



# *OUSL Soccer Laws of the Game*

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***Orcutt United Soccer League  
Soccer Laws of the Game  
Revision History***

<b><i>Date Published</i></b>	<b><i>Comments</i></b>
September 03, 2023	EDITS. Updated document formatting; Added 'A Coaches Guide to the Game' supplementary info. Updates to Direct Free Kicks, playing time and team sizes.
March 12, 2020	Global revision. Updated document formatting; changed kick-ins to throw-ins; changed U6 to 4v4; allow goals on corner kicks; clarified cherry picking.
March 13, 2018	Change from throw-in to kick-ins; change U8 to 6v6
March 18, 2017	Update roster play 7v7; size corner kick not direct free kick.
March 14, 2015	change Law 3 to 6 on the field 8 on the roster, Law 15 conform to FIFA
March 9, 2011	Revise Law 11 to disallow "cherry picking".
February 10, 2010	Revised to better conform with 5v5 rules of play
March 6,2009	Global revision to change all references of Indoor Soccer to Spring Outdoor Soccer. Secondly, to update the Rules & Regulations to conform to FIFA Spring Outdoor Futsal & FIFA.



## **OUSL QUICK LOOK SOCCER MATCH RULES**

<b>Rule</b>	<b>OUSL Soccer Match Rule</b>	<b>Comments</b>
Ball Size	U6/U8: #3 U10/U12: #4 U14/U16: #5	Law 2, Page 9
Substitutions	**Unlimited “flying” substitutions. Referee does needs to be notified. ** U6-U8: Changed in quarters	Law 3, Page 10
Number of Players	U6: 3v3 (no goalkeepers) U8: 6v6; U10: 7v7; U12: 9v9; U14/U16: 11v11	Law 3, Page 9
Referees	No Assistant Referees will be used	Law 5 & 6, Page 12
Play duration	U6: four 8-minute quarters U8: four 10-minute quarters U10: two 25 minutes halves U12: two 30 minutes halves U14: two 35 minute halves U16: two 35 minute halves	Law 7, Page 13
Half time	5 minutes.	Law 7, Page 13
Clock stoppage	Running clock never stops	Law 7, Page 13
Time outs	None	Law 7, Page 13
Restart time	4 seconds	Law 8, Page 14
Offside Rule	U6 & U8: NO U10 and above: YES NO Cherry picking is allowed	Law 11, Page 16
Contact	Shoulder to shoulder contact permitted. <u><b>No slide tackles.</b></u> Goalkeeper may slide on ball collections.	Law 12, Page 17
Red card foul	No substitution for player sent off	Law 12, Page 18
Direct Free Kick	YES; direct kicks and penalty kicks allowed.	Law 13, Page 19 and Law 14, Page 20
Indirect Free Kick	Cannot directly score goal and <i>must</i> pass to teammate	Law 13, Page 19
Touchline play restart	Throw-ins	Law 15, Page 21
Goal line play restart - last touched by offensive player	Goal clearance (throw by goalkeeper)	Law 16, Page 22 and Law 16A, Page 23
Goalkeeper restart time	4 seconds	Law 16, Page 22
Goal line play restart - last touched by defensive player	Corner kick placed on corner arc	Law 17, Page 24



