

Laws of the Game

LAW 1 --The Field of Play

Field Surface

1. The field of play must be rectangular and marked with continuous lines which must not be dangerous. These lines belong to the areas of which they are boundaries.

Marking of the field

1. Only the lines indicated in Law 1 are to be marked on the field of play. A player who makes unauthorized marks on the field of play must be cautioned for unsporting behavior. If the referee notices this being done during the match, the player is cautioned when the ball next goes out of play.
2. The two longer boundary lines are touchlines. The two shorter lines are goal lines.
3. The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines.
4. The center mark is at the midpoint of the halfway line. A circle with a radius of 9.15m (10yds) is marked around it.
5. Marks may be made off the field of play 9.15m (10yds) from the corner arc at right angles to the goal lines and the touchlines.
6. All lines must be of the same width, which must not be more than 12cm (5ins). The goal lines must be of the same width as the goalposts and the cross bar.

| Division | On Field | Age | Players on Field | Bal I | | Goal Size | Players per Team | Max |
|-------------|------------|-----------|------------------|-------|-----------|-----------|------------------|-----|
| U5 | 5v5 | Age 4 | 5v5 | 3 | 20/20 | 3v3 | 8/9 | 10 |
| U6 | 5v5 | Age 5 | 5v5 | 3 | 20/20 | 3v3 | 8/9 | 10 |
| U8B | 7v7 | Age 6-7 | 7v7 | 4 | Build Out | 12' | 11/12 | 11 |
| U8G | 7v7 | Age 6-7 | 7v7 | 4 | Build Out | 12' | 11/12 | 11 |
| U10B | 9v9 | Age 8-9 | 9v9 | 4 | Build Out | 18' | 11/12 | 11 |
| U10G | 9v9 | Age 8-9 | 9v9 | 4 | Build Out | 18' | 11/12 | 11 |
| U12 | 9v9 | Age 10-11 | 9v9 | 4 | Offsides | 18' | 11/12 | 11 |
| U14 | 9v9 | Age 12-13 | 9v9 | 5 | Offsides | 18' | 11/12 | 11 |
| U18 | 5v5 or 6v6 | Age 14-18 | 7v7 or 8v8 | 5 | Offsides | 18' | 11/12 | 11 |

LAW 1---The Field of Play

Goal Area

Two lines are drawn at right angles to the goal line, 5.5 m (6 yds) from the inside of each goalpost. These lines extend into the field of play for 5.5m (6yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

Goals

A goal must be placed on the center of each goal line.

A goal consists of two vertical posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous.

The distance between the inside of the posts is 7.32m (8yds) and the distance from the lower edge of the crossbar to the ground is 2.44m (8ft).

The position of the goalposts in relation to the goal line must be in accordance with the graphics.

The goalposts and the crossbar must be white and have the same width and depth, which must not exceed 12cm (5ins).

If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If it cannot be repaired the match must be abandoned. A rope or any flexible or dangerous material may not replace the crossbar. Play is restarted with a dropped ball.

Nets may be attached to the goals and the ground behind the goal; they must be properly supported and must not interfere with the goalkeeper. Safety

Goals (including portable goals) must be firmly secured to the ground.

Build Out Line

For U8-U10 division play there will be a build out line used to promote playing the ball out of the back in an unpressured setting. This line will be marked equal distant between penalty area line and half line.

The penalty area

Two lines are drawn at right angles to the goal line from the inside of each goalpost. These lines extend into the field of play for and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area, a penalty mark is made from the midpoint between the goalposts.

An arc of a circle with a radius of from the center of each penalty mark is drawn outside the penalty area.

The corner area

The corner area is defined by a quarter circle with a radius of 1m (1yd) from each corner flag post drawn inside the field of play.

Flag posts

A flag post, with a non-pointed top and a flag must be place at each corner.

The technical area

The technical area relates to a designated seated area for team officials and substitutes as outlined below:

1. the technical area should only extend 1m (1yd) on either side of the designated seated area and up to a distance of 1m (1yd) from the touchline.
2. markings should be used to define the area.
3. the number of persons permitted to occupy the technical area is defined by the competition rules.

4. must behave in a responsible manner.
5. must remain within its confines except in special circumstances, e.g., a physiotherapist/doctor entering the field of play, with the referee's permission, to assess an injured player.
6. only one person at a time is authorized to convey tactical instructions from the technical area.

LAW 2---The Ball

Game Ball

1. The ball shall be spherical.
2. No material shall be used in its construction that might prove dangerous to the players.
3. The circumference of the ball shall not exceed 28 inches.

Standard sizes for play in Troy Soccer Club games are as follows:

| | |
|-----------|--------|
| U5 – U6 | size 3 |
| U8 & U12 | size 4 |
| U14 & U18 | size 5 |

The ball shall not be changed during the game unless authorized by the referee.

If the ball bursts or becomes deflated during a match the game shall be stopped and restarted with a drop ball using the new ball at the place where the first ball became defective unless it was within the goal area at that time, in which case it shall be dropped on that part of the goal area line which runs parallels to the goal line, nearest to where the ball was when play was stopped.

