



SOUTHERN NEVADA SOCCER ASSOCIATION

Laws of the Game

2011 Fall Season

11v11 Format

Non-Tournament Rules

2011 Fall Season: 11v11 Non-Tournament Rules

Henderson United Youth Soccer
Southern Highlands® United Youth Soccer

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If you have questions or suggestions regarding this booklet, you may contact SNSA at:

Southern Nevada Soccer Association
2756 N. Green Valley Parkway - #238
Henderson, NV 89014

Phone 702-568-0400
E-Mail info@snsasoccer.com
Website www.snsasoccer.com

FOR THE GOOD OF THE GAME, ALWAYS...

1. **PLAY to WIN**
2. **PLAY FAIR, use GOOD SPORTSMANSHIP**
3. **Observe LAWS of the GAME**
4. **RESPECT opposing PLAYERS, SPECTATORS, and COACHES**
5. **RESPECT the REFEREES**
6. **Accept defeat with DIGNITY**
7. **REJECT DRUGS, FOUL PLAY, RACISM, VIOLENCE and other DANGERS to our SPORT**
8. **ASSIST others in REMAINING CALM and RESPECTFUL during the GAME**
9. **PROMOTE the interests of SOCCER**
10. **REMEMBER THAT THIS GAME IS FOR THE KIDS**

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Introduction

This Laws of the Game booklet has been prepared for use during the Henderson United Youth Soccer (HUYS) and Southern Highlands® United (SHU) league season for games played under the 11v11 format. The 11v11 format will be used for the U13, U14 and High School divisions. Other league publications address administrative issues such as how teams are selected, bylaws, discipline, appeals, coach qualifications, and so forth. This booklet is not approved for tournament play.

The Federation Internationale de Football Association (FIFA) Laws of the Game shall apply to HUYS and SHU play except where amended in this booklet to implement recreational soccer rules, to accommodate nonprofessional fields, officials, coaches, and young players, and for better clarity.

Significant portions of this booklet have been copied word-for-word from the FIFA Laws of the Game booklet which can be downloaded from the FIFA website www.fifa.com.

We have been given written permission to do so, for the “good of the game”, provided that this booklet is not sold or otherwise used for commercial purposes. Use of the male terms his, he, etc. is done for expediency, per the FIFA rulebook.

11v11 Rules Summary

- 1) **PLAYER SAFETY IS TO BE CONSIDERED AT ALL TIMES!**
- 2) Based on FIFA Laws of the Game, but with some variations.
- 3) **(11) players per side**, including a goalkeeper.
- 4) **SIZE 5** ball
- 5) Two halves of **(35) minutes** each
- 6) Use **(10) yard spacing** for free kicks, corner kicks, kick-offs, etc.
- 7) Assistant referees will be used.
- 8) Offside rules are **fully** enforced.
- 9) Each player shall play at least half of the game minutes. Referees are not responsible for the enforcement of this rule. Violations of the minimum playing time rule should be reported to a field marshal or league official.
- 10) **The Referee has the final say in ALL matters regarding the game.**
- 11) Refer to the remainder of this booklet for details.

Recent Changes

The following rules have changed recently:

- 1) Regional seating will be used, with coaches and players in the technical areas along one touchline, and spectators in the spectator area along the opposite touchline (LAW 1).
- 2) If the referee calls a coach to the field to attend to an injured player, the player must be removed from the game, and may return at the next substitution opportunity (LAW 3).
- 3) On a throw-in, all opponents must be at least 2 yards from the point at which the throw-in is taken (LAW 15).

Practical Notes

- 1) The players are old enough to learn and understand almost the full FIFA rule set. No second chances are given for significant rules violations.
- 2) The referees for this age group are generally young and still learning the game. Also, all referees have different styles, and some are better than others. Spectators, coaches, and players must make allowances for these various factors.
- 3) Officiating is subjective, somewhat akin to being a traffic policeman, who is likely to ticket you for going 70mph in a 55mph zone, but may also ticket you for going 56 mph in a 55mph zone if he wants to.
- 4) The final outcome of games is only very rarely determined by a referee's actions or inactions. Even the best referees make mistakes. If you are interested in becoming a referee or furthering your education, contact the league and we will reserve a spot for you in our next referee training class. Please e-mail the league with both positive and negative comments regarding the officiating.

Terminology

Like all walks of life, soccer has its own unique terms and usages. Here are a few important examples:

ADVANTAGE: The referee may invoke the “advantage rule” any time he believes that continuing play following a rules violation would be to the advantage of the team that was fouled (play continues).

DIRECT: Proceeding directly from a thrower or kicker into the goal, without anyone else having to touch it. It is not a violation if another player touches the ball, but there is no requirement that they do so.

INDIRECT: Proceeding from a thrower or kicker and touching at least one other player (from either team) before going into the goal.

TOUCHLINE: The line on each long side of the field. The sideline.

GOAL LINE: The line on each short side (ends) of the field.

HANDLE THE BALL: To deliberately (in the referee’s opinion) touch the ball with a hand, lower arm, or upper arm, except when done solely to protect a player’s own body from injury (and to no other advantage).

PLAY THE BALL: To intentionally (in the referee’s opinion) either touch the ball or be in a position where you could easily touch the ball.

DROPPED BALL: A means of restarting the game when the game is stopped for a serious injury or some other unusual circumstance.

MATCH: Another term for soccer game.