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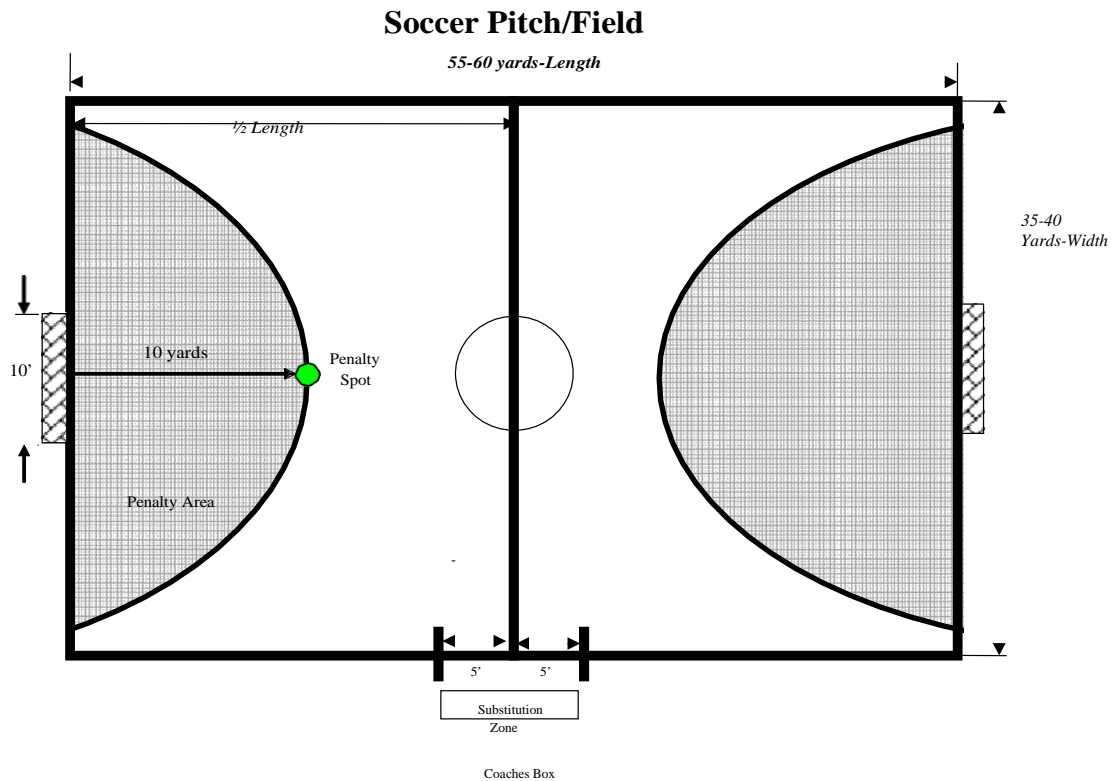
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## LAW 1 - THE PITCH

The playing field for the OUSL soccer league will be measured out to conform to the following illustration and dimensions:



Team first on schedules is the HOME team and must take the North/West side. Visitor team will place themselves on the South/East side

### **Dimensions:**

- U6: 30 yards length by 20 yards width
- U8: 50 yards length by 35 yards width
- U10 to U16: 65 yards length by 45 yards width

### **Field Markings**

The pitch is marked with painted lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. All lines are 3 inches wide. The pitch is divided into two halves by the half line. The center mark is indicated at the midpoint of the half line. A center circle with a radius of 7 yards, except for U6 uses a radius of 5 yards.

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## **LAW 1 - THE PITCH (*continued*)**

### **The Penalty Area**

The penalty area is defined using an arc. The top of the penalty area for U8 fields is 8 yards from the goal line; the top of the penalty area for the U10 to U16 fields is 10 yards from goal line and is used to define the boundary for the penalty area as extended in each direction to the goal line. The U6 penalty area marking will be a 3 yards length by 6 yards width square.

### **Penalty Mark**

The penalty mark is drawn at the apex at the 8 yard line for U8 and at the apex of the 10 yard line for the U10 and above from the goal line. There is no penalty mark for the U6.

### **Substitution Zone**

The substitution zone is situated on the side designated as home or visitor. The substitution zones are situated directly behind the teams' coach's box and are each at least 10 yards in length.

### **Goals**

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar. The distance (inside measurement) between the posts is:

U6 – small size goals

U8 – 12 feet by 5.5 feet

U10 – 18 feet by 6 feet

U12-U16 – 21 feet by 7 feet (standard U12 sized goals)

Both goal posts and the crossbar have the same width and depth of 3 inches. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or some other adequate support. The depth of the goal, described as the distance from the inside edge of the goal posts towards the outside of the field, is at least 31 inches at the top and 3 feet at ground level.

### **Safety**

The goals may be portable but they must be anchored securely to the ground during play.





## **LAW 2 - THE BALL**

### **The ball shall be:**

As approved by FIFA for soccer use, size #3 for U6 & U8, size #4 for U10 – U12, and size #5 for U14 – U16.

### **Replacement of a Defective Ball**

If the ball bursts or becomes defective during the course of a match:

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the first ball became defective

If the ball bursts or becomes defective while not in play, at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in, the match is restarted according to the Laws of the Game. The ball may not be changed during the match without the permission of the referee.

## **LAW 3 - THE NUMBER OF PLAYERS**

### **Players**

A match is played by two teams, each consisting of no more than:

- U6 three (3) players and no goalkeeper – maximum number of players assigned to a U6 team is 8
- U8 six (6) players. One player is designated as the goalkeeper – maximum players assigned to a team is 9
- U10 seven (7) players. One player is designated as the goalkeeper – maximum players assigned to a team is 10
- U12 nine (9) players. One player is designated as the goalkeeper – maximum players assigned to a team is 12
- U14/U16 eleven (11) players. One player is designated as the goalkeeper – maximum players assigned to a team is 14

The minimum number of players per team to start a match shall be three (3). If, in the event of players being sent off, fewer than three players (including the goalkeeper) are left in either of the teams, the match must be abandoned.