A defective ball may be replaced during any normal stoppage in play, such as a goal kick, corner kick, place kick, throw in or free kick. The game shall be restarted accordingly, as if no stoppage had occurred.

Additional balls which meet the requirements of Law 2 may be placed around the field of play and their use is under the referee's control.

LAW 3 --- THE PLAYERS

Number of Players

A match shall be played by two teams with the number of players on the field of play at one time detailed below, one of whom shall be the goalkeeper. The number of available players for the team with the fewest available players should be used to determine the number of players on the field. A player who has been sent off the field (Law XII) may not be replaced for the remainder of the game.

| <u>Number of Available Players</u> | <u>Number of Players on Field</u> |
|------------------------------------|-----------------------------------|
| 5 | 5 |
| 6-7 | 6 |
| 8-9 | 7 |
| 10-14 | 8 |
| 15-19 | 11 |

Small, sided games will be 5v5 with no goalie, to be mutually determined by the adult team representatives. If the adult team representatives cannot mutually agree, the referees may determine the sides by coin toss.

The actual number of players allowed on the field of play may be varied through mutual agreement of the adult team representatives prior to the beginning of the match.

If a team does not have enough players present, as outlined above, at the scheduled start time of the game, a fifteen-minute grace period will be allowed. The fifteen-minute grace period will begin effective with the scheduled start time of the game. The game will start as soon as both teams have enough players present. If at the end of the fifteen-minute grace period a team still does not have enough players present to play, the game shall be declared a forfeit and awarded to the opposing team by a 1-0 score.

Substitution of Players

To replace a player with a substitute, the following must be observed:

- The referee must be informed before any substitution is made.
- The player being substituted receives the referee's permission to leave the field of play, unless already off the field
- The player being replaced is not obliged to leave at the halfway line and takes no further part in the match, except where return substitutions are permitted.
- If a player who is to be replaced refuses to leave, play continues.

The substitute only enters:

- During a stoppage in play
- At the halfway line
- After the player being replaced has left
- After receiving a signal from the referee

Substitution is allowable in any match subject to the following conditions:

- A) May take place only during a stoppage in play
- B) Only after the referee has beckoned substitutes onto the field
- C) Substitutes shall enter and exit the field at the halfway line nearest their team bench.
- D) When an injury causes a stoppage in play however, only the injured player or players may be substituted, the injured player must be substituted for any available subs.
- E) A goalkeeper may be substituted at any stoppage in play when substitution is allowed, and the referee must be notified of the goal keeper change.

Team may substitute is as follows:

| Event causing play stoppage | Which team(s) may substitute |
|-----------------------------|--------------------------------|
| place kick | either team |
| goal kick | either team |
| After goal is scored | Either team |
| throw in | team in possession of the ball |
| corner kick | team in possession of the ball |
| Injury | Only the injured player |
| Free kick | none |

If a substitute enters the field of play without the authority of the referee, play shall be stopped. The substitute shall be cautioned and removed from the field or sent off in accordance with the circumstances. The game shall be restarted by the referee dropping the ball at the place where it was when play was stopped, unless it was within the goal area at that time, in which case 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.

LAW 4---PLAYERS EQUIPMENT

Safety

A player shall not wear anything that is dangerous to another player or to him/herself e.g., necklaces, long or hoop earrings, hard hair pieces. Medic-Alert necklaces are acceptable but should be securely taped to the chest of the wearer.

No Head balls allowed for U10 and under.

Equipment

The basic compulsory equipment of a player shall consist of

1. A jersey (provided by TSC),
2. Shorts or pant
3. Stockings (provided by TSC)
4. Shin guards-- Shin guards must be covered completely by the stockings and shall be made of a suitable material (rubber, plastic, or polyurethane) and shall afford a reasonable degree of protection.
5. Footwear--Foot ware shall be constructed of a molded, one piece sole. There shall be no metal cleats, studs or bars on the front portion of the sole. Metal tips of any kind are prohibited. Tennis shoes or molded soccer cleats are acceptable.

Colors

1. The two teams must wear colors that distinguish them from each other and the match officials
2. Each goalkeeper must wear colors that are distinguishable from the other players and the match officials
3. If the two goalkeepers' shirts are the same color and neither has another shirt, the referee allows the match to be played
4. Any tape or other material on/covering socks must be same color as the sock
5. Undershorts must be same color of shorts or hem
6. A team must all wear same color

Other equipment

Non-dangerous protective equipment, for example headgear, face masks and knee and arm protectors made of soft, lightweight padded material is permitted as are goalkeepers' caps and sports spectacles.

Where head covers are worn, they must:

- Not be attached to the shirt
- Not be dangerous to the player wearing it or any other player (e.g., opening/ closing mechanism around neck)

The use of any form of electronic communication between players (including substitutes/substituted and sent off players) and/or technical staff is not permitted.

Player can return during play after changing /correcting equipment once equipment has been checked (by referee, fourth official or AR) and referee signals.