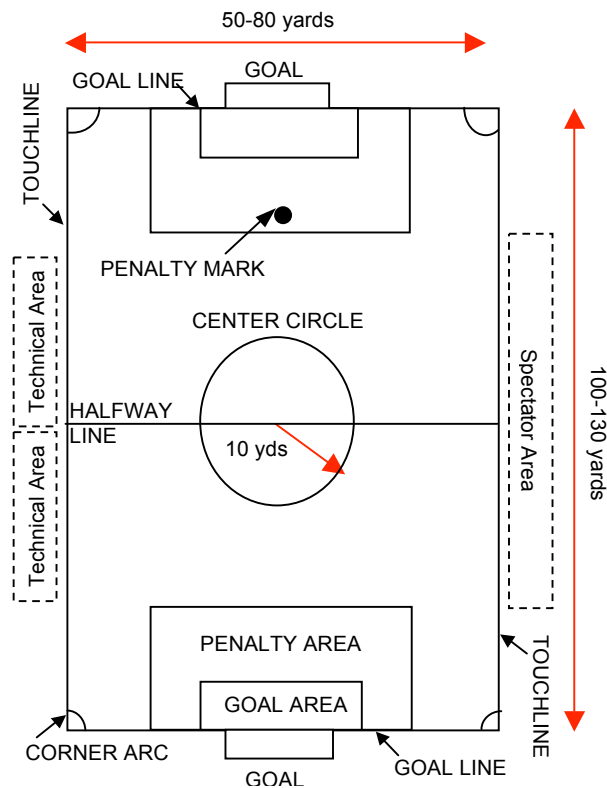
TACKLE: To slide into the ball (not a player) while it is being played by another player. This often results in the tackled player tripping over the ball and falling down, but is considered to be a fair play in soccer when done cleanly. Tackling is difficult to do safely, can be dangerous to the player being tackled, and can easily result in a yellow card or red card.

WARNED: The referee has verbally informed someone of a rules infraction for which that person could have been yellow carded, but the referee elected to keep the game going.

CAUTIONED: The referee has stopped play (if necessary) to notify someone that they have broken one or more rules of the game. They are shown a “yellow card”, and will be ejected if “cautioned” again. This official soccer term is avoided in this booklet because in the U.S.A., to “caution” someone normally means to warn them verbally.

LAW 1 – THE FIELD OF PLAY

- 1) **Dimensions:** The field of play shall be rectangular, (50-80) yards wide “goal lines” by (100-130) yards long “touchlines”.
- 2) **Field Markings:** The field of play shall be marked with distinctive lines which are uniform in width and (2-5) inches wide. All field marking lines are considered to be part of the area which they outline. The field is divided into two halves by a “halfway line”. A “center mark” is placed at the midpoint of the halfway line. A circle having a (10) yard radius is marked around the field’s center point.
- 3) **The Goal Area:** At each end of the field, two lines shall be marked at right angles to the goal line, starting on the goal line at points (6) yards from its midpoint, then extending (6) yards into the field, and the ends of these lines shall be joined by a line which is parallel to the goal line. These lines and the goal lines outline and define the “goal area”.
- 4) **The Penalty Area:** At each end of the field, two lines shall be marked at right angles to the goal line, starting on the goal line at points (18) yards from its inside of each goal post, then extending (18) yards into the field, and the ends of these lines shall be joined by a line which is parallel to the goal line. These lines and the goal lines outline and define the “penalty area”. Straight out (12) yards from the midpoint of each goal line, a “penalty mark” shall be drawn.
- 5) **Flagposts:** A flagpost about (5) feet high with non-pointed top and a flag may be placed at each corner. A flagpost may also be placed at each end of the halfway line, not less than (1) yard outside of the touchline.
- 6) **The Corner Arc:** Four corner arcs with about a (2-3) foot radius.
- 7) **Goals:** Centered and securely mounted upon each goal line must be a goal, which consists of two vertical posts (“goal posts”), joined at the top by a horizontal “crossbar”. The distance between the goal posts is (24) feet, and the distance between the crossbar and the ground is (8) feet. The goal posts and the crossbar must be white and have a uniform maximum width and depth of (2-5) inches. A net should be attached to each goal and to the ground behind the goal, free of holes or gaps, and should be properly supported so as not to interfere with the goalkeeper. The goal and net shall be reasonably safe.
- 8) **Technical Area:** A line is marked 3 feet parallel to the touchline, midpoint at the halfway line, (20) yards in length. Coaches and players must remain behind this line and within it’s length, with one team on one side of the halfway line and the opposing team on the other side of the halfway line.
- 9) **Spectator Area:** The spectator area is located along the touchline opposite the Technical Area. Place (2-3) yard perpendicular “spectator marks” at the 1/4 and 3/4 points along each touchline, just outside the field. Spectators should sit at least 3 yards behind the touchline for the safety of both spectators and players, and to allow room for throw-ins.



Sides of the Field

Regional seating will be used, with coaches and players in the technical areas along one touchline, and spectators in the spectator area along the opposite touchline. The “home team” will sit and warm up on the north or east half of the field, and the “visiting team” will sit and warm up on the south or west half of the field. In case of a dispute or other uncertainty, the referee may determine (possibly by a coin toss) which team will be the “home team”.

Notes:

- 1) Only team officials that are officially registered with the league (as designated by a valid coach card) are allowed in the technical area.
- 2) Players must remain in the technical area in order to be substituted into the game, and must return to the technical area when substituting out of the game.
- 3) Coaches that stray from the technical area will be warned by the referee, and may be issued a yellow card for subsequent violations.

LAW 2 – THE BALL

Use an approved soccer ball of the appropriate size and inflated to the recommended pressure, usually about 8-10psi. Appropriate **ball size is SIZE 5** for U13, U14 and High School divisions. Appropriate **ball size is SIZE 4** for the U12 division.

The ball shall be supplied by the “home team”, is subject to the referee’s approval, and shall not be changed during the game unless authorized by the referee. The ball must contain no material that might be dangerous to the players.

Notes:

- 1) In the event that the home team is unable to supply a suitable ball, the referee may obtain a ball from any other willing source.
- 2) The color patterns (designs) on the ball are unimportant.
- 3) If the ball becomes lost, deflated, or otherwise unusable during the game, the referee shall stop the game (if needed) and replace the ball with a good one. If the ball was in play at the time the game was stopped, the referee shall restart the game with a dropped ball.

LAW 3 – THE NUMBER OF PLAYERS

Players

Each team must have **at least (7) players and no more than (11) players on the field (including the goalkeeper)**. Each player must be registered in the league for the current season and listed on the team’s official roster. Guest players are not allowed. Player transfers from another HUYS team are not allowed. A team that cannot supply the minimum number of qualified players within 10 minutes of the scheduled start time forfeits.