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## **LAW 3 - THE NUMBER OF PLAYERS (*continued*)**

### **Substitution Procedure**

- U6 – substitutions must be made at each quarter
- U8 thru U16 – the number of “flying” substitutions made during a match is unlimited. A player who has been replaced may return to the field as a substitute for any player
- The on-field and sideline referees need to be notified of a player substitution.

A “flying” substitution is one that is made when the ball is in or out of play and for which the following conditions are observed:

- the player leaving the field must do so at his own substitution zone
- the player entering the field must also do so at his own substitution zone but not until the player leaving the field has passed completely over the touchline
- a substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not
- the substitution is completed when the substitute enters the field, from which moment they become a player and the player whom they replaced ceases to be a player

A goalkeeper may change places with any other player. (Note: There is no stoppage of the game or stoppage of the game time when there is a goalkeeper change.)

### **Infringements/Sanctions**

If, while a substitution is being made, a substitute enters the field before the player being replaced has completely left:

- play is stopped
- the player being replaced is instructed to leave the field
- the substitute is cautioned
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped

If, while a substitution is being made, a substitute enters the field or a player being replaced leaves it from a place other than the substitution zone:

- play is stopped
- the offending player is cautioned and shown the yellow card
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped



## **LAW 4 - THE PLAYERS' EQUIPMENT**

### **Safety**

A player must not use equipment or wear anything that is dangerous to themselves or another player, including any kind of jewelry or earrings.

### **Basic Equipment**

The basic mandatory equipment of a player are: a jersey or shirt, shorts, socks, shin guards, and soccer shoes. If thermal undershorts are worn, they will be of the same main color as the shorts.

### **Jersey or shirt**

Numbers shall appear on the back of all shirts. Each player of the same team shall have a different number. Colors of the numbers shall contrast clearly with the colors of the jersey.

### **Shin Guards**

- are covered entirely by the socks
- are made of a suitable material (rubber, plastic or other approved material)
- provide a reasonable degree of protection

### **Goalkeepers**

- the goalkeeper is permitted to wear long trousers
- each goalkeeper wears colors which easily distinguish them from the other players and the referees
- goalkeepers must wear their team jersey under their goalkeeper's jersey

### **Infringements/Sanctions**

For any infringement of this law:

- the player at fault is instructed by the referee to leave the field to correct his equipment or to obtain any missing item of equipment
- the player may not return to the field without first reporting to one of the referees, who then checks that the player's equipment is now correct
- the player is only allowed to re-enter the match when the ball is out of play



## **LAW 5 - THE REFEREE**

### **The Authority of the Referee**

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which they have been appointed, from the moment they enter the locality where the field is situated until they leave. There are no paid referees for U6 games.

### **Powers and Duties**

The Referee:

- enforces the Laws of the Game
- 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
- keeps a record of the match and 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 occur before, during or after the match
- acts as the timekeeper of the match
- stops, suspends or terminates the match for any infringement of the Laws or due to any kind of outside interference
- takes disciplinary action against players guilty of cautionable and sending-off offences
- ensures that no unauthorized persons enter the field
- stops the match if, in their opinion, a player is seriously injured and ensures that they are removed from the field
- allows play to continue until the ball is out of play if a player is, in their opinion, only slightly injured.
- ensures that any ball used meets the requirements of Law 2

The decisions of the referee regarding facts connected with play are final.

## **LAW 6 - THE ASSISTANT REFEREES**

Assistant Referees are not used for the OUSL Recreational Soccer League.



## **LAW 7 - THE DURATION OF THE MATCH**

### **Periods of Play**

The match lasts two equal periods as follows:

- U6: 4 each, 8-minute quarters (allow 2 minutes between quarters)
- U8: 4 each, 10-minute quarters (allow 2 minutes between quarters)
- U10: 25-minute halves
- U12 30-minute halves
- U14 35-minute halves
- U16 35-minute halves

If the match is started late, the period of the first half shall be reduced by the amount of time lost. It is essential that games run strictly to time. Teams not ready to kick-off at the scheduled time as signaled by the referee will be penalized by shortening the game time.

### **Time-outs**

There are no timeouts allowed by either team. Stoppage of play will be called by the referee as required. A running clock will remain constant, even in the event of injury.