Players losing footwear/shin guard accidentally can play on until next stoppage.

LAW 5---The Referee & Linesmen

The Authority of the Referee

The Troy Soccer Club shall combine the duties of the referee and the linesmen and refer to both as referees. The Troy Soccer Club will use a two-referee system whenever possible.

The referees shall be assigned for each game by the Troy Soccer Club. Their authority and the exercise of their powers shall commence the moment they enter the field of play.

Their powers of penalizing shall extend to offenses committed when play has been temporarily suspended or when the ball is out of play. Their decisions on points of fact concerned with the play shall be final so as the result of the game is concerned.

1. Decisions of the referee

Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.

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 not change a decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of the first or second half (including extra time) and left the field of play or terminated the match.

If a referee is incapacitated, play may continue under the supervision of the other match officials until the ball is next out of play.

Referee can only use red and yellow cards after entering the field at start of the game.

2. Powers and duties --The referee:

- Enforces the Laws of the Game and controls the match in cooperation with the other match officials
- Acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match.
- Refrain from penalizing in cases where they are satisfied that by doing so would be giving an advantage to the offending team.
- Have discretionary power to stop the game for any infringement of the laws and to suspend whenever, by reason of the elements, interference by spectators, or other cause, they deem such stoppage is necessary. In the event of a suspension of play, a board member (preferably the referee coordinator on duty) should be consulted to assist in resolving the problem.
- From the time they enter the field of play, caution and show a yellow card to any player guilty of misconduct or ungentlemanly behavior.
- Allow no player to enter the field of play without their permission.
Stop the game if in their opinion a player has been injured.

LAW 5---The Referee & Linesmen

2. Powers and duties --The referee:

- Show a red card to and send off the field of play any player, coach, or spectator who, in their opinion, is guilty of violent conduct (striking), serious foul play, the use of abusive or foul language, or who persists in misconduct after receiving a caution. These violations should be recorded on the back of the score card and would include the offending team,

individual's name and if it is a player, the player's number. Additional detail describing the offense should also be added for record keeping purposes.

- Signal for recommencement of the game after all stoppages.
- Decide that the ball provided for a match meets with the requirements of LAW.
- Enforces no head ball for U10 and under

3. Advantage

- allows play to continue when an infringement or offence occurs, and the non-offending team will benefit from the advantage and penalizes the infringement or offence if the anticipated advantage does not ensue at that time or within a few seconds

4. Disciplinary action

- punishes the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences
- has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Law 3.6); the referee will report any other misconduct.
- Has the power to show yellow or red cards from entering the field of play at the start of the match until after the match has ended, including during the half-time interval, extra time and kicks from the penalty mark.
- Takes action against team officials who fail to act in a responsible manner and may expel them from the field of play and its immediate surrounds.
- Acts on the advice of other match officials regarding incidents that the referee has not seen.

LAW 5---The Referee & Linesmen

5. Injuries

- allows play to continue until the ball is out of play if a player is only slightly injured.
- stops play if a player is seriously injured and ensures that the player is removed from the field of play. An injured player may not be treated on the field of play and may only re-enter after play has restarted; if the ball is in play, re-entry must be from the touchline but if the ball is out of play, it may be from any boundary line. Exceptions to the requirement to leave the field of play are only when:
 - o a goalkeeper is injured.
 - o a goalkeeper and an outfield player have collided and need attention.
 - o players from the same team have collided and need attention.
 - o a severe injury has occurred.
 - o a player is injured as the result of a physical offence for which the opponent is cautioned or sent off (e.g., reckless, or serious foul challenge), if the assessment/treatment is completed quickly.
- Ensures that any player bleeding leaves the field of play. The player may only re-enter on receiving a signal from the referee, who must be satisfied that the bleeding has stopped and there is no blood on the equipment.
- if the referee has authorized the doctors and /or stretcher bearers to enter the field of play, the player must leave on a stretcher or on foot. A player who does not comply, must be cautioned for unsporting behavior.
- if the referee has decided to caution or send off a player who is injured and must leave the field of play for treatment, the card must be shown before the player leaves.

- if play has not been stopped for another reason, or if an injury suffered by a player is not the result of an infringement of the Laws of the Game, play is restarted with a dropped ball.
- Player injured by red or yellow card foul can be quickly assessed/treated and stay on field.

6. Outside interference

1. Stops, suspends, or abandons the match for any infringements of the Laws or because of outside interference e.g., if:
 - the floodlights are inadequate.
 - an object thrown by a spectator hits a match official, a player or team official, the referee may allow the match to continue, or stop, suspend, or abandon it depending on the severity of the incident
 - a spectator blows a whistle which interferes with play - play is stopped and restarted with a dropped ball.
 - an extra ball, other object or animal enters the field of play during the match, the referee must:
 - stop play (and restart with a dropped ball) only if it interferes with play unless the ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal.
 - allow play to continue if it does not interfere with play and have it removed at the earliest possible opportunity.

