of the game, the referees must be notified specifically before the Goalkeeper is changed (except when change is made between periods).
7. Any player on the field changing places with the goal keeper without the permission of the referee while the ball is in play, shall be subject to punishment for improper change.
  - a. Play is not stopped.
  - b. At the next stoppage of play, both players will be cautioned.
8. A player ejected after the game starts may not be replaced.

## LAW 4 – Player's Equipment

1. Prior to any game the referee shall inspect the players' equipment and prevent any player whose equipment does not conform to the requirements of this Law from Playing until such time it does comply.
2. A player shall not wear anything that is dangerous to another player or to himself or herself.
3. The basic compulsory equipment of a player shall consist of a shirt, shorts, socks, shin-guards and shoes.
4. Uniform Shirts
  - A. All teams' players on a team must wear shirts of the same color.
  - B. The goalkeeper must wear a color different than that of either team and the referee
  - C. It is the responsibility of the home team to change to a different color if the two teams normally wear the same color.
  - D. Numbers on shirts are required, and must be different for each player. However, when a team must wear alternate shirts, because of a color conflict, such shirts need not be numbered.
  - E. For an unresolved color conflict, the referees may permit the game to proceed.
5. Shin-guards, which must be covered entirely by socks, shall be made of a suitable material (rubber, plastic, polyurethane or similar substance) and shall afford a reasonable degree of protection
6. Footwear
  - A. Shoes that meet the following criteria are considered to be legal:
    - i. shoes that are made by well-known manufactures and designated as soccer footwear; not containing a front toe clip
    - ii. gym shoes;
    - iii. any type of shoe having any number of cleats (rubber or plastic) that have no sharp edges
  - B. Shoes shall be properly tied or otherwise appropriately fastened
7. Personal Equipment
  - A. Illegal /Unsafe Equipment: The following shall be considered examples of illegal or unsafe equipment, and shall not be worn by any player. This list is not intended to be all-inclusive. The referee may determine other equipment to be illegal or dangerous. Use of these items shall not be permitted at any time, even by agreement between the coaches and the referee.
    1. shin-guards with exposed sharp edges
    2. jewelry or watches
    3. face or spectacle guards
    4. helmets of hard material
    5. any type of cast or splint (other than so-called inflated "air" casts or splints), even though covered with soft padding;
    6. knee brace(s) – unless wrapped and covered with soft padding and approved by the referee;
    7. cleats (rubber, plastic or metal) with sharp or jagged edges;
    8. foreign objects in the mouth (such as gum or ice), other than internal orthodontic devices.
  - B. Medical or Religious item of jewelry are allowed but must be secured as not to be dangerous to other players.
    1. bracelet tags should be securely wrapped or taped over so as not to hang loose and to cover any sharp edges.

2. Tags worn on a necklace should be taped to the inside of the jersey, so as to not flap loosely during play.
- C. Legal Equipment: The following shall be considered examples of legal equipment, and as such may (except as noted) be worn by any player:
  1. soft headwear such as knit caps;
  2. goalkeepers may wear gloves;
  3. a soft-billed cap or a properly fitted and fastened safety helmet, made of foam or other soft materials;
  4. hearing aids;
  5. eyeglasses, with or without strap;
  6. contact lenses;
  7. soft gloves;
  8. warm-up suits, hooded sweatshirts, sweat pants and similar soft apparel – but only if worn under the player's uniform.
8. Punishment: for any infringement of Law 4
  - A. The player shall be instructed to so, if corrected by the referee to immediately:
    1. adjust his or her equipment or
    2. obtain missing equipment or
    3. leave the field of play to do so, if correction on the field is deemed to be impractical.
  - b. A player who has been instructed to leave the field of play shall not return to the field without first reporting to the referee, who shall determine that the player's equipment is in order.
  - c. They player shall only re-enter the game at a moment when the ball has ceased to be in play and only with the referee's permission.

## LAW 5 – Referee

1. It is the Area's responsibility to the system of refereeing to be used within the Area.
2. At least one referee shall be assigned to officiate at each game.
3. The authority and the exercise of the powers granted to referees by the Laws of the Game commence as soon as they enter the field of play.
  - A. The power of penalizing shall extend to offenses committed when play has been temporarily suspended, or the ball is out of play.
  - B. The referee's decision on points of fact shall be final.
4. The referee shall:
  - A. enforces the Laws of the Game
  - B. controls the match in cooperation with the assistant referees and, where applicable, with the fourth official
  - C. ensures that any ball used meets the requirements of Law 2
  - D. ensures that the players' equipment meets the requirements of Law 4
  - E. acts as timekeeper and keeps a record of the match
  - F. stops, suspends or abandons the match, at his discretion, for any infringements of the Laws
  - G. stops, suspends or abandons the match because of outside interference of any kind
  - H. stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted
  - I. allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
  - J. ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
  - K. allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time
  - L. punishes the more serious offence when a player commits more than one offence at the same time
  - M. takes disciplinary action against players guilty of cautionable and sending-off offences. He is not obliged to take this action immediately but must do so when the ball next goes out of play.
  - N. takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surrounds
  - O. acts on the advice of the assistant referees regarding incidents that he has not seen
  - P. ensures that no unauthorized persons enter the field of play
  - Q. indicates the restart of the match after it has been stopped
  - R. provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match
5. Decisions of the Referee: The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee or the fourth official, provided that he has not restarted play or terminated the match.