### **Halftime Interval**

The halftime interval must not exceed five (5) minutes.



## **LAW 8 - THE START AND RESTART OF PLAY**

### **Preliminaries**

The kick-off is decided by the toss of a coin. The Home team calls “heads” or “tails” for the coin toss. The coin toss is done within 5 minutes of the scheduled start of the game. The team winning the toss takes the kick-off to start the match. The team that loses the toss takes the kick-off to start the second half of the match.

### **Kick-off**

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable

A goal CANNOT be scored directly from the kick-off.

### **Procedure**

- all players are in their own half of the field
- the opponents of the team taking the kick-off are at least 10 feet from the ball until it is in play
- the ball is stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker may not touch the ball a second time until it has touched another player

After a team scores a goal, the kick-off is taken by the other team.

### **Infringements/Sanctions**

If the kicker touches the ball a second time before it has touched another player,

- an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if this offence is committed by a player in the opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.

For any other infringement of the kick-off procedure the kick-off is retaken.

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## **LAW 8 - THE START AND RESTART OF PLAY (*continued*)**

### **Dropped Ball**

A dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary, while the ball is in play and provided that immediately preceding the stoppage it has not passed over the touchline or goal line, for any reason not mentioned elsewhere in the Laws of the Game.

### **Procedure**

The referee drops the ball at the place where it was located when play was stopped, except if it was in the penalty area, in which case the ball shall be dropped on the penalty area line at the place nearest to where the ball was located when the match was stopped. Play restarts when the ball touches the ground.

### **Infringements/Sanctions**

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the field after it makes contact with the ground, without a player touching it



## **LAW 9- THE BALL IN AND OUT OF PLAY**

### **Ball Out of Play**

The ball is out of play when:

- it has wholly crossed the goal line or touch line, whether on the ground or in the air
- play has been stopped by the referee

### **Ball in Play**

The ball is in play at all other times including when:

- it rebounds from a goal post or the crossbar onto the pitch
- it rebounds from the referee when they are on the pitch

## **LAW 10 - THE METHOD OF SCORING**

### **Goal Scored**

Except otherwise provided by these Laws, a goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.

### **Winning Team**

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals or if no goals are scored, the match is a draw.

## **LAW 11- OFFSIDE**

The Offside rule is technically not in effect, for age groups U6-U8, however the intent of the rule will be followed. Offsides will be called for age groups U10 and above.

### **Cherry Picking**

Positioning a player in front of or near the opponent's goal irrespective of the location of the ball on the field (also known as "cherry picking") is contrary to the aims of the OUSL Soccer program and is not allowed.

### **Infringements/Sanctions**

The referee shall take appropriate action to prevent this kind of play by awarding an indirect free kick to the offended team. The referee may also provide instructional statements to the violating players and coach.





## LAW 12- FOULS AND MISCONDUCT

All fouls committed outside of the penalty area will result in the award of a Direct Free Kick to the opposing team. For fouls committed inside the penalty area, reference Law 14, The Penalty Kick.

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless, or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent

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

- holds an opponent
- spits at an opponent
- performs a slide tackle. Slide tackles will NOT be allowed, except by the goalkeeper in their own penalty area and provided that the play is not careless, reckless, or uses excessive force
- handles the ball deliberately, except for the goalkeepers in their own penalty area

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offences:

- touches or controls the ball with their hands after it has been deliberately kicked to them by a teammate
- touches or controls the ball with their hands after receiving it directly from a throw-in taken by a teammate

An indirect free kick is also awarded to the opposing team, to be taken from the place where the infringement occurred, if, in the opinion of the referee, a player:

- plays in a dangerous manner
- deliberately impedes the progress of an opponent when the ball is not being played
- prevents a goalkeeper from releasing the ball from their hands
- commits any other offence, not previously mentioned in Law 10, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

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## LAW 12- FOULS AND MISCONDUCT (*continued*)

### Disciplinary Sanctions

#### **Cautionable Offences**

A player is cautioned and shown the yellow card if any of the following offences are committed:

- is guilty of unsporting behavior
- shows dissent by word or action
- persistently infringes the Laws of the Game
- delays the restart of play
- fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance
- enters or re-enters the field outside of the team's substitution zone without the referee's permission or infringes the substitution procedure
- deliberately leaves the field outside of the team's substitution zone without the referee's permission.

For any of these offences, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offence was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. A caution is also given, provided that no graver infringement of the Laws has been committed.