LAW 5---The Referee & Linesmen

6. Outside interference

- Allows no unauthorized persons to enter the field of play.

7. Referee's equipment Compulsory equipment:

- Whistle(s)
- Watch(es)
- Red and yellow cards
- Notebook (or other means of keeping a record of the match) Other equipment Referees may be permitted to use:
- Equipment for communicating with other match officials – buzzer/beep flags, headsets etc.

8. Referee signals.

Referee signals Refer to graphics for approved referee signals.

9. Liability of Match Officials

A referee or other match official is not held liable for:

- any kind of injury suffered by a player, official or spectator.
- any damage to property of any kind
- any other loss suffered by any individual, club, company, association or other body, which is due, or which may be due to any decision taken under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match. Such decisions may include a decision:
 - that the condition of the field of play or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
 - to abandon a match for whatever reason
 - as to the suitability of the field equipment and ball used during a match
 - to stop or not to stop a match due to spectator interference or any problem in spectator areas
 - to stop or not to stop play to allow an injured player to be removed from the field of play for treatment
 - to require an injured player to be removed from the field of play for treatment.

- to allow or not to allow a player to wear certain clothing or equipment.
- where the referee has the authority, to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play.
- any other decision taken in accordance with the Laws of the Game or in conformity with their duties under the terms of FIFA, confederation, national football association or competition rules or regulations under which the match is played.

LAW 6---Duration of the Game

Game durations

The duration of the game shall be as follows:

| | |
|---------|---|
| U5 & U6 | 20 min practice/ 2 halves of 10 min each/ 5 min break |
| U8 | 2 halves of 25 minutes each/5 min break |
| U10 | 2 halves of 25 minutes each/5 min break |
| U12 | 2 Halves of 25 min/5 min break |
| U14 | 2 Halves of 30 min/5 min break |
| U18 | 2 Halves of 30 min/5 min break |

Additional time may be added for medical drink breaks or heat situations.

LAWS 7---The Ball in and out of play

The ball is out of play:

- a) When it has wholly crossed the goal line or touch line, either on the ground or in the air
- b) When the game has been stopped by the referee.

The ball is in play at all other times including:

- a) If it rebounds from a goal post, cross bar, or corner flag post onto the field of play
- b) If it rebounds off a referee when they are in the field of play and the ball remains in the field of play
- c) In the event of a supposed infringement of the laws, until a decision is given.

LAW 8---The Start/Restart of play

1. Kick-off Procedure

- The team that wins the toss of a coin decides which goal it will attack in the first half.
- Their opponents take the kick-off
- The team that wins the toss takes the kick-off to start the second half.
- For the second half, the teams change ends and attack the opposite goals.
- After a team scores a goal, the kick-off is taken by their opponents.

For every kick-off:

- All players must be in their own half of the field of play.
- The opponents of the team taking the kick-off must be at least 9.15 m (10 yds) from the ball until it is in play
- The ball must be stationary on the center mark.
- The referee gives a signal.
- The ball is in play when it is kicked and clearly moves.
- A goal may be scored directly against the opponents from the kick-off.
- Ball can be kicked in any direction at kick-off.
- Referee cannot manufacture outcome of a dropped ball.

Infringements and sanctions

- If the player taking the kick-off touches the ball again before it has touched another player an indirect free kick, or for deliberate handball a direct free kick, is awarded.

2. Dropped ball Procedure

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area in which case the ball is dropped on the goal area line which is parallel to the goal line at the point nearest to where the ball was when play was stopped. The ball is in play when it touches the ground.

Any number of players may contest a dropped ball (including the goalkeepers); the referee cannot decide who may contest a dropped ball or its outcome.

Infringements and sanctions

The ball is dropped again if it:

- touches a player before it touches the ground.
- leaves the field of play after it touches the ground, without touching a player.

If a dropped ball enters the goal without touching at least two players play is restarted with:

- a goal kick if it enters the opponents' goal.
- a corner kick if it enters the team's goal.

3. Built out Line

This line is for U8-U10 age divisions. This line is equal distance between penalty area line and half line. When the goalkeeper has the ball, either during play or from a goal kick the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate. Once that teammate touches the ball it is in play (punting is not allowed). When a goal kick is awarded all opposing team members must be behind the built-out line. Once a defender receives the ball from the goalkeeper then the opposing team may cross the built-out line.

LAW 9---The Method of scoring

Determining the outcome of the match

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence or infringement of the Laws of the Game has been committed by the team scoring the goal.

If a referee signals a goal before the ball has passed wholly over the goal line, play is restarted with a dropped ball.

1. Winning team

The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.

When competition rules require a winning team after a drawn match or home- and-away tie, the only permitted procedures to determine the winning team are:

- away goals rule
- extra time
- kicks from the penalty mark

LAW 10---OFF-SIDE

The off-side rule is not applicable for u5, U6, U8, U10, and small sided (3v3).

Offside Position

It is not an offence to be in an offside position.

A player is in an offside position if:

- He is nearer to his opponents' goal line than both the ball and the second last opponent.