## LAW 6 – Assistant Referees

1. If only one referee is available to officiate a game, the referee may appoint two “club” linesmen to assist only by indicating when the ball goes out-of-bounds.
2. Two trained, neutral assistant referees may be appointed by the referee administrator, whose duty (subject to the decision of the referee) shall be to indicate:
  - a. When the ball is out of play;
  - b. which side is entitled to a corner kick, goal kick or throw-in;
  - c. When substitution is desired;
  - d. when a player may be penalized for being in an offside position;
  - e. when a foul, misconduct or other incident has occurred out of the vision of the referee.
3. The assistant referee shall also assist the referee to control the game in accordance with the Laws.
4. The referee should provide the assistant referee with flags to be used in the game.
5. In the event of undue interference or improper conduct by an assistant referee, the referee shall dispense with his or her services and arrange for a substitute to be appointed, and the matter shall be reported to the competent authority.

## LAW 7 – Duration of the Game

1. All games will be played in periods of either four (4) equal quarters or two (2) equal halves, as determined by the leagues, with a kick-off to begin each period.
  - A. Teams will change ends at the beginning of each period.
  - B. Teams will alternate kicking off at the beginning of each period.
    - i. The team kicking off in the 1st quarter will kick-off in the 3<sup>rd</sup> quarter.
    - ii. The team kicking off in the 2nd quarter will kick-off in the 4<sup>th</sup> quarter.

2. Time of the periods shall be as followed:

Passers	U8	10-minute quarters
Wings	U10	12-minute quarters
Strikers	U12	12 minute quarters
Kickers	U15	24 minute halves

3. There will be one minute between quarters. Halftime interval is five minutes
4. Allowances shall be made within each period for time lost through injury or other cause, the amount of which shall be added at the end of the period at the discretion of the referee. This time may not be added to a different period.
5. Time shall be extended to permit the taking of a penalty kick at the end of a period, which was awarded before time ran out. Time may not be extended for the taking of other free kicks.
6. Play ends exactly at the instant that time runs out, regardless of the position or motion of the ball at that time.
7. If a game has been stopped for any reason, and it cannot be restarted:
  - a. If less than one-half has been played, it must be rescheduled in its entirety; however,
  - b. If at least one-half has been played, it shall be considered an official game.

## LAW 8 – The Start and Restart of Play

1. Prior to the game, choice of ends shall be decided by the toss of a coin. The team winning the toss will decide which goal it will attack during the first period. The other team will take the kick-off to start the game.
2. Upon the referee's whistle, the game is started or restarted by a player taking a kick from the center mark. Until the ball is kicked, the players:
  - a. of each team must be in their team's half of the field, and
  - b. the players of the opposing team must be outside the center circle.
3. On a kick-off, the ball is in play when it is kicked and moves forward.
4. The kicker may not play the ball again until it has been touched by another player.
  - c. PUNISHMENT: For playing the ball twice, an INDIRECT free kick (IFK) is awarded to the opposing team at the point where it was played the second time.
5. A goal may be scored DIRECT (first touch) from a kick-off.
6. After a goal has been scored, the game is restarted with a kick-off by the team scored against.
7. On any occasion where it is necessary for the referee to temporarily stop a game, while the ball was in play, for any reason not mentioned elsewhere in these Laws, play is restarted with a drop ball, except as follows:
  - d. If the ball was in play within a goal area and not in possession of the goalkeeper when the stoppage occurred, it shall be dropped on that part of the goal area line which runs parallel to the goal-line at the point nearest to where the ball was when play was stopped.
  - e. If the ball was in clear possession of the goalkeeper or in clear control of one of the teams when the stoppage occurred, play will be restarted with an INDIRECT free kick (IFK) taken by the team in control or in possession of the ball at the place where it was when the stoppage occurred, and in accordance with the overriding conditions of LAW XIII.
8. A drop ball shall be in play when it makes contact with the ground.
  - a. If a player touches the ball before it makes contact with the ground, the referee shall drop the ball again.
  - b. If a dropped ball leaves the field of play (including into the goal) after it makes contact with the ground and before being touched by any player, the referee shall drop the ball again.
  - c. If a dropped ball is kicked directly (first touch) into the opponents' goal, a goal shall not be awarded and the game will restart with a goal kick by the opposing team.
  - d. If a dropped ball is kicked directly (first touch) into the team's own goal, a goal shall not be awarded and the game will restart with a corner kick by the opposing team.

## **LAW 9 – Ball In and Out of Play**

1. The ball is out of play when the whole of the ball completely passes over the goal line or touch line, whether on the ground or in the air, or when the game has been stopped by the referee.
2. The ball is in play at all other times, including:
  - a. If it rebounds onto the field from a goal post, cross bar, or corner flag.
  - b. If it strikes the referee or assistant referee without leaving the field of play.
  - c. If there is an apparent violation, but no signal has been given by the referee.

## **LAW 10 – Method of Scoring**

1. Except as otherwise provided by these Laws, a goal is scored when the whole of the ball passes completely over the goal line, between the goal posts and under the crossbar
2. The team scoring more goals shall be the winner. If there are no goals, or an equal number of goals are scored by each team, the game shall be a draw.

### **NOTES:**

1. A goal may not be allowed if the whole of the ball has not crossed the entire goal-line.
2. If the ball is stopped by an outside agency (i.e. dog, spectator), play shall be stopped.
  - a. The game shall be restarted appropriately in accordance with LAW VIII-7, where the ball came into contact with the interference.
  - b. A goal may not be allowed if the ball touches an outside agency before entering the goal.
  - c. The referee is not an outside agency.
3. The referee may not award a goal unless in a position to observe and be certain that the ball has completely crossed the goal-line or an assistant referee is in such a position and signals that fact to the referee.