#### **Sending-Off Offenses**

A player is sent off and shown the red card if any of the following offences are committed:

- is guilty of serious foul play
- is guilty of violent conduct
- spits on an opponent or any other person
- denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own penalty area)
- denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- uses offensive, insulting or abusive language
- receives a second caution in the same match

If play is stopped because a player is sent off the field for offence 6 or 7, without having committed any additional infringement of the Laws, the game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

A player who has been sent off may not re-enter the game in course, nor may he sit on the substitutes' bench. He must leave the field of play. The team will play a player short. No substitute is allowed.



## LAW 13 - FREE KICKS

### Types of Free Kicks

Free kicks are either **direct** or **indirect**. A penalty kick is the only type of direct free kick (all fouls outside the penalty area only result in indirect kicks).

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

### The Direct Free Kick

- if a direct free kick is kicked directly into the opponent's goal, a goal is awarded

### The Indirect Free Kick

- a goal can be scored only if the ball subsequently touches another player before it enters the goal
- the kicker *must pass* the ball to another player. Shot attempts at goal are not allowed

### Position of Free Kick

- all players (opponents AND teammates) must be at least 5 yards from the ball until it is in play
- the ball is in play after it has been touched or played

### Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team, taken from the place where the infringement occurred. However, if this offence is committed within the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

If, in the opinion of the referee during an indirect free kick, the kicker attempts to score a goal by deflecting the ball off of an opponent rather than pass the ball to a teammate:

- an indirect free kick is awarded to the opposing team, taken from the place where the infringement occurred.

If the team taking the free kick takes more than 4 seconds to do so:

- an indirect free kick is awarded to the opposing team, taken from the place where the infringement occurred.

### Signals

- Direct Free Kick: the referee keeps one arm horizontal pointing in the direction the kick is to be taken until the kick is taken.
- Indirect Free Kick: the referee indicates an indirect free kick by raising an arm above his head. The arm is maintained in that position until the kick has been taken and the ball has touched another player or goes out of play.



## LAW 14 - THE PENALTY KICK

A penalty kick is awarded if a player commits any of the offences listed below inside their own penalty area and with the ball in play. A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extratime.

A penalty kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless, or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent

A penalty kick is also awarded to the opposing team if a player commits any of the following offences:

- holds an opponent
- spits at an opponent
- slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle), except for goalkeepers in their own penalty area, provided that the play is not careless, reckless, or uses excessive force
- handles the ball deliberately, except for the goalkeeper in his own penalty area

### **Position of the Ball and the Players**

The ball is placed on the penalty mark. The player taking the penalty kick is properly identified. The defending goalkeeper remains on the goal line, facing the kicker, between the goalposts, until the ball has been kicked.

The players other than the kicker are located:

- inside the pitch
- outside the penalty area
- behind or to the side of the penalty mark
- at least 5 yards from the penalty mark

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## **LAW 14 - THE PENALTY KICK (*continued*)**

### **Procedure**

- the player taking the penalty kicks the ball forward
- the player may not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar:

- the ball touches either or both of the goalposts, and/or the crossbar and/or the goalkeeper

### **Infringements/Sanctions**

If any of the following situations occur:

A player of the defending team infringes this Law:

- the kick is retaken, only if a goal is not scored
- the kick is not retaken if a goal is scored

A teammate of the player taking the kick infringes this Law of the Game:

- the kick is retaken if a goal is scored
- the kick is not retaken if a goal is not scored

The player taking the kick infringes this Law of the Game after the ball is in play:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

## **LAW 15 – THROW-IN**

### **The 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 thrower's goal – a corner kick is awarded
- if the ball enters the opponent's goal, an indirect kick is awarded the other team from the penalty area line nearest the location the ball passed over

The opposing team to be 6 yards from where the ball is to be thrown in from the touchline. Players to not delay restart.



## LAW 16 - THE GOAL CLEARANCE

A goal clearance is a method of restarting play

A goal may not be scored directly from a goal clearance

### **The goal clearance is awarded when:**

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 11

### **Procedure - General**

- the ball is rolled or thrown from any point within the penalty area by the goalkeeper of the defending team
- the ball must be touched or played by another player within the respective goalkeeper's own half of the field (ball cannot cross the halfway line without touching another player from either team).
- the goal clearance must be carried out within 4 seconds
- the goalkeeper does not play the ball a second time until it has touched another player
- opposing players remain outside the penalty area until the ball is in play
- the ball is in play only after leaving the penalty area

The goalkeeper is allowed to play all over the field, like other field players.