A player is not in an offside position if:

- He is in his own half of the field of play; or
- He is level with the second last opponent; or

- He is level with the last two opponents.

Offence

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- Interfering with play; or
- Interfering with an opponent; or
- Gaining an advantage by being in that position.

No Offence

There is no offside offence if a player receives the ball directly from:

- A goal kick; or
- A throw-in; or
- A corner kick.

Infringements/Sanctions

For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

LAW 11 ---FOULS AND MISCONDUCT

Direct and indirect free kicks and penalty kicks can only be awarded for offences and infringements committed when the ball is in play.

1. Direct free kick - A direct free kick can be kicked directly into the goal, A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force: (Foul with contact is a direct FK)

- charges
- jumps at
- kicks or attempts to kick.
- pushes
- strikes or attempts to strike (including head-butt)
- tackles or challenges
- trips or attempts to trip.

If an offence involves contact it is penalized by a direct free kick or penalty kick.

- Careless is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed.
- Reckless is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned.
- Using excessive force is when a player exceeds the necessary use of force and endangers the safety of an opponent and must be sent off.

A direct free kick is awarded if a player commits any of the following offences:

- handles the ball deliberately (except for the goalkeeper within their penalty area)
- holds an opponent.
- impedes an opponent with contact.
- spits at an opponent

Foul off the field penalized with a direct FK on Boundary line (penalty in penalty area) Offence, team official, match officials, etc. in now a direct PK.

Handling the Ball

Handling the ball involves a deliberate act of a player making contact with the ball with the hand or arm.

The following must be considered:

- the movement of the hand towards the ball (not the ball towards the hand)
- the distance between the opponent and the ball (unexpected ball)
- the position of the hand does not necessarily mean that there is an infringement
- touching the ball with an object held in the hand (clothing, shin guard, etc.) is an infringement.
- hitting the ball with a thrown object (boot, shin guard, etc.) is an infringement.

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. Inside their penalty area, the goalkeeper cannot be guilty of a handling offence incurring a direct free kick or any related sanction but can be guilty of handling offences that incur an indirect free kick.

LAW 11 ---FOULS AND MISCONDUCT

Indirect free kick— a kick were at least 2 or more touches on the ball before a goal can be made.

An indirect free kick is awarded if a player:

- plays in a dangerous manner.
- impedes the progress of an opponent without any contact being made.
- prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it.
- commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player.
- a U10 and under player heads the ball.

An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:

- controls the ball with the hands for more than six seconds before releasing it.
- touches the ball with the hands after:
- Releasing it and before it has touched another player.
- it has been deliberately kicked to the goalkeeper by a team-mate.
- receiving it directly from a throw-in taken by a team-mate
- **U8-U10 if the goalkeeper drop kicks the ball after warning, _____**

A goalkeeper is considered to be in control of the ball when:

- the ball is between the hands or between the hand and any surface (e.g., ground, own body) or by touching it with any part of the hands or arms except if the ball rebounds accidentally from the goalkeeper or the goalkeeper has made a save
- holding the ball in the outstretched open hand
- bouncing it on the ground or throwing it in the air

A goalkeeper cannot be challenged by an opponent when they have control of the ball with his/her hands.

Playing in a dangerous manner

- Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from playing the ball for fear of injury.
- A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.

Impeding the progress of an opponent without contact

- Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.
- All players have a right to their position on the field of play; being in the way of an opponent is not the same as moving into the way of an opponent.

A player may shield the ball by taking a position between an opponent and the ball if the ball is within playing distance and the opponent is not held off with the arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent.

LAW 11 ---FOULS AND MISCONDUCT

Disciplinary action

The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark).

If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match, the referee will report any other misconduct.

A player who commits a cautionable or sending-off offence, either on or off the field of play, against an opponent, a team-mate, a match official or any other person or the Laws of the Game, is disciplined according to the offence.

The yellow card communicates a caution, and the red card communicates a sending-off.

Only a player, substitute or substituted player may be shown the red or yellow card. Delaying the restart of play to show a card.

Once the referee has decided to caution or send off a player, play must not be restarted until the sanction has been administered.

Advantage

If the referee plays the advantage for an offence for which a caution / sendoff would have been issued had play been stopped, this caution / sendoff must be issued when the ball is next out of play, except when the denial of an obvious goal-scoring opportunity results in a goal the player is cautioned for unsporting behavior.

Advantage should not be applied in situations involving serious foul play, violent conduct or a second cautionable offence unless there is a clear opportunity to score a goal. The referee must send off the player when the ball's next out of play but if the player plays the ball or challenges/interferes with an opponent, the referee will stop play, send off the player and restart with an indirect free kick.