## LAW 11 – Offside

1. A player is in an offside position if the player is:
  - a. nearer the opponents goal line than the ball, ... and ...
  - b. in the opponents half of the field, ... and ...
  - c. closer to the opponents' goal line than at least two opponents.  
NOTE: A player who is even with the second last opponent or with the last two opponents is not in an offside position.
2. The offside offense may only be called against a player who is in an offside position at the moment the ball is last touched or played by a teammate. Offside shall be declared if that player subsequently becomes involved in active play by:
  - a. interfering with play, ... or ...
  - b. interfering with an opponent, ... or ...
  - c. having gained an advantage by being in that position.
3. A player shall not be declared offside:
  - a. merely because of being in an offside position, or
  - b. if the player receives the ball directly from
    - a goal kick,
    - a corner kick, or
    - a throw-in.
4. PUNISHMENT: If a player is declared offside, the referee shall award an INDIRECT free kick (IFK) to the opposing team subject to the overriding conditions of Law XIII.
  - a. The kick shall be taken by an opponent from the place where the offside offense occurred.
  - b. The offense occurs where the player is when the teammate played or touched the ball.

### NOTES:

- 1) Offside shall be judged at the moment when the ball was last played or touched by a teammate, not at the moment the player in question receives the ball.
- 2) A player who is not in an offside position does not therefore become offside if he moves forward ahead of the ball or past the next to last defender during the flight of the ball.
- 3) The offside rule shall not apply to any Passer (U-8) division games. 27

## LAW 12 – Fouls and Misconduct

### 1. Direct Free Kick (DFK):

- a. A Direct Free Kick (DFK) is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or involving disproportionate force:
  - i. kicks or attempts to kick:
    1. an opponent, or
    2. the ball while in the possession of the goal keeper;
  - ii. trips or attempts to trip an opponent; or
  - iii. jumps at an opponent; or
  - iv. charges an opponent; or
  - v. strikes or attempts to strike an opponent; including a goalkeeper throwing the ball vigorously at an opponent, or pushing an opponent with the ball while still holding it;
  - vi. pushes an opponent.
- b. A Direct Free Kick (DFK) is also awarded to the opposing team if a player commits any of the following four (4) offenses:
  - i. when tackling, to gain possession of the ball, makes contact with the opponent:
    1. before contact is made with the ball, or
    2. on any tackle made from outside peripheral vision (the rear 180 degrees) of the opponent, even if first contact is with the ball.
    3. holds an opponent; or
    4. spits at an opponent; or
    5. handles the ball deliberately, i.e. carries, strikes or propels the ball with hand or arm (this does not apply to the goalkeeper within his or her own penalty-area),
  - c. The Direct Free Kick (DFK) shall be taken by the opposing team from the place where the offense occurred, unless the offense is committed by a player in his opponents' goal area, in which case the free kick shall be taken from any point within the goal area.
  - d. In the Passers (U-8) division, all of the foregoing fouls shall result in an INDIRECT Free Kick (IFK).

### 2. Penalty Kick:

- a. Should a player of the defending team commit one of the above offenses within their own penalty area, he (or she) shall be penalized by a penalty kick.
- b. A penalty kick can be awarded irrespective of the position of the ball, if in play, at the time an offense within the penalty area is committed.

### 3. Indirect Free Kick (IFK):

The commission of any of the following offenses will result in the award of an INDIRECT free kick (IFK), taken by the opposing team at the point of the offense subject to the overriding conditions of Law XIII:

- a. DANGEROUS PLAY: Playing in a manner that could result in injury to the player or to any other player.  
"Dangerous Play" is a judgment call. The following examples are not exclusive:
  - i. Raising the foot, in an attempt to play the ball, to the level of another player's chest or higher when any other player is in normal position.

- ii. Using a double kick (scissors bicycle or hitch kick) within playing distance of another player (teammate or opponent).
- iii. Lowering the head to the level of the waist or lower in an attempt to head the ball in the presence of another player.
- iv. Playing or attempting to play the ball while lying on the ground within playing distance of another player.
- b. SLIDE TACKLING FROM THE REAR WITH NO CONTACT:
  - i. A slide tackle made from outside the peripheral vision (the rear 180 degrees) of an opponent in control of the ball where no contact is made with either the ball or the player.
- c. CHARGING FAIRLY: (i.e. with the shoulder to the shoulder of an opposing player, when each player has at least one foot on the ground) when the ball is not within playing distance of the players concerned.
- d. OBSTRUCTION: When not playing the ball, intentionally interposing the body so as to impede an opponent's movement.
- e. FOULS AGAINST GOALKEEPER:
  - i. Charging a goalkeeper:
    - 1. while the ball is in goalkeeper-possession ... or ...
    - 2. in the goal area – whether or not the ball is in goalkeeper-possession.
- f. IMPROPER CLEARING OF THE BALL BY THE GOALKEEPER: The following rules shall apply to goalkeepers when clearing the ball:
  - i. Goalkeepers may run or walk with the ball and take any number of steps while inside the penalty area, as long as there is no excessive delay in clearing the ball. The following rules (2) (a), (b) and (c) do not apply in any way to Passers (U-8) and Wings (U-10).
  - ii. Strikers and Kickers goalkeepers (U-12 through U-15)
    - 1. The goalkeeper, from the moment he or she takes control of the ball with his or her hands, may take no more six (6) seconds while holding, bouncing or throwing the ball in the air and catching it again without releasing it into play.
    - 2. The goalkeeper, having released the ball into play may not touch the ball again with his or her hands unless it has been touched or played
      - a. by a player of the opposing team (either inside or outside) of the penalty-area, or
      - b. subject to provision (c) noted below, by another player of the goalkeeper's team outside of the penalty area. )
      - c. On any occasion when a player deliberately kicks the ball, or throws the ball on a throw-in to his own goalkeeper:
      - d. the goalkeeper is not permitted to touch it with his (or her) hands.
      - e. If, however, the goalkeeper does touch the ball with his (or her) hands, he (or she) shall be penalized by the award of an INDIRECT free kick (IFK) to be taken by the opposing team from the place where the offense occurred, and in accordance with the overriding conditions of LAW XIII.