### **Infringements /Sanctions**

If the ball is not rolled or thrown directly beyond the penalty area:

- the goal clearance is retaken

If, after the ball is in play, a goalkeeper touches the ball a second time, before it has touched another player:

- an indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line from the place nearest to where the infringement occurred

If, after the ball is in play, a goalkeeper touches or controls the ball with their hands after it has been deliberately kicked to them by a teammate (consistent with Law 12):

- an indirect free kick is awarded to the opposing team, to be taken from the penalty area line from the place nearest to where the infringement occurred

If the ball passes beyond the goalkeeper's half of the field without first having been touched or played by a player:

- an indirect free kick to the opposing team from any point on the halfwayline

If the goal clearance is not carried out within 4 seconds from the time the goalkeeper has possession of the ball:

- an indirect free kick to the opposing team from any point on the halfwayline



## LAW 16A - GOALKEEPER BALL COLLECTION

### **A ball collection is defined as:**

- the ball, having last touched an opponent, is in the hands of the goalkeeper (the goalkeeper has collected the ball).
- the ball is still in play.

A goal may not be scored directly from a goalkeeper releasing the ball.

### **Ball Release Procedure**

- once a goalkeeper has collected the ball, opponents must *attempt* to clear the penalty area until the ball is in play
- a goalkeeper does not have to wait until opponents clear the penalty area to release ball
- the ball is rolled or thrown from any point within the penalty area by the goalkeeper of the defending team (no drop kicks)
- the ball must be touched or played by any player (including goalkeeper) within the respective goalkeeper's own half of the field (ball cannot cross the half line without touching a player from either team).
- the ball release must be carried out within 4 seconds
- a ball is always in play (ball does not have to clear penalty area and either team may play ball)
- goalkeeper may either distribute ball to another player or play the ball directly
- if goalkeeper plays the ball directly, goalkeeper may not take a shot until ball has crossed the half line or goalkeeper has lost possession of the ball

### **Infringements /Sanctions**

If, after the ball has been released, the goalkeeper handles the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team from the penalty area line from the place nearest to where the infringement occurred

If the ball passes beyond the goalkeeper's half of the field without first having been touched or played by a player:

- an indirect free kick to the opposing team from any point on the half line.

If the ball release is not carried out within 4 seconds from the time the goalkeeper has possession of the ball:

- an indirect free kick to the opposing team from any point on the half line.

If goalkeeper executes a drop-kick:

- an indirect free kick to the opposing team from any point on the half line.

If goalkeeper plays ball directly and takes a shot prior to the ball crossing the half line (without losing ball possession):

- an indirect free kick to the opposing team from any point on the half line.



## **LAW 17 - THE CORNER KICK**

A corner kick is a method of restarting play

A goal MAY be scored directly from a corner kick

### **A corner kick is awarded when:**

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 9.

### **Procedure**

- the ball is placed exactly on the point of intersection of the goal line and the touch line, or from a corner arc line
- opponents remain at least 5 yards from the ball until it is in play
- the ball is kicked by a player of the attacking team
- the ball is inplay when it is kicked or touched
- the kicker does not play the ball a second time until it has touched another player

### **Infringements/Sanctions**

An indirect free kick is taken by the opposing team if:

- the player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred
- the corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball. The indirect free kick is taken from the corner arc

For any other infringement:

- the corner kick is retaken





## **Orcutt United Soccer League (OUSL)** **General Match Rules**

### A Coaches' Guide to the Game

#### 1. **Player Safety**

- No player shall wear any jewelry (finger, wrist, ankle, toe, neck, nose, eyebrow, lips, ears, etc.) or metal hair clips at practices or games.
- No player will be allowed to wear earrings. They must be removed prior to any practices and games. Taping over earrings does not allow a player to play in a game or practice.
- No player should be allowed to play in a regularly scheduled league or tournament game with an injury which can be aggravated by playing or which constitutes a danger to others.
- No player wearing an orthopedic cast, temporary cast or splint shall be permitted to play in any OUSL sanctioned play.
- Shin guards are mandatory for all players in practices, games, and tournaments during the OUSL season.
- No slide tackling will be allowed in the OUSL Recreational Soccer League. Minimum penalty is a yellow card, indicating indirect free kick.
- Heading the soccer ball during the match is allowed for U12 divisions and above.
  - If there is an unsafe condition or a slippery ball, it will be the referee's discretion to allow/disallow players to head the ball during the match.
- NO DOGS are allowed on the grounds during soccer play (both at practices and at games). Referees may stop the game until the dog is removed from the facility.