Infringements/Sanctions:

- 1) If a team is found to be using an ineligible player, the game is forfeited and a report will be filed with the Disciplinary Committee to consider further sanctions.

Notes:

- 1) League officials may conduct a roster check at any time.
- 2) A coach may request a roster check for the opposing team, but must also submit his team to a roster check.

Goalkeepers

One player from each team shall be designated as that team’s goalkeeper, who shall wear clothing, which easily distinguishes him from the referee and all other players (from both teams). The goalkeeper may wander about the field, and is subject to the same rules as all other players, **except while he is entirely within his own “penalty area”**, in which case the following additional rules apply:

- 1) the goalkeeper may use any part of his body, including his hands and arms, to play the ball, except that he **may not handle** (touch with his hand or arm) the ball if it has been intentionally kicked or thrown-in to him by a player on his own team. Intent is at the discretion of the referee.
- 2) upon gaining possession of the ball, other players may not play the ball (or otherwise interfere with his duties), and he may not use the ball to intimidate or injure other players.
- 3) the goalkeeper must release the ball into play within (6) seconds of being able to do so.
- 4) after releasing the ball into play, the goalkeeper **may not handle the ball** (the goalkeeper can kick or otherwise play the ball) until after it has been touched by an **opposing** player. A goalkeeper is in possession of the ball when he holds it, or traps it against the ground, with any part of his body. Possession is ultimately determined by the referee, who should err on the side of protecting the goalkeepers from injuries, but whose decision is final.

Infringements/Sanctions:

- 1) If a goalkeeper takes more than 6 seconds to release the ball into play (after being able to do so), or handles a kick or throw-in from a teammate, or handles the ball before it has been touched by an opposing player, the other team shall be given an **indirect free kick** (LAW 13) from the spot of the foul.
- 2) If a player uses a deliberate trick in an attempt to circumvent the rule prohibiting the goalkeeper from handling the ball after it has been kicked or thrown-in to him by a teammate, whether or not the goalkeeper subsequently handles the ball, that player shall be yellow carded for unsporting behavior, and the other team shall be given an **indirect free kick** (LAW 13) from the spot of the foul.
- 3) Other misconduct shall be penalized as indicated in LAW 12.

Notes:

- 1) The goal area, the line around the goal area, and the line around the penalty area are all considered to be part of the penalty area.
- 2) The goal area has no special significance for the goalkeeper.
- 3) Accidentally dropping the ball does not count as releasing the ball into play.
- 4) The goalkeeper may roll, throw, kick, head, or in any way propel the ball back into play.

- 5) The goalkeeper may toss the ball into the air or bounce it on the ground, but does not gain another (6) seconds by doing so, and risks a referee's decision that the ball has been released into play (the other team would get an indirect free kick).
- 6) If the goalkeeper has possession of the ball, and falls or steps back into his goal, a goal is scored for the other team if the whole of the ball crosses the goal line. Thus goalkeepers should be coached to play at least one or two steps away from the goal line.
- 7) A goalkeeper inside his own goal can reach into the penalty area and handle the ball; it is the position of the ball, not the feet or body of the goalkeeper, that determines whether a goal is scored. If the goalkeeper makes an initial save in the penalty area, but subsequently draws the whole ball across the goal line, a goal is scored for the opposing team.
- 8) Prior to calling a six (6) second rule violation, a referee may ask the goalkeeper to put the ball in play. Failure to do so will result in an indirect free kick for the opposing team at the spot of the violation, and may result in a yellow card to the goalkeeper.

Injuries and Substitutions

Substitutions are permitted for a team only when:

- 1) play has stopped for a kick-off (this is the best time)
- 2) play has stopped for a goal kick
- 3) play has stopped for a throw-in **in that team's favor** (the referee may allow the opposing team to make a substitution if the team with the throw-in makes a substitution)
- 4) play has stopped for a serious injury (see restrictions below)
- 5) play has stopped, and a moderately injured player needs to be replaced.

Substitutions may not be made without prior permission from the referee, who may already be restarting play. Players must enter and exit the field near the halfway line. In case of serious injury, the referee should stop play as soon as he sees that a player is seriously injured, but the ball remains in play until the referee blows his whistle. **If the referee calls the coach to the field to attend to an injured player, the player must be removed from the field.** A bleeding player must be removed from the game, and may not return until the bleeding is stopped. An injured player who is removed from the game may be replaced; the opposing team may not make a substitution at the same time for that reason alone. The injured player may re-enter the game at the next substitution opportunity. **A player who has been ejected from the game may not be replaced.**

Each player shall play at least half of the game minutes. Referees are not responsible for the enforcement of the playing time rule. Violations of the playing time rule should be reported to the field marshal or other league official, and the league may assign an official to observe the game.

Infringements/Sanctions:

- 1) The head coach for a team which makes an unauthorized substitution, especially while the ball is in play, shall be warned or yellow carded for unsporting behavior, and the substitution shall be reversed (the "new" and "old" players shall return to their original positions). The player(s) involved shall not be disciplined if, in the referee's opinion, they were just following instructions from their coach, as is usually the case.
- 2) Faked injuries, for the purpose of gaining an advantage by delaying the game, or an attempt to draw a penalty against the other team, should be dealt with harshly.
- 3) Violations of the minimum playing time rule will be reported to the Disciplinary Committee and may result in disciplinary action against the head coach.

Notes:

- 1) Sudden illnesses (heat stroke, fainting, vomiting, etc.) are treated the same as an injury.
- 2) What constitutes a serious injury is left solely to the referee's discretion. However, because the players are not fully matured, the referee should consider erring on the side of getting the injured player(s) treated as soon as possible.
- 3) A player may be penalized for leaving the field of play with a minor injury while the ball is in play, even if no substitution is made for that player at the time. It is suggested that the player come to his team's touchline, near the halfway line, for treatment.
- 4) Coaches and spectators may be red carded and removed from the field area if they enter the field of play without the referee's permission to assist an injured player.
- 5) **Substitutions are not allowed when play is stopped for a corner kick, except in cases of player injury**, because doing so would disrupt a team's attack on the other team's goal.
- 6) If a team makes a substitution on their own throw-in, referees are encouraged to allow the opposing team to also make a substitution.
- 7) Players on the field (except the goalkeepers) may exchange positions with each other at any time, without the referee's attention. For example, a forward and a defender could swap places. This is not considered to be a substitution.
- 8) Coaches may yell "ref sub" to gain the officials' attention when a substitution is desired.
- 9) Coaches must request permission from the referee before substituting the goalkeeper.
- 10) It is recommended that each player start at least one half of each game, because sometimes there are no substitution opportunities for a very long time, and each player must be guaranteed that he will play at least half of the minutes in each game.
- 11) Coaches may reduce playing time as a disciplinary action with prior written notification to the league.