If a defender starts holding an attacker outside the penalty area and continues holding inside the penalty area, the referee must award a penalty kick. **LAW 11 ---FOULS AND MISCONDUCT**

Cautionable offences

A player is cautioned if guilty of:

- delaying the restart of play
- dissent by word or action
- entering, re-entering or deliberately leaving the field of play without the referee's permission
- failing to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- persistent infringement of the Laws of the Game (no specific number or pattern of infringements constitutes "persistent")
- unsporting behavior A substitute or substituted player is cautioned if guilty of:
 - delaying the restart of play
 - dissent by word or action
 - entering or re-entering the field of play without the referee's permission
- unsporting behavior Cautions for unsporting behavior
 - climbing onto a perimeter fence
 - gesturing in a provocative, derisive or inflammatory way
 - covering the head or face with a mask or other similar item or inflammatory way
 - covering the head or face with a mask or other similar item
 - removing the shirt or covering the head with the shirt Delaying the restart of play Referees must caution players who delay the restart of play by:
 - appearing to take a throw-in but suddenly leaving it to a team-mate to take
 - delaying leaving the field of play when being substituted
 - excessively delaying a restart
 - kicking or carrying the ball away, or provoking a confrontation by deliberately touching the ball after the referee has stopped play
- taking a free kick from the wrong position to force a retake Sending-off offences

There are different circumstances when a player must be cautioned for unsporting behavior including if a player:

- attempts to deceive the referee e.g. by feigning injury or pretending to have been fouled (simulation)
- changes places with the goalkeeper during play or without the referee's permission
- commits in a reckless manner a direct free kick offence.
- commits a foul or handles the ball to interfere with or stop a promising attack.
- handles the ball in an attempt to score a goal (whether or not the attempt is successful) or in an unsuccessful attempt to prevent a goal
- makes unauthorized marks on the field of play
- plays the ball when leaving the field of play after being given permission to leave
- shows a lack of respect for the game
- uses a deliberate trick to pass the ball (including from a free kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands
- verbally distracts an opponent during play or at a restart Celebration of a goal

Players can celebrate when a goal is scored, but the celebration must not be excessive; choreographed celebrations are not encouraged and must not cause excessive time-wasting.

Leaving the field of play to celebrate a goal is not a cautionable offence but players should return as soon as possible.

LAW 11 ---FOULS AND MISCONDUCT

A player, substitute or substituted player who commits any of the following offences is sent off:

- denying the opposing team, a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goalkeeper within their penalty area)
- denying an obvious goal-scoring opportunity to an opponent moving towards the opponents' goal by an offence punishable by a free kick (unless as outlined below)
- serious foul play
- spitting at an opponent or any other person
- violent conduct
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area. Denying a goal or an obvious goal-scoring opportunity

Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offending player is cautioned unless:

- The offence is holding, pulling or pushing or
- The offending player does not attempt to play the ball or there is no possibility for the player making the challenge to play the ball or
- The offence is one which is punishable by a red card wherever it occurs on the field of play (e.g. serious foul play, violent conduct etc.)

In all the above circumstances the player is sent off. The following must be considered:

- distance between the offence and the goal
- general direction of the play
- likelihood of keeping or gaining control of the ball
- location and number of defenders

Serious foul play such as a tackle or challenge that endangers the safety of an opponent or uses excessive force or brutality must be sanctioned as serious foul play.

Any player who lunges at an opponent in challenging for the ball from the front, from the side or from behind using one or both legs, with excessive force or endangers the safety of an opponent is guilty of serious foul play.

LAW 11 ---FOULS AND MISCONDUCT

Violent conduct

Violent conduct is when a player uses or attempts to use excessive force or brutality against an opponent when not challenging for the ball, or against a team-mate, team official, match official, spectator or any other person, regardless of whether contact is made. In addition, a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, is guilty of violent conduct unless the force used was negligible. Offences where an object (or the ball) is thrown

If while the ball is in play, a player, substitute or substituted player throws an object (including the ball) at an opponent or any other person the referee must stop play and if the offence was:

- reckless – caution the offender for unsporting behavior
- using excessive force – send off the offender for violent conduct.

4. Restart of play after fouls and misconduct

- If the ball is out of play, play is restarted according to the previous decision
- If the ball is in play and a player commits an offence inside the field of play against:
 - an opponent – indirect or direct free kick or penalty kick
 - a team-mate, substitute, substituted player, team official or a match official – a direct free kick or penalty kick
 - any other person – a dropped ball
- If the ball is in play and a player commits an offence outside the field of play:
 - if the player is already off the field of play, play is restarted with a dropped ball
 - if the player leaves the field of play to commit the offence, play is restarted with an indirect free kick from the position of the ball when play was stopped.

However, if a player leaves the field of play as part of play and commits an offence against another player, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences a penalty kick is awarded if this is within the offender's penalty area

- If a player standing on or off the field of play throws an object at an opponent on the field of play, play is restarted with a direct free kick or penalty kick from the position where the object struck or would have struck the opponent
- Play is restarted with an indirect free kick if a
 - player standing inside the field of play throws an object at any person outside the field of play
 - substitute or substituted player throws an object at an opponent standing inside the field of play

Law 12 -Free Kick

Direct and indirect free kicks are awarded to the opposing team of a player guilty of an offence or infringement.