#### 2. **Game Days/Game Cards**

- No team will play a game without a registered and risk managed administrator (Live scan) present.
- The Head Coach is responsible to provide a game card to the referee before each game. The referee shall require that each team enter all the appropriate information on the game card prior to the game.
- U6 divisions will not be using game cards.
- Upon completion of the game and before signing the game card the referee shall check the accuracy thereof.
  - The referee shall submit the game card to the OUSL Director of Referees or representative immediately after the game.
  - In cases of ejection, the referee shall also provide a supplementary disciplinary report.

#### 3. **Minimum/Short on players**

- For games played with a team having only the minimum number of players, the game will not be forfeited and the opposing team does not have to reduce the number of players to match the other team. All late arriving players to the game must be checked in by the Assistant Referee and are allowed to go in on the next play.



#### 4. **Playing Fields and Equipment**

- **OUSL shall be responsible for...**the condition of the field of play, the proper field marking, and proper equipment (i.e., goal posts, nets, and corner flags). It shall be the responsibility of each team to have at the ready and possible provide 3 game ball for the match.
- **Condition of Playing Fields:** The referee's opinion, in regards to the physical condition of the field and its acceptance for play, to the actual happening and occurrences related to the conduct of the games and those prerogatives granted to the referee by "Laws of the Game" as published by FIFA, can't be challenged.

#### 5. **Field Responsibility (for coaches):**

- If you have the first game of the day: Arrive at least 45-minutes early to assist with field & goal set-up
- If you have the last game of the day: Assist with field & goal tier-down and equipment turn-in.
- Coaches are responsible for the conduct of all their teams, players, parents, and their sideline spectators

#### 6. **Number of Players on the Field** (subject to change depending on registered players)

- U6 play 3 v 3 (no goalkeepers)
- U8 play 6 v 6
- U10 play 7 v 7
- U12 play 9 v 9
- U14 play 11 v 11 – COED (if able)
- U16 U14 play 11 v 11 – COED (if able)

#### 7. **Games Length and Ball Size**

- Under 06: Four 8 minute quarters (ball size 3)
- Under 08: Four 10 minute quarters (ball size 3)
- Under 10: Two 25 minute halves (ball size 4)
- Under 12: Two 30 minute halves (ball size 4)
- Under 14: Two 35 minute halves (ball size 5)
- Under 16: Two 35 minute halves (ball size 5)

#### 8. **Game Breaks**

- Half-time breaks: 5 minutes (water, healthy snack, switch players, feedback, encouragement)
- Quarter breaks: 1 minute (water, switch players, encouragement)

#### 9. **Balanced Games/Sportsmanship**

**\*\* At five (5) goals up, coaches need to attempt to introduce balance to the game. \*\***

- 1.5.3: Parity Rule: This rule has been instituted in order to maintain self-esteem and competitive spirit of young players and to ensure that lopsided games are avoided. If a team is ahead by five (5) goals (except in the last five minutes), coaches need to attempt to introduce balance to a game by choosing from several strategies. Some of these strategies may include, but are not limited to:
  - Move stronger players away from attacking positions
  - Restrict stronger players from scoring goals



- Enforce passing thresholds prior to a strike on goal (e.g., 5 passes in a row before taking a shot on goal)
- Remove a stronger player from the field

#### 10. Offsides

- The Offsides Rule is technically not in effect for u6 & u8 age divisions.
- The Offsides Rule is in effect for u10 – u16 age divisions.
- No cherry picking is allowed for u6 - u8 divisions.
  - Cherry Picking:
- Positioning a player in front of or near the opponent’s goal irrespective of the location of the ball on the field (also known as “cherry picking”) is contrary to the aims of the OUSL Soccer program, and is not allowed.
- Penalties in the box should be penalty kicks and not indirect penalty kicks.
  - Infringements/Sanctions:
    - The referee shall take appropriate action to prevent this kind of play by awarding an indirect free kick to the offended team.
    - The referee may also provide instructional statements to the violating players and coach.

#### 11. Substitutions

- From U10 and upwards...as provided by USYSA or CalSouth:
  - Substitutions shall be unlimited except where specified otherwise in the Rules & Regulations for a special competition.
- Substitutions may be made at any stoppage of time with the consent of the referee.
- All substitution players must report to the Assistant Referee (AR) for signal to the Center Referee.
  - Coaches will not yell to the Center Referee for substitutions.
- On a caution (Yellow Card) the cautioned player shall be substituted at that time (U08 and U10 will not play shorthanded due to player removal from the game if they have no substitutes). A player removed from the game for a caution is eligible to return to the game the next play. The substitution of the Goal Keeper for a yellow card is not mandatory.