**Notes:**

- 1) "Possession" by the goalkeeper is having control, even if only with one hand.

- 2) Charging of the goalkeeper in the goal-area or when the ball is in goal-keeper-possession, or attempting to kick a ball in the goalkeeper's possession MUST be punished by caution or ejection, the choice to be subject to the referee's judgment.
- 3) If a player impeded the progress of the opposing goalkeeper, in an attempt to prevent him from putting the ball into play, the referee shall award an INDIRECT free kick.
- 4) If a player places his body between the ball and an opponent without touching it in an endeavor not to have it played by an opponent, he impeded but does not violate LAW XII-3.D while the ball remains within playing distance, and may be fair-charged while playing the ball.
- 5) Deliberate parrying of the ball by a goalkeeper shall not be considered as goalkeeper-possession and, as such, the goalkeeper is free to subsequently pick-up the ball without being subject to penalty.

#### 4. Caution- Yellow Card

##### a. A caution SHALL be administered:

- If a player enters or leaves the field of play without the referee's permission.
- If a player persistently violates the Laws of the Game.
- If dissent is shown by words or action with any decision of the referee.
- If a player engages in unsporting behavior. For example: an attempt to prevent a throw-in from being taken, or to prevent a goalkeeper from clearing the ball, or use of inappropriate language or gestures.
- If a player fails to respect the required distance when play is restarted, or otherwise delays the restart of play.

##### b. The referee need not stop the game to administer a caution; the advantage clause may be invoked. The caution will be administered as soon as play stops.

##### c. If the referee stops the game to administer a caution, the game shall be restarted by an INDIRECT free kick (IFK) taken by a player of the opposing team from the place where the ball was when the referee stopped the game, subject to the overriding conditions of Law XIII.30

##### d. A cautioned player may remain in the game or be replaced at the discretion of the coach. If replaced, the cautioned player may return at the team's next substitution opportunity.

#### NOTES:

- 1) If a player leans on the shoulders of another player of his own team in order to head the ball the player shall be cautioned for unsporting behavior.
- 2) If a player positions his arms to impede an opponent and steps from one side to the other, moving his arms up and down to delay his opponent, forcing him to change course, but does not make "bodily contact" the player shall be cautioned for unsporting behavior.
- 3) If a goalkeeper intentionally lies on the ball longer than is necessary, the goalkeeper shall be cautioned for unsporting behavior.

#### 5. Send-off-Red Card

- a. A player will be ejected from the game for:
  - i. violent conduct;
  - ii. serious foul play, including:
    - 1. deliberately handling the ball, thereby denying his opponents a goal, or an obvious goal-scoring opportunity, (other than the goalkeeper within his own penalty-area) and
    - 2. impeding an opponent who is moving toward his opponent's goal with an obvious goal-scoring opportunity, by committing any offense punishable by a free kick (or a penalty kick), and thereby denies the attacking team an obvious goal-scoring opportunity.

NOTE: Application of provisions (2) (a) & (2) (b) above may be inappropriate for Passers (U-8) and Wings (U-10)

- iii. The use of offensive, insulting or abusive language.
  - iv. An offense requiring a second caution
- b. If the game is stopped to eject the player, no other Law having been violated, an INDIRECT free kick (IFK) shall be awarded to the opposing team from the point of the offense, subject to the overriding conditions of Law XIII.

NOTES:

1) While caution and ejection rules also apply to coaches, it is recommended that play not be stopped merely to administer such caution or ejection. If play is stopped merely to administer such caution or ejection, play is to be restarted appropriately in accordance with LAW VIII-7.

2) Any player, whether he is within or outside the field of play, whose conduct is unsporting or violent, whether or not it is directed towards an opponent, teammate, the referee, an assistant referee or other person, or who uses offensive, insulting or abusive language, shall be dealt with according to the nature of the offense committed.

3) If, when a referee is about to caution a player, and before he has done so, the player commits another offense that merits a caution, the player shall be ejected.

## LAW 13 – Free Kick

1. There are two types of free kicks:
  - a. DIRECT (DFK): from which a goal can be scored without being touched by another player, of either team, against the opposing team only.
  - b. INDIRECT (IFK): from which a goal cannot be scored unless the ball has been touched by any other player, of either team, before it enters the goal. In the Passers (U-8) division all free kicks will be Indirect Free Kicks (IFK).
2. When a free kick is being taken by the kicking team outside their own Penalty Area (or in the Passers (U-8) division outside the Goalkeeper Area),
  - a. The ball may be kicked in any direction;
  - b. Players of the opposing team
    - i. Should be at least the following distance (in all directions) from the ball until it has been kicked:
      - Passers (U-8) - six (6) yards
      - Wings (U-10) - eight (8) yards
      - Strikers (U-12) Kickers (U-15) - ten (10) yards
    - ii. If requested by either the kicker or referee (in which case a second whistle should be used to restart play), must be at least the following distance from the ball until it has been kicked:
      - Passers (U-8) - six (6) yards
      - Wings (U-10) - eight (8) yards
      - Strikers (U-12) thru Kickers (U-15) - ten (10) yards
  - c. The defending players may stand on the goal-line and between the goal posts (only) in the case where an INDIRECT Free Kick (IFK) is being taken on or outside the opponent's Goal Area, but within less than the following distance from the opponent's goal:
    - Wings (U-10) - eight (8) yards
    - Strikers (U-12) thru Kickers (U-15) - ten (10) yards.
3. When a free kick is being taken by the kicking team from inside its own Penalty Area (or in the Passers (U-8) division the Goalkeeper Area),
  - a. all of the opposing players shall remain outside the Area until the ball has been kicked and travels outside of the Area and be at least the following distance from the ball until it has been kicked:
    - Passers (U-8) - six (6) yards
    - Wings (U-10) - eight (8) yards
    - Strikers (U-12) thru Kickers (U-15) - ten (10) yards
  - b. The ball shall be in play when the whole of the ball has left the Area into the field of play.
    - i. If the ball is not kicked beyond the Area, the kick shall be retaken, or
    - ii. If the ball is touched by any player (including the kicker) before it leaves the Area, the kick shall be retaken.
4. In the Wings (U-10) division and older, any free kick awarded to a defending team inside its own Goal Area shall be taken from a point anywhere within the Goal Area in which the offense occurred.
  - a. In the Passers (U-8) division:

- i. for games being played on a Passer-sized game field, any free kick awarded to a defending team inside its own Goalkeeper Area shall be taken from a point anywhere within the Goalkeeper Area in which the offense occurred.
  - ii. for games being played on a full-sized field, with full-sized field markings, any free kick awarded to a defending team inside its own Goal Area (or from a point located in front of the Goal Area within twelve (12) yards from the goal-line) shall be taken from a spot located anywhere within the Goal Area or directly in front of the Goal Area within twelve (12) yards from the goal-line.
5. On all free kicks:
  - a. The ball is in play when it is kicked and moves, except as noted in section 3-B above.
  - b. The ball must be stationary when the free kick is taken.
6. If players of the opposing side encroach within the distance noted in Sections 2-B and/or 3-A above, the referee may delay the taking of the free kick until the required distance is met. Encroachment should be considered as unsporting behavior.
7. Any INDIRECT Free Kick (IFK) awarded to the attacking team within its opponent's goal-area shall be taken from the part of the goal-area line which runs parallel to the goal-line, at the point nearest to where the offense was committed.
8. Once the ball is in play, the kicker may not play the ball again until it has been touched by another player.
9. PUNISHMENT: For playing the ball twice in succession, an INDIRECT Free Kick (IFK) is awarded to the opposing team at the point where it was touched the second time.

NOTES:

- 1) To indicate an Indirect Free Kick (IFK), the referee shall raise an arm straight up above his head. The referee shall keep the arm raised until the ball has been played or touched by another player or leaves the field of play.
- 2) If the referee does not raise an arm to signal the IFK and the ball is kicked directly into the goal, the IFK is to be retaken because of the referee's mistake.
- 3) When any free kick is being taken, players of the opposing team, who do not retire to the proper distance, tempt to delay the taking of a free kick by encroaching, or dancing about or waving their arms in a way calculated to distract their opponents, shall be cautioned for unsporting behavior.

## **LAW 14 – Penalty Kick**

1. There shall be no penalty kicks in the Passers (U-8) division.
2. A penalty kick shall be taken from the penalty-mark.
3. When the penalty kick is taken all players (other than the player taking the penalty kick and the opposing goalkeeper) shall be:
  - a. within the field of play,
  - b. outside the penalty area,
  - c. outside the penalty arc, and
  - d. farther from the goal line than the penalty mark.
4. The goalkeeper (who may be changed with another player on the field for the taking of the penalty kick):
  - a. must remain on the goal-line, between the goal-posts, and may move along the goal-line prior to the kick, but shall not come off the goal-line until the ball has been kicked, and
  - b. is permitted to move the body or arms – but not in an unsporting attempt to distract the kicker.
5. The ball:
  - a. must be kicked forward,
  - b. is in play immediately after it has been kicked and moves, and
  - c. may not be touched a second time by the kicker until touched by another player.
6. A goal may be scored DIRECT (first touch) from a penalty kick.
7. When a penalty kick is being taken a goal shall not be nullified if, before passing between the posts and under the crossbar the ball touches either or both goal-posts, or the crossbar, or the goalkeeper, or any combination of these, providing that no other violation has occurred.
8. PUNISHMENT:
  - a. For any violation of this Law by the defending team:
    - i. If a goal is scored, the goal is allowed; but
    - ii. If a goal is not scored, the penalty kick MUST BE retaken.
  - b. For any violation of the Law by the attacking team:
    - i. If a goal is scored, the goal is disallowed and the penalty kick MUST BE retaken; but
    - ii. If a goal is not scored, play is stopped and an INDIRECT Free Kick (IFK) is taken by the opposing team at the spot of the violation.
  - c. If both teams violate this law, the kick is retaken.
  - d. If the kicker is guilty of playing the ball twice in succession an INDIRECT Free Kick (IFK) is awarded to the opposing team to be taken from the place where the infringement occurred, unless the offense is committed in the opponent's goal-area, in which case the free kick shall be taken from a point anywhere within the goal-area, and in accordance with the overriding conditions of LAW XIII.