Coaches and Spectators

Each team must have at least one coach designated as the “head coach”, and may have one or more assistant coaches. Each coach must have in his possession, available for presentation to the referee, a valid coach registration card from the league. In the event that the head coach is shown a red card and ejected from the game, one of the assistant coaches will be designated the head coach. A player not currently authorized to be on the field is considered to be a spectator. Coaches must stay off the field, on their respective sides of the halfway line, within the designated “technical area”. Spectators must stay off the field, at least (3) yards away from the touchline, within the designated “spectator area”. Coaches and spectators must behave responsibly, may not yell at the referee or otherwise interfere with the game, and must limit the giving of specific instructions to players while the game is in progress. Voice amplification devices are not allowed. **Alcohol, tobacco and illegal drugs are not permitted. Head coaches are responsible for their own conduct, as well as the conduct of all coaches, players, and spectators affiliated with their team.**

Infringements/Sanctions:

- 1) If a coach is unable to produce a valid coach registration card, the referee or field marshal shall consult the league registration book to verify that the coach is registered. If a team has no registered coaches present, a parent may complete paperwork to register to coach the team. A coach that fails to produce a valid coach registration card may, at the referee's discretion, be penalized for delay of game. The scheduled start time of the game shall not be delayed due to coach registration verification; the clock will run and players may take the field once the coach registration has been verified.
- 2) A coach or spectator shall be warned or penalized, at the referee's discretion, for interfering verbally or physically with the game, or other misconduct (LAW 12). A coach who leaves the “spectator area” or enters the field without permission is interfering with the game. Additionally, a head coach shall be disciplined if, when brought to his attention, in the referee's opinion, he does not immediately and sincerely attempt to assist the referee in calming or removing a specific coach or spectator affiliated with his team.
- 3) The referee may ask that a spectator be removed from the game for inappropriate behavior. The game will not restart until the spectator leaves the field. Refusal to leave the field may result in termination of the match.

Notes:

- 1) Coaches and spectators are not allowed on the field while the game is in progress. Part of learning the game is for the players to work with and communicate with each other, with minimal verbal instructions from their coaches and spectators.
- 2) Coaches and spectators are not allowed anywhere near either goal or penalty area during the game. Some parents and/or coaches, with good intentions, attempt to help out their team's offense, defense, or goalkeeper in this manner, but it is unfair to the other team to do so. The goalkeeper must be allowed to talk to his defense and be heard by them.
- 3) During the game, coaches should help the assistant referees with keeping themselves, spectators, and equipment at least 1-3 yards away from the touchline.
- 4) Referees should be aware that head coaches are often concentrating on what is happening on the field, and may truly not be aware that another coach or a spectator affiliated with his team is behaving inappropriately. Spectator misconduct must be brought to the attention of the respective head coach, so that the head coach has the opportunity to resolve the situation to the satisfaction of the referee. In all fairness, a head coach should not be disciplined if he has no knowledge of the misconduct. However, the referee's decision in this matter is final, and he may immediately red card and eject the head coach for the misconduct of others if he feels that it is warranted under the circumstances.

LAW 4 – THE PLAYER’S EQUIPMENT

Each player **must** wear a jersey or shirt, shorts (short pants), stockings, **shin guards**, and approved shoes (no toe cleats, long cleats, sharp cleats, or hard soled street shoes allowed). Shirts must be tucked into the shorts. Shoelaces must be securely tied. Each goalkeeper shall wear colors that distinguish him from the other players and referees.

Shin guards are **MANDATORY** and shall be worn underneath the stockings, shall be made of a suitable material, and shall afford a reasonable degree of protection from physical injury. Additional clothing outside the uniform is not permitted, except for warm-up pants that are the same color as the shorts, which may be worn in cold weather. The jersey must be visible at all times; any cold-weather clothing must be worn underneath the jersey.

A player **shall not wear anything which could be dangerous to himself or to another player, including** rings, watches, jewelry, hair clips, and so forth (exception - prescription eyeglasses). Post earrings may **not** be covered with tape or band-aids; they must be removed. A player may **not** participate with an orthopedic cast, even if wrapped.

The referee shall have the final decision in these matters.

Infringements/Sanctions:

- 1) A player shall not be permitted on the field without the proper equipment. If the referee notices an equipment problem while the ball is in play, he shall wait until the next stoppage in play (except in extreme cases) before ordering the offending player off the field (unless the problem has already been corrected). That player may then not re-enter the field until a substitution for his team is permitted, and the referee shall satisfy himself that the player's equipment is in order.

Notes:

- 1) The referee must inspect the equipment of all players before the game begins. A player who arrives late may not play until after he has passed the referee's inspection.
- 2) Tennis and running shoes are permitted, but soccer cleats or turf shoes are recommended.
- 3) Player names and nicknames are not permitted on the outside of their uniforms, to help prevent strangers from befriending them (**a player safety issue**).