Indirect free kick signal

The referee indicates an indirect free kick by raising the arm above the head; this signal is maintained until the kick has been taken and the ball touches another player or goes out of play.

An indirect free kick must be retaken if the referee fails to signal that the kick is indirect and the ball is kicked directly into the goal. Ball enters the goal

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if a direct or indirect free kick is kicked directly into the team's own goal, a corner kick is awarded

All free kicks are taken from the place where the infringement occurred, except

- indirect free kicks to the attacking team for an offence inside the opponents' goal area are taken from the nearest point on the goal area line which runs parallel to the goal line
- free kicks to the defending team in their goal area may be taken from anywhere in that area
- free kicks for offences involving a player entering, re-entering or leaving the field of play without permission are taken from the position of the ball when play was stopped.

However, if a player leaves the field of play as part of play and commits an offence against another player, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences a penalty kick is awarded if this is within the offender's penalty area

- the Law designates another position
- The ball: must be stationary and the kicker must not touch the ball again until it has touched another player
- is in play when it is kicked and clearly moves except for a free kick to the defending team in their penalty area where the ball is in play when it is kicked directly out of the penalty area Until the ball is in play all opponents must remain:
- at least 9.15 m (10 yds) from the ball, unless they are on their own goal line between the goalposts
- outside the penalty area for free kicks inside the opponents' penalty area A free kick can be taken by lifting the ball with a foot or both feet simultaneously.
- Faking a kick to take a free kick to confuse opponents is permitted as part of football.
- If a player, while correctly taking a free kick, intentionally kicks the ball at an opponent in order to play the ball again but not in a careless or reckless

Law 12 -Free Kick

Infringements and sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 9.15 m (10 yds) from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

If, when a free kick is taken quickly by the defending team from inside its penalty area, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue.

If, when a free kick is taken by the defending team inside its penalty area, the ball is not kicked directly out of the penalty area the kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded, if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded.

Law 13- Penalty kicks (Only for U12 and older)

A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area or off the field as part of play as outlined in Laws 12 and 13. A goal may be scored directly from a penalty kick.

1. Procedure

The ball must be stationary on the penalty mark. The player taking the penalty kick must be properly identified.

The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts until the ball has been kicked. The players other than the kicker and goalkeeper must be:

- at least 9.15 m (10 yds) from the penalty mark
- behind the penalty mark
- inside the field of play
- outside the penalty area

After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken.

The player taking the penalty kick must kick the ball forward; back heeling is permitted provided the ball moves forward. The ball is in play when it is kicked and clearly moves. The kicker must not play the ball again until it has touched another player.

The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Laws.

Additional time is allowed for a penalty kick to be taken and completed at the end of each half of the match or extra time.

Law 13- Penalty kicks

(Only for U12 and older)

2. Infringements and sanctions

Once the referee has signaled for a penalty kick to be taken, the kick must be taken. If, before the ball is in play, one of the following occurs:

The player taking the penalty kick or a team-mate infringes the Laws of the Game:

- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and restarts with an indirect free kick except for the following when play will be stopped and restarted with an indirect free kick, regardless of whether or not a goal is scored:
 - a penalty kick is kicked backwards
 - a team-mate of the identified kicker takes the kick; the referee cautions the player who took the kick
 - During a free kick, making a quick movement attempting to trick an opponent is permitted
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken; the goalkeeper is cautioned if responsible for the infringement a player of both teams infringes the Laws of the Game, the kick is retaken unless a player commits a more serious offence (e.g. illegal feinting) If, after the penalty kick has been taken: the kicker touches the ball again before it has touched another player:
 - an indirect free kick (or direct free kick for deliberate hand ball) is awarded the ball is touched by an outside agent as it moves forward:
 - the kick is retaken

If the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts and is then touched by an outside agent:

- the referee stops play
- play is restarted with a dropped ball at the position where it touched the outside agent

3. Summary table

Outcome of the penalty kick Goal

- No Goal Encroachment by attacking player
 - o Penalty is retaken Indirect free kick
- Encroachment by defending player
 - o Goal Penalty is retaken
- Offence by goalkeeper
 - o Goal Penalty is retaken and caution for goalkeeper
- Ball kicked backwards
 - o Indirect free kick Indirect free kick
- Illegal feinting Indirect free kick and caution for kicker
 - o Indirect free kick and caution for kicker
- Wrong kicker Indirect free kick and caution for wrong kicker
 - o Indirect free kick and caution for wrong kicker

Law 14- Throw in

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

A goal cannot be scored directly from a throw-in:

- if the ball enters the opponents' goal – a goal kick is awarded
- if the ball enters the thrower's goal – a corner kick is awarded

1. Procedure At the moment of delivering the ball, the thrower must:

- face the field of play
- have part of each foot on the touchline or on the ground outside the touchline
- throw the ball with both hands from behind and over the head from the point where it left the field of play.
- All opponents must stand at least 2 m (2 yds) from the point at which the throw-in is taken.