NOTES:

- 1) When the referee has awarded a penalty kick, he shall not signal for it to be taken, until the players have taken up position in accordance with the law.
- 2) If, after the kick has been taken, the ball:
  - a) is stopped in its course towards the goal, by an outside agent, the kick shall be retaken.
  - b) rebounds into play from the goalkeeper, the crossbar or goal post, and is then stopped in its course by an outside agent, the referee shall stop play and restart it with a drop ball.
- 3) If, after having given the signal for a penalty kick to be taken and before the ball has been kicked, any of the following situations occur, the referee shall allow the kick to proceed.
  - a) The goalkeeper moves off the goal line. If a goal is not scored, the penalty kick shall be retaken.
  - b) A player of the defending team encroaches into the penalty area, or within ten (10) yards of the penalty-mark (eight (8) yards for Wings (U-10)), or ahead of the ball. If a goal is not scored, the penalty kick shall be retaken.
  - c) The player taking the kick is guilty of unsporting behavior.
    - (1) If a goal is scored, the penalty kick shall be retaken.
    - (2) If a goal is not scored, an Indirect Free Kick (IFK) shall be taken by the opposing team at the penalty mark.
  - d) A teammate of the player taking the kick encroaches into the penalty-area or within ten (10) yards of the penalty-mark (eight (8) yards for Wings (U-10)), or ahead of the ball.
    - (1) If a goal is scored, the penalty kick shall be retaken.
    - (2) If a goal is not scored, an indirect free kick shall be taken by the opposing team at the spot of the infraction, or in the case of an infraction by the goalkeeper anywhere within the goal area.
  - e) The goalkeeper moves off the goal line, and a teammate of the kicker encroaches into the penalty area, or within ten (10) yards of the penalty-mark mark (eight (8) yards for Wings (U-10)), or ahead of the ball. The penalty kick shall be retaken.
  - f) A player(s) of each team encroaches into the penalty area, or within ten (10) yards of the penalty-mark mark (eight (8) yards for Wings (U-10)), or ahead of the ball. The penalty kick shall be retaken.

The following is a summary of the stated provisions:

Result of Penalty Kick	No Violation	Violation Attacking Team Only	Violation Defense Only	Violation By Both
<b>Enters Goal</b>	Goal	Re-kick	Goal	Re-kick
<b>Goes directly out-of-bounds</b>	Goal Kick	Indirect Free Kick	Re-kick	Re-kick
<b>Rebounds into play from goal or from goalkeeper</b>	Play continues	Indirect Free Kick	Re-Kick	Re-kick
<b>Saved and helped by goalkeeper</b>	Play continues	Indirect Free Kick	Re-Kick	Re-kick
<b>Deflected out-of-bounds by goalkeeper</b>	Corner kick	Indirect Free Kick	Re-Kick	Re-kick

9. EXTENDED TIME PENALTY KICKS:

- a. When a period is extended to allow a penalty kick to be taken or retaken, the extension shall last until the moment that the penalty kick has been completed, i.e. until the referee has decided whether or not a goal is scored, and the period shall end immediately after the referee has made his decision. After the player taking the penalty kick has put the ball into play, no player other than the defending goalkeeper may play or touch the ball.
- b. On a penalty kick taken after time has expired, the kicker may not play the ball a second time.
- c. When a penalty kick is being taken in extended time:
  - i. The provisions of all of the foregoing paragraphs, except NOTE 2-B shall apply in the usual way, and
  - ii. In the circumstances described in NOTE 2-B, the ball remains alive until it's momentum is spent, it goes out of bounds, or is retouched by the kicker, even if the ball has rebounded from the goalkeeper, the crossbar or the goal post in the process.

## LAW 15 – Throw-In

1. When the whole of the ball has passed over a touch-line, either on the ground or in the air, it shall be put in play by a throw-in in any direction at the point where it crossed the line, by a player of the team opposite to that of the player who touched it last.
2. The thrower,
  - a) At the moment of delivering the ball, must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touch-line and part of each foot shall be in contact with the ground, and
  - b) Shall use both hands, and
  - c) Shall deliver the ball from behind and over his or her head.
3. All opposing players must remain at least two (2) yards from the thrower until the ball is in play.
4. The ball shall be in play immediately upon any part of the ball breaking the plane of the field-of-play after having been released by the thrower, but the thrower shall not again play the ball until it has been touched by another player.
5. A goal may not be scored directly from a throw-in.
6. The Offside Law does not apply at the taking of a throw-in.
7. PUNISHMENT:
  - a) For an improper throw-in, the restart shall be a throw-in by the other team. The same shall be true if the throw-in is not taken at the point where the ball went out of play.
  - b) For touching the ball a second time, an INDIRECT Free Kick (IFK) shall be taken by the opposing team at the point of the offense.

### NOTES:

- 1) If a player taking a throw-in plays the ball a second time by handling it within the field of play before it has been touched or played by another player, a simultaneous foul has been committed, i.e. a second touch of the ball (IFK) and handling (DFK). The referee shall award a DFK.
- 2) If, when a throw-in is being taken, any of the opposing players dance about or wave their hands in a way calculated to distract or impede the thrower, it shall be deemed unsporting behavior, for which the offender(s) should be cautioned.
- 3) If the ball does not enter the field or hits the ground before entering the field, the throw-in is to be retaken.
- 4) In a Passers (U-8) division game when an improper throw-in is taken, the referee should stop play, explain the proper procedure to the player and allow the throw-in to be retaken.

## **LAW 16 – Goal Kick**

1. When the ball passes completely over the defending team's goal-line, and was last touched by an attacking player, and a goal was not scored, it shall be put into play by a kick taken:
  - a) by a player of the defending team, and
  - b) from a point anywhere within the goal areaException: In the Passers (U-8) division the kick shall be taken from anywhere within the defined Goalkeeper Area on a Passer's field (or from anywhere in front of the goal area and within twelve (12) yards from the goal line on a full sized field with full sized markings.)
2. The Offside Law does not apply at the taking of a goal kick.
3. The ball shall be in play when the whole of the ball has left the Penalty Area (or in the Passers (U-8) division the Goalkeeper Area) into the field of play.
  - a) If the ball is not kicked beyond the Area, the goal kick shall be retaken, or
  - b) If the ball is touched by any player (including the kicker) before it leaves the Area, the goal kick shall be retaken.
4. If a player taking a goal kick touches the ball after it has left the Penalty Area, but before it is touched by another player, an INDIRECT Free Kick (IFK) shall be awarded to the opposing team. The IFK will be taken from the place where the second touch occurred.
5. A goal may be scored DIRECT (first touch) from a goal-kick, but only against the opposing team.
6. Players of the opposing team shall remain outside the Penalty Area (or in the Passers (U-8) division the Goalkeeper Area), until the ball has left the Area.