LAW 5 – 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 he has been appointed. The referee shall:

- 1) Fairly enforce the Laws of the Game, and control the game and the immediate area.
- 2) Inspect the field, goals, ball, players, and coaches before the game.
- 3) Distribute a blank game scorecard to the coaches, and collect the completed game scorecard.
- 4) Act as official timekeeper for the game.
- 5) Stop, suspend, or terminate the game, as he feels is warranted, because of rules violations, dangerous playing conditions (determined by a field marshal or other league official), a bleeding player, a serious injury, outside interference, or some other unusual condition.
- 6) Allow play to continue ("**advantage rule**") for a few moments following a foul if he believes that doing so would be to the advantage of the fouled team. If the advantage doesn't quickly occur, stop and penalize the foul.
- 7) Punish the more serious offense when a player, coach, or spectator commits more than one offense at the same time.
- 8) At his option delay taking disciplinary action until the next stoppage in play, if a rules infraction is not materially affecting the game's progress.
- 9) Restart the game after each stoppage in play.
- 10) Appoint and use two assistant referees if he so desires.
- 11) Refrain from directing play or giving tactical advice to either team.
- 12) Have the final say regarding all matters related to the game.**
- 13) Be immune from legal liability for any decisions made or not made.
- 14) Keep a written record of the game and all penalties as they are issued.

Notes:

- 1) If play slows or stops in anticipation of a penalty or other call, the referee should shout "play" (or something similar) if needed to get the game quickly moving again.
- 2) "Dangerous conditions" may include darkness, lightning, sprinklers, blowing lawn chairs, small children or animals on the field, deep holes in the field, and so forth. A field marshal or league official will make the determination if dangerous conditions are present.
- 3) The referee should endeavor to keep the game moving with as few disruptions as possible. At the referee's sole discretion, truly unintentional and trivial rules violations can be ignored, or mentioned verbally to the offending person while the game is in progress, provided that player safety wasn't significantly threatened, and provided that both teams receive approximately equal treatment.
- 4) If you are a referee, you should stay in control of the game at all times, and consider acting to minimize player injuries. Establish what is and what is not allowed early in the game (every referee is different). Failure to issue warnings and penalties early in the game (as things happen) usually leads to escalating levels of poor sportsmanship or dangerous play until somebody gets hurt. Then, when a penalty is finally called, that side complains that you didn't call a similar penalty against the other team earlier in the game. Take control of the game early, be consistent, and be reasonably fair to both teams.
- 5) The referee should briefly explain to the offending party the reason for each foul or misconduct penalty, so that the offending party can learn from his misdeeds, whether intentional or not. The referee is not obliged to explain any decisions to the coaches either during or after the game, but may at his discretion do so if the game will not be delayed as a result, particularly if it might help the coaches better understand particular aspects of the game.

LAW 6 – THE ASSISTANT REFEREES

The referee may optionally appoint two assistant referees (one for each touchline), whose duty shall be to **assist** the referee in determining:

- 1) when the whole of the ball has passed out of play (including goals),
- 2) which side is entitled to a corner kick, goal kick, or throw-in,
- 3) when a player may be penalized for being in an offside position,
- 4) when a substitution is requested,
- 5) when other **significant rules violations** occur **out of the referee's view**.

The referee may overrule an assistant's decision at any time. In the event of undue interference or improper conduct by an assistant, the referee may dispense with that assistant's services and appoint a substitute assistant. The referee should equip each assistant with a signal flag.

Signal Flag Usage:

- 1) When not in use, the flag should be kept low. To stop play, quickly sweep the flag to the desired position, so that it will make some noise and draw the referee's attention.
- 2) For a throw-in, point the flag upward in the throw-in direction.
- 3) For a corner kick, point the flag downward towards the nearest field corner.
- 4) For a goal kick, point the flag horizontally towards the goal area.
- 5) For offside, first go full vertical. When play stops, point the flag towards the spot of the foul, either downward for the near side of the field, level for the middle of the field, or upward for the far side of the field.
- 6) For a substitution from the assistant's side of the field, wait for a stoppage in play for which a substitution is permitted (throw-in in that team's favor, etc.), then hold both arms full vertical with the flag draped between them until the substitution has been completed, or until play has resumed without the referee having allowed the substitution to occur.
- 7) For a hazard or rules violation, first go full vertical, and then consult with the referee.
- 8) The Assistant Referees should mirror each other to assist the center referee.

Notes:

- 1) Assistant referees may or may not be provided by the league for a given match. Their use is strictly optional (referee decision).
- 2) The referee may ask each head coach to supply one assistant for the game, subject to approval by the referee. Assistants ideally should be familiar with the rules, fair to both sides, and physically capable. **A poorly performing assistant may be replaced at any time by the referee.**
- 3) The referee may instruct the assistant referees to only indicate when the ball goes out of play, by raising the flag (or an arm) fully vertical. The referee will decide everything else.
- 4) Typically each assistant will be assigned to cover one side and one end of the field. The assistant should remain just outside the touchline (ideally), near his end of the field, whenever the ball is in play. He should endeavor to anticipate where the ball will go next, and be in a good position to make a call if needed. Offside calls are easiest to make when the assistant stays even with the second last defensive player (LAW 11).
- 5) Coaches and spectators are supposed to stay well away (at least 1-3 yards) from the touchline, but because that imaginary line is not marked, and because everybody wants to get the best view, that limit is seldom observed. This presents a possible hazard to the assistant (and anybody he may run into) while performing his duties along the touchline. Additionally, the assistant must have a clear view of the entire touchline from any point on that line. Therefore, the assistant should politely instruct people to stay out of his way. Any player, spectator, or coach who harasses or repeatedly interferes with an assistant's duties should be warned or punished by the referee as deemed appropriate.

LAW 7 – THE DURATION OF THE MATCH

Timekeeping

The game shall consist of two halves of **(35) minutes** each for the U13, U14 and High School divisions, with a rest break between the two halves that is not to exceed (5) minutes. The duration of the halves for the U12 division shall be **(30) minutes**. Halves may not be extended on account of any stoppages in play. Each half shall be extended if needed only to take or retake penalty kicks (LAW 14). The referee is the official timekeeper, and his decisions in this regard, even if they appear to be wrong, are final.

Timekeeping Devices:

- 1) Two common wristwatches, one as primary and one as backup, accurately set, are needed for getting the game started on time.
- 2) There are several types of timers for determining the length of each half, which may either be a separate unit or part of a wristwatch. The best choice is a countdown timer with 1 second resolution and an audible alarm at the end of each half.