The ball is in play when it enters the field of play. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly it is retaken by the opposing team.

If a player, while correctly taking a throw-in, intentionally throws the ball at an opponent in order to play the ball again but neither in a careless nor a reckless manner nor using excessive force, the referee allows play to continue. The thrower must not touch the ball again until it has touched another player.

Infringements and sanctions

If, after the ball is in play, the thrower touches the ball again before it has touched another player an indirect free kick is awarded; if the thrower deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the thrower's penalty area unless the ball was handled by the defending team's goalkeeper in which case an indirect free kick is awarded. An opponent who unfairly distracts or impedes the thrower (including moving closer than 2m (2yds) to the place where the throw-in is to be taken) is cautioned for unsporting behavior and if the throw-in has been taken an indirect free kick is awarded.

For any other infringement of this Law the throw-in is taken by a player of the opposing team.

Law 15-Goal Kicks

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal may be scored directly from a goal kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents if the ball left the penalty area.

1. Procedure

- The ball must be stationary and is kicked from any point within the goal area by a player of the defending team
- The ball is in play when it leaves the penalty area
- Opponents must be outside the penalty area until the ball is in play
- If GK kicked into own goal it is a corner kick to opponents
- An opponent in the penalty area when the goal kick is taken cannot play the ball first

2. Infringements and sanctions

If the ball does not leave the penalty area or is touched by a player before it leaves the penalty area the kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded; if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

an opponent who is in the penalty area when the goal kick is taken touches or challenges for the ball before it has touched another player, the goal kick is retaken.

If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal kick is retaken and the offender may be cautioned or sent off depending on the offence. For any other infringement of this law the kick is retaken.

U5-U6 Goal kicks

When a goal kick is awarded all kids will be moved to behind half line until the ball is put into play and touched by receiving team.

U8-10 Goal kicks

When a goal kick is awarded all opposing team members must be behind the built out line. Once a defender touches the ball from the goalkeeper then the opposing team may cross the built out line.

LAW 16-Corner kick

A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents.

1. Procedure

- The ball must be placed in the corner area nearest to the point where the ball passed over the goal line
- The ball must be stationary and is kicked by a player of the attacking team
- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area
- The corner flagpost must not be moved
- Opponents must remain at least from the corner arc until the ball is in play
- If CK kicked into own goal it is an corner kick to opposing team

2. Infringements and sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded; if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

If a player, while correctly taking a corner kick, intentionally kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue. For any other infringement of the law the kick is retaken.

LAW 18 -U5, U6 & U8 RULE EXCEPTIONS

The U5, U6 and U8 divisions shall have no direct kick restarts. All restarts shall be indirect.

The U5, U6 and U8 divisions shall be given up to two (2) chances on each throw in to comply with the conditions imposed in Law 14.

For the U5 U6 and U8 divisions' one representative, either the coach or assistant coach shall be allowed on the field of play during the game to assist in providing instruction to their players. They may not enter either goal area except when the ball is out of play. They should position themselves in such a manner that they do not interfere with the play of the game.

LAW 19-End of season

The official score is recorded on the score card that each coach should sign at the completion of the game. Each coach should verify that the recorded score is correct.

U5, U6, &U8 will all receive medals at end of season

U10, U12, U14, U18 will have Play offs--1st and 2nd plays will receive medals.

Play Off Group determination guidelines:

- 3 point for a win
- 1 for a tie
- 0 for a loss.

In the event of a tie in the play off at the end of the season, the following tie breaker criteria will be used, in the listed order.

- One 5 minute over time
- Kicks from the penalty mark

Penalty Kick

Kicks from the penalty mark are taken after the match has ended and unless otherwise stated, the relevant Laws of the Game apply.

Procedure Before kicks from the penalty mark start

- Unless there are other considerations (e.g. ground conditions, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken which may only be changed for safety reasons or if the goal or play
- The referee tosses a coin again and the team that wins the toss decides whether to take the first or second kick
- With the exception of a substitute for an injured goalkeeper, only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks
- Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order
- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)

- A goalkeeper who is unable to continue before or during the kicks and whose team has not used its maximum permitted number of substitutes, may be replaced by a named substitute, or a player excluded to equalize the number of players, but takes no further part and may not take a kick During kicks from the penalty mark
- Only eligible players and match officials are permitted to remain on the field of play
- All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle
- The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line
- An eligible player may change places with the goalkeeper
- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Laws
- The referee keeps a record of the kicks Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, the scores are level kicks continue until one team has scored a goal more than the other from the same number of kicks
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers
- Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick Substitutions and send offs during kicks from the penalty mark
- A player, substitute or substituted player may be cautioned or sent off
- A goalkeeper who is sent off must be replaced by an eligible player
- A player other than the goalkeeper who is unable to continue may not be replaced
- The referee must not abandon the match if a team is reduced to fewer than seven players.
- Player temporarily off the field (EG injured) at final whistle can take part
- Clear statement of when kick is over
- Kicks not delayed if player leaves the field if not back in time kick is forfeited