## **LAW 17 – Corner Kick**

1. When the ball passes completely over the defending team's goal-line, and was last touched by a defending player, and a goal was not scored, it shall be put into play by a kick taken:
  - a) by a player of the attacking team,
  - b) from the corner of the field nearest to where the ball crossed the goal line.
2. The ball must be placed on or within the Corner Arc.
3. The corner-flag may not be moved by a player for the taking of the corner kick.
4. The Offside Law does not apply at the taking of a corner kick.
5. The ball is in play when it is kicked and moves.
6. A goal may be scored DIRECT (first touch) from a corner kick.
7. Defending players must remain the distance noted below from the Corner Arc until the ball has been kicked and moves.
  - a) Passers (U-8) - six (6) yards
  - b) Wings (U-10) - eight (8) yards
  - c) Strikers (U-12) thru Kickers (U-15) - ten (10) yards
8. If the player taking the corner kick touches the ball a second time before it has been touched by another player an INDIRECT Free Kick (IFK) shall be awarded to the opposing team at the point of the offense. The IFK will be taken from the place where the second touch occurred.

## OFFICIALS SIGNALS

Adopted from FIFA – Laws of the Game 2014-2015



Substitution



Throw-in  
for attacker



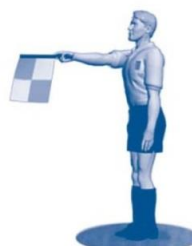
Throw-in  
for defender



Direct free kick



Advantage



Goal kick



Corner kick



Indirect free kick



Yellow card



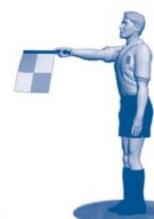
Red card



Offside



Offside on the  
near side of the field



Offside in the centre  
of the field



Offside on  
the far side of the field



Foul by defender



Foul by attacker

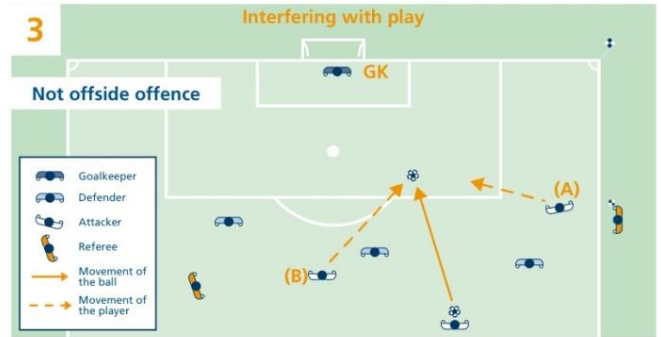


## DIAGRAMS ILLUSTRATING OFFSIDES

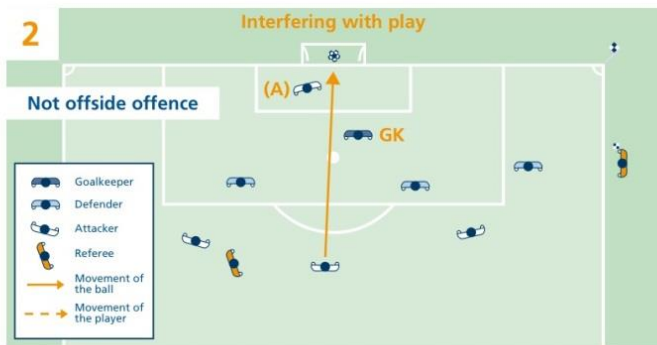
Adopted from FIFA – Laws of the Game 2014-2015



An attacker **in an offside position** (A), not interfering with an opponent, **touches the ball**.  
The assistant referee must raise the flag when the player **touches the ball**.



An attacker **in an offside position** (A) runs towards the ball and a team-mate **in an onside position** (B) also runs towards the ball and plays it.  
(A) cannot be penalised because he did not touch the ball.



An attacker **in an offside position** (A), not interfering with an opponent, **does not touch the ball**.  
The player cannot be penalised because he did not touch the ball.



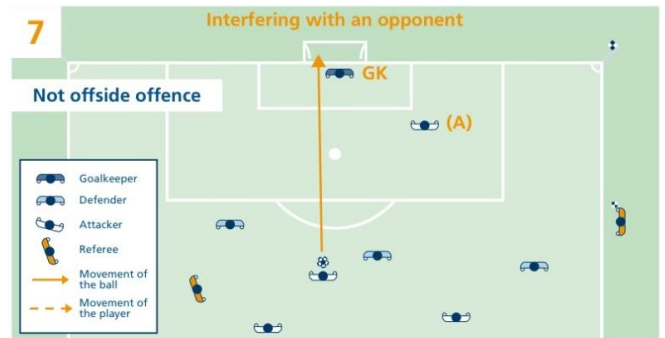
A player **in an offside position** (A) may be penalised before playing or touching the ball, if, in the opinion of the referee, no other team-mate in an onside position has the opportunity to play the ball.