Notes:

- 1) The referee may assign somebody else to time the halves if he so desires.
- 2) During stoppages in play near the end of each half, the referee is encouraged to hold up fingers indicating to each side approximately how many minutes remain in that half.
- 3) It is recommended that each team also keep time in case the referee's timer malfunctions. If a team reasonably believes that play has continued for at least 1 minute past the end of a half, they may yell "time" to the referee, who should check his timer but is under no obligation to stop the game at that point.
- 4) At the end of each half, the referee should blow his whistle 2-3 times and point towards the center of the field to indicate that the half is over (each referee has his own style).
- 5) If a goal is scored after time expires, even if it was kicked before time expired, it does not count.
- 6) All coaches and the referee should endeavor to start the game on time and keep it moving, so that subsequent games played on the same field will not be delayed. This is one reason why the league does not allow halves to be extended to compensate for time lost due to injuries, penalties, substitutions, etc. The game will start at the scheduled start time, so long as each team has at least 4 players; additional players may be added during the game at stoppages. A game may be started prior to the scheduled start time if the referee has completed check-in procedures and both teams are in agreement to start the game. **Teams must exit the field within 80 minutes after the scheduled start time of their game, whether full halves have been played or not.**

Before the Game

The following is a checklist of things **COACHES** should do before the game starts:

- 1) Inspect the playing field for rocks, sprinklers, net holes, and other unusual or dangerous conditions. Make improvements as needed.
- 2) Greet the opposing coaches. Jointly prepare a scorecard (to be provided by the referee) for the game.
- 3) If the two teams have similar uniforms, the "home team" must wear "practice bibs" to differentiate the teams.
- 4) Inspect the equipment worn by all members of your own team.
- 5) Present all league-issued coaching cards to the referee.
- 6) Give the game ball to the referee if you are the "home team".
- 7) Assign positions to the starting players.
- 8) Make sure the goalkeeper is wearing "distinctive" clothing.
- 9) Endeavor to get the game started on time, so as not to delay subsequent games played on the same field.
- 10) If no official referee is present, democratically select a referee for each half. In this case, no persons may be ejected except by mutual consent.

The following is a list of things the **REFEREE** should do before each game starts:

- 1) Inspect the playing field for rocks, sprinklers, net holes, and other unusual or dangerous conditions.; notify league officials and make improvements as needed.
- 2) Greet the coaches from each team; give the coaches a blank scorecard and ask them to fill in their lineups.
- 3) Get the game ball from the home team and make sure it is acceptable.
- 4) Prepare the assistant referees for the game (recruit two if needed).
- 5) Inspect the equipment worn by all players on each team.
- 6) Verify the "coaching card" for each coach. If a coach does not have a valid card, that coach may have been suspended for abusive or violent conduct towards referees, and may not coach.
- 7) Collect the completed game scorecard. Verify player rosters if requested by opposing coaches.
- 8) Meet with the captain of each team in the center of the field, and perform a coin toss. The winning captain selects which goal his team will defend first. The other team will kick off to start the game.
- 9) Endeavor to get the game started on time, so as not to delay subsequent games played on the same field.

LAW 8 – THE START AND RESTART OF PLAY

Start of Play (Kick-Offs)

A kick-off is used to start play at the beginning of each half, and to restart play following each goal. In the second half of the game, the teams swap ends of the field, and the duty to kick off the half. Following a goal, the kick-off is taken by the team just scored upon. The referee places the ball in the center of the field. All players must be in their own half of the field, and the team opposing the kicker must remain at least (10) yards away from the ball until it is in play. On the referee's signal, the ball is kicked into the other team's half of the field. **The ball is in play as soon as it has been kicked and moves into the other team's half of the field.** After taking the kick, the kicker may not touch the ball a second time until after it has been touched by another player. **A goal may be scored directly from a kick-off.**

Infringements/Sanctions:

- 1) If a player jumps out of position before the kick is taken, or if the kick does not enter the other team's half of the field, the kick-off has been taken improperly and the **kick must be retaken**. The offending players shall be warned or yellow carded for wasting time.
- 2) If the kicker touches the ball again, before it has been touched by another player, the other team shall be awarded an **indirect free kick** (LAW 13) from the spot of the foul.

Notes:

- 1) Prior to each kick-off, the referee should count the number of players on each field half.

Dropped Ball

If the game is stopped by the referee because of a serious injury, a potential danger, a deflated ball, or some other unusual event (including some penalty situations) for which the method of restarting play is not specified elsewhere in this booklet, the referee shall restart the game by dropping the ball at the point nearest to where the ball was located when play was stopped. However, if the ball was in a goal area when play was stopped, the ball shall instead be dropped on the nearest part of the goal area line, which runs parallel to the goal line. The ball shall not be dropped until all other members of both teams are at least (10) yards away from the ball (unless they are standing on their own goal line, between the goal posts). **The ball is in play as soon as it touches the ground.** The ball must be dropped again if a player touches the ball before it reaches the ground.

Notes:

- 1) It does not matter which team had possession of the ball when play was stopped.
- 2) This section does not apply to the case where a goalkeeper accidentally drops the ball.
- 3) Substitutions are not permitted, except in cases of player injury.
- 4) There is no requirement that any players at all or any certain number of players have to participate in a dropped ball restart.
- 5) If the referee knows which team possessed the ball when the game was stopped, instead of restarting play with a dropped ball, the referee may choose to ask a player from the team that did not have possession to kick the ball to the opposing team's goalkeeper to restart play.

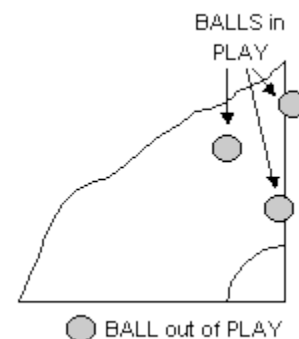
LAW 9 – THE BALL IN AND OUT OF PLAY

The ball is **out of play** when:

- 1) The ball has **wholly crossed** a goal line or a touchline, whether on the ground or in the air (see diagram).
- 2) Play has been stopped by the referee.