#### 12. Sideline Coaching

- Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:
  - a. No mechanical devices are used.
  - b. Each coach, substitute, or player, remains within the 10 yards on either side of the midfield line and remain off the field of play.
  - c. The tone of voice is informative and not derogatory.
  - d. No coach, substitute, or player makes derogatory remarks or gestures to the referees, other players, substitutes or spectators.
  - e. No coach, substitute, or player uses profanity.
  - f. No coach, substitute, or player incites in any manner disruptive behavior.



- g. Coaches, Assistant Coaches, non-playing players, parents, and spectators shall be located no less than 1 yard (3 feet) from the touchline.
- Opposing coaches and players shall shake hands after each game.

### 13. Parents/Spectators

- Encouragement is much appreciated. Encouraging words, support, and positivity towards ALL players, coaches, referees, and fellow parents/spectators is encouraged during all practices and games.
- Parents are NOT to state any derogatory, negative or unsupportive words towards ANY player, coach, referee, or fellow parent/spectator during ANY practices or games.
  - At no time will foul or abusive language be permitted at any field.
- RULE 7.1 The purchase, sale, and/or consumption of alcoholic beverages at any Orcutt United SL sanctioned practice or competition and/or event is expressly prohibited.
- RULE 7.2 No smoking is allowed at any of the practice or playing fields.
- RULE 7.3 No pets are allowed at any of the practice/playing fields.
- Non-playing players, parents, spectators shall be located no less than 6 yards (18 feet) from the goal line.
- No individual shall be allowed to stand behind any goals.
- No individual shall be allowed to run the length of the field except the participants of the game.

### 14. Game Playing Time & Missed Practices

- Players must play half the game unless miss-practice or disciplinary issues.
  - OUSL requires that each player on every recreational roster play at least one half (50%) of each game they attend.
  - The only exceptions to this rule are outlined in the following sections (Missed Practices and Disciplinary Problems). No coach may reduce a player's playing time below 50% without prior written approval from the Director of Coaches or another member of the board if the director of coaches is absent.
- **If a player:**
  - Attends at least one practice during the week min - 50% playing time
  - Misses all practices during the week min. - 50% playing time
  - Misses all practices for 2 consecutive weeks - min.25% playing time
  - Misses all practices of more than 2 consecutive weeks - 0% playing time
  - A player must be present at practice for at least 75% of the session time in order for that practice to qualify as an attended practice session.
- **If a player misses all practices during a single week**, (suggestion) the coach may issue a WARNING to the player. To issue a warning, the coach must notify the player, the player's parents, and the Director of Coaches in writing that the player is at risk of reduced playing time FOR THE FOLLOWING WEEK'S GAME (playing time is not reduced below 50% for the current's week game). This notification must also be presented to the player prior to the start of the game.
- **If a player misses all practices during two consecutive weeks**, (suggestion) the coach may reduce a player's playing to a minimum of 25%. To reduce a player's playing time below 50%, the coach



must notify the player, the player's parents, and the Director of Coaches in writing that the player is at risk of reduced playing time for the current week's game (playing time is not reduced below 25%). The Director of Coaches must approve the playing time reduction before the coach is permitted to reduce the playing time below 50%. This notification must also be presented to the player and the referee prior to the start of the game.

- **If a player misses more than two consecutive weeks of practice**, (suggestion) the procedure governing the missing of two consecutive weeks applies. However, the coach has the option of not letting the player have any playing time for the current week's game (0% rather than minimum of 25%).

#### **15. All-Star Team Program**

- OUSL has established an All-Star Team Program designed for recreational players who would like to participate in a competitive environment following the recreational season. The USYSA Policy on Playing Rules defines a recreational All-Star team as "an interclub tournament team whose roster only includes players selected from teams which participate in the same recreational or recreational plus league" (USYSA Rule 101, Section 3, Item 15).
- In other words, only players who participate in the OUSL recreational league are eligible for OUSL All-Star team consideration.
- OUSL All-Star age divisions shall match OUSL recreational age divisions (e.g., B/G U10, U12, and U14) with a maximum of two teams in any division, unless determined otherwise by review of the Board of Directors and the All-Star Committee.
- The All-Star season typically runs from mid-November until the end of January, but could run until the next recreational season depending on the level of commitment of the team and the scheduling of local and regional all-star soccer tournaments.