## DIAGRAMS ILLUSTRATING OFFSIDES

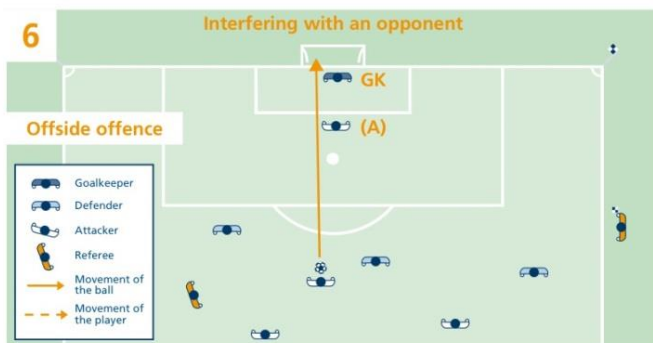
Adopted from FIFA – Laws of the Game 2014-2015



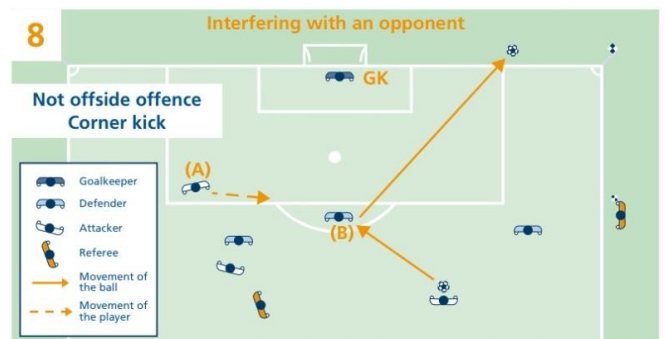
An attacker **in an offside position** (1) runs towards the ball and **does not touch** the ball.  
The assistant referee must signal "goal kick".



An attacker **in an offside position** (A) is **not** obstructing the goalkeeper's line of vision or challenging an opponent for the ball.



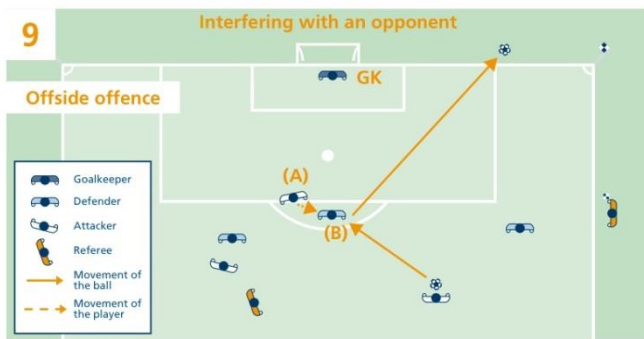
An attacker **in an offside position** (A) is obstructing the goalkeeper's line of vision. He must be penalised because he prevents an opponent from playing or being able to play the ball.



An attacker **in an offside position** (A) runs towards the ball but he does not prevent the opponent from playing or being able to play the ball.  
(A) is **not** challenging an opponent (B) for the ball.

## DIAGRAMS ILLUSTRATING OFFSIDES

Adopted from FIFA – Laws of the Game 2014-2015



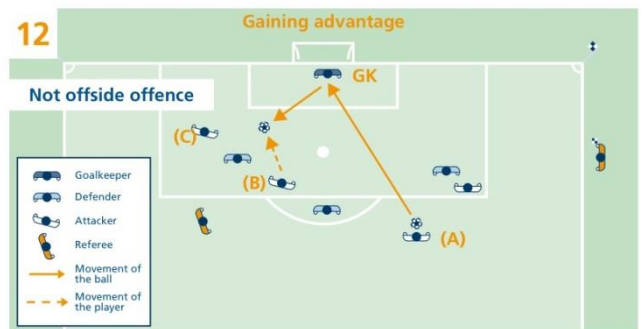
An attacker **in an offside position** (A) runs towards the ball preventing the opponent (B) from playing or being able to play the ball by challenging the opponent for the ball.  
(A) is challenging an opponent (B) for the ball.



An attacker **in an offside position** (B) is penalised for **playing or touching the ball** that rebounds, is deflected or is played to him from a deliberate save by the goalkeeper having been **in an offside position** when the ball was last touched or is played by a team-mate.



An attacker **in an offside position** (B) is penalised for **playing or touching the ball** that rebounds, is deflected or is played to him from a deliberate save by a player from the defending team (C) having been **in an offside position** when the ball was last touched or is played by a team-mate.



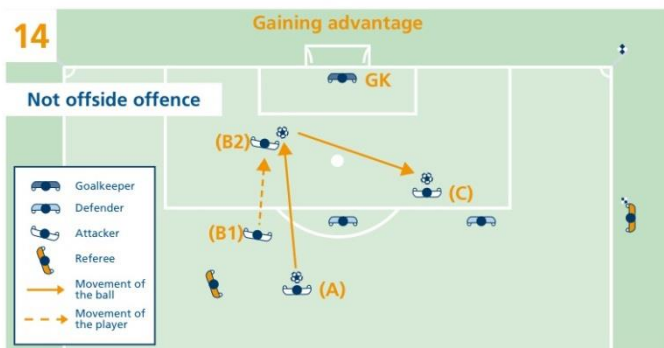
The shot by a team-mate (A) rebounds from the goalkeeper. (B) is in an offside position and plays the ball.  
(C) **in an offside position** is not penalised because he did not gain an advantage from being in that position because he did not touch the ball.

## DIAGRAMS ILLUSTRATING OFFSIDES

Adopted from FIFA – Laws of the Game 2014-2015



The shot by a team-mate (A) rebounds off or is deflected by an opponent to attacker (B) who is penalised for **playing or touching the ball** having previously been **in an offside position**.



An attacker (C) is **in an offside position**, not interfering with an opponent, when a team-mate (A) passes the ball to player (B1) in an onside position who runs towards the opponents' goal and passes the ball (B2) to team-mate (C). Attacker (C) cannot be penalised because when the ball was passed to him, he was **in an onside position**.

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