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

- 1) it rebounds from a goal post, crossbar, or corner post and remains in the field of play.
- 2) it rebounds off either the referee or an assistant referee when they are in the field of play.
- 3) it appears as though there has been an infringement of the rules of the game, but the referee hasn't blown his whistle.

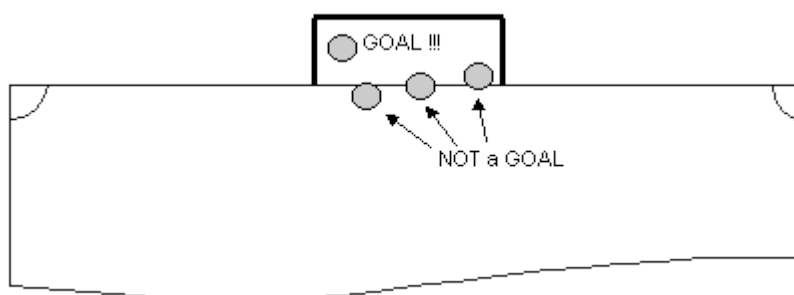


Notes:

- 1) Lines on the field are considered to be part of the areas, which they outline. For example, the touchlines and the goal lines are considered to be part of the field of play.
- 2) The referee should give the proper signal as soon as the ball goes out of play, because players are instructed to assume that the ball is in play until the whistle is blown (exception – when it is obvious to all concerned that the ball has gone out of play).
- 3) From the referee's position on the field, it may appear as though the ball is out of play when in fact up to half of the ball still overlaps the goal line or touchline (try it). Coaches and players must accept the referee's decision on this matter, even when the decision appears to be wrong (players often have the best view).
- 4) Coaches should teach players to “play to the whistle”, and not assume that a ball is out of play until the referee blows the whistle to indicate such.

LAW 10 – THE METHOD OF SCORING

A goal is scored for a team when the **whole of the ball** passes over the other team's goal line (see diagram below), between the goal posts and under the crossbar, provided that the attacking team has not (in the referee's opinion) significantly violated any rules of the game in the process of scoring that goal.



The team scoring the greater number of goals during a game shall be the winner. If no goals or an equal number of goals are scored, the game shall be termed a “draw”. During any stoppage in play, coach of a team which is being beaten by a margin of 10 or more goals may elect to terminate the match at that point, without penalty, by informing the referee, and the referee shall terminate the match (“**mercy rule**”).

Notes:

- 1) It does not matter whether or not the defending goalkeeper has possession of the ball when the ball enters the goal - a goal is scored in either case. A goalkeeper holding the ball while stepping back into his own goal scores a goal for the other team. The position of the ball, not the position of the goalkeeper, is the only thing that matters here.
- 2) It does not matter who touched the ball last before a goal was scored. A defender who accidentally kicks the ball into his own goal has scored a goal for the other team.
- 3) The attacking team's goalkeeper, while in his own penalty area, may use his hands and arms to propel the ball across the field and score a goal (in theory it could happen).
- 4) A goal is not scored if specifically prohibited elsewhere in this booklet. For example, a goal may not be scored directly from a throw-in or indirect free kick.
- 5) The referee should blow his whistle as soon as the goal is scored; because players are instructed to assume that the ball is in play until the whistle is blown (exception - when it is obvious to all concerned that a goal has been scored).
- 6) The referee should immediately indicate with his arm that a goal has been scored, by extending one arm straight out (palm sideways) towards the center of the field.
- 7) From the referee's position on the field, it may appear as though the ball has completely crossed the goal line when in fact up to half of the ball still overlaps the goal line (try it). Coaches and players must accept the referee's decision on this matter, even when the decision appears to be wrong (players often have the best view).
- 8) If there is a hole or gap in the goal net, which the ball may have passed through, or if the goal net is missing, the referee must decide to the best of his ability whether or not a goal was scored, and that decision is final.
- 9) If one team vastly outscores another team, to the point where the outcome of the game is no longer reasonably in doubt, the “presumably winning” coach should consider removing his best players from the game, and/or moving his players into less ideal positions (i.e. swap defenders and forwards) at the earliest opportunity. This helps the coach's team members gain valuable playing experiences, prevents the score from getting much more lopsided, and avoids destroying whatever remains of the other team's self esteem.
- 10) **The 10-goal differential “mercy rule” cannot be invoked by the higher scoring team**, nor can the referee terminate a match for this reason alone without the permission of the losing team.

LAW 11 – OFFSIDE

A player is in an “**offside position**” if he is in his opponents’ half of the field and **closer to his opponents’ goal line than both the ball and the “second last opponent”**. However, being in an “offside position” is not in itself an offside offense. A player shall be penalized only if, at any moment the ball touches or is played by another member of his team, he is (in the referee’s opinion) in an “offside position” and involved in active play by either interfering with play, interfering with an opponent, or gaining an advantage by being in that position. However, a player may not be penalized if he receives the ball directly from a goal kick, corner kick, or throw-in.

A visual illustration of the offside rule can be found at the following link:

<http://www.dynamic-thought.com/Offside.swf>

Infringements/Sanctions:

1) For a qualifying offside offense, the other team is given an **indirect free kick** (LAW 13) from the spot of the foul.

Notes:

- 1) A player is **not in an “offside position”** if he is in his **own half of the field, or is level with the second last opponent, or is level with the last two opponents, or if the ball is closer to the opposing goal line than he is.**
- 2) The “second last opponent” is usually the defender nearest his own goal line, assuming that the goalkeeper is even closer to that goal line. However, there may be situations where one or two defenders are closer to the goal line than their goalkeeper, in which case the “second last opponent” would be a second defensive player or the goalkeeper.
- 3) Other players on the team of a player who receives (plays or touches) the ball directly from a goal kick, corner kick, or throw-in are subject to the offside rule.
- 4) A single player by himself cannot commit an offside offense, because somebody else on his team has to touch or play the ball first.
- 5) “Gaining an advantage” includes affecting the play of the opposing goalkeeper or other defensive players, as a result of being in an “offside position”.
- 6) An “offside trap” is sometimes used by defensive players to intentionally place an opposing offensive player into an offside position. This technique is fairly advanced and risky for youth soccer, because very good defensive team silent communications are required, and the referee may well miss the offside call, therefore giving the other team an easy uncontested scoring opportunity.
- 7) A defensive player who intentionally steps off the field in order to place an offensive player into an offside position may be warned or yellow carded for unsporting behavior.
- 8) An offensive player who intentionally steps off the field in order to avoid being in an offside position may (depending on circumstances) be ignored, called offside when he reenters the field, or warned or yellow carded for leaving the field without permission or for unsporting behavior, all at the referee’s sole discretion.
- 9) The topic of what is and is not an offside offense is quite complicated, and difficult for nonprofessional players, coaches, referees, and assistants to understand fully. In practice, one must monitor two defensive players and two offensive players and the ball, all at the same time, then apply some subjective reasoning to the perceived facts, all of which must take place quickly while the ball is bouncing around the field. As usual, the referee’s decisions (or lack thereof) in this matter are final, even if they appear to be wrong.
EXAMPLES of what is and what is not offside are included in the “**2006 FIFA Laws of the Game**” which can be downloaded from the FIFA website <http://www.fifa.com>.

LAW 12 – FOULS AND MISCONDUCT

This law deals primarily with **how to restart** a game after a foul or misconduct has occurred. A caution (yellow card) may be given if the referee believes a foul was committed in a reckless manner, and the player may be sent off (red cards) for a foul involving excessive force. See the “RED and YELLOW Cards” section for additional sanctions which may be appropriate, depending on the situation. A **foul** is defined as something which one player does to an opposing player **while the ball is in play**. Misconduct is defined as any other disciplinary problem, which may occur during a match, including between players on the same team, things that happen while the ball is out of play, and things involving the referee, coaches, and/or spectators. The referee has considerable discretion as to what will and will not be allowed during the course of a game.

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

- 1) kicks or attempts to kick an opponent
- 2) trips or attempts to trip an opponent
- 3) jumps at an opponent
- 4) charges an opponent
- 5) strikes or attempts to strike an opponent
- 6) pushes an opponent
- 7) tackles an opponent

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

- 1) holds an opponent
- 2) spits at an opponent
- 3) handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from the place where the offence occurred.

A **penalty kick** (LAW 14) is awarded if any of the above offenses is committed by a player in his own penalty area, irrespective of the position of the ball, provided it is in play.

An **indirect free kick** (LAW 13) is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- 1) controls the ball with his hands for more than six seconds before releasing it from his possession
- 2) touches the ball again with his hands after he has released it from his possession and before it has touched another player
- 3) touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- 4) touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

An indirect free kick is also awarded to the opposing team, if, in the opinion of the referee, a player:

- 1) impedes the progress of an opponent (except if fairly playing the ball)
- 2) plays in a dangerous manner (not specified elsewhere)
- 3) prevents the opposing goalkeeper from releasing the ball
- 4) commits any other offense not previously mentioned in LAW 12

An indirect free kick is taken from the place where the offence occurred.

Misconduct is usually dealt with after the ball goes out of play, so as not to disrupt the game. The game is restarted as it would have been had the misconduct not occurred. If the referee stops the game specifically to deal with a case of misconduct by a player on the field, the game is restarted with an indirect free kick awarded to the other team, from the spot where the ball was when the referee stopped play. In all other cases of misconduct, the game is restarted with a dropped ball.

Notes:

- 1) Rules violations detailed elsewhere in this booklet still apply.
- 2) Significant contact between players is allowed if it is both fair and nonviolent.
- 3) At the referee's sole discretion, truly unintentional and trivial rules violations can be ignored, or mentioned verbally to the offending person while the game is in progress, provided that player safety wasn't significantly threatened, and provided that both teams receive approximately equal treatment. Repeat violations by a player must be punished.
- 4) When a person violates two or more rules at the same time, the more serious disciplinary measures shall be taken.

RED and YELLOW Cards

This page discusses various options, which the referee has at his disposal to keep the match safe and under control. A good referee is often able to keep the match under control simply by verbally warning players, coaches, and spectators that their conduct needs to improve if they wish to be around to see the end of the game.

YELLOW cards may be displayed to players, coaches, and spectators who:

- 1) exhibit "unsporting behavior", including any simulated action which is intended to deceive the referee (this is a catch-all category which includes fouls and misconduct which go beyond the level of normal play, but are not quite serious enough to warrant a red card)
- 2) show significant dissent by word or action with a referee's decision
- 3) persistently infringes on the Laws of the Game
- 4) significantly delay the restart of play
- 5) failing to respect the required distance when play is restarted during free kicks, kick-offs, and corner kicks
- 6) persistently infringe the Laws of the Game
- 7) leave or enter the field of play without the referee's permission

Any player who is yellow carded must leave the field immediately, may be replaced by a substitute player at the coach's discretion, and **may return to the game** at his team's next regular substitution opportunity.

Notes:

- 1) If coach decides not to substitute for player who was yellow carded, then team will play with one player short until next regular substitution opportunity.
- 2) If team has no substitute players available, then team will play with one player short until next regular substitution opportunity.

RED cards may be displayed to players, coaches, and spectators who:

- 1) are guilty of **serious foul play** (kick, trip, tackle, hit, push, jump at, unfairly charge), throw an object at, **spit at**, or any **other violent conduct** directed at any other person, done either intentionally or very recklessly, in a manner **likely to cause serious injury or provoke retaliation**
- 2) deny an opponent an **obvious** goal scoring opportunity by deliberately handling the ball
- 3) deny an opponent an **obvious** goal scoring opportunity by any foul or misconduct which is punishable by a free kick or a penalty kick
- 4) use offensive, insulting, and/or abusive language or gestures
- 5) receive a 2nd yellow card in a match

Any person who is red carded is immediately ejected from the game, shall be removed from within sight and sound of the field by the referee, and may be suspended by the league for one (1) or more subsequent games, subject to a review by the league's Disciplinary committee. **Any player who is red carded may not be replaced**, so that team will play one or more persons short for the remainder of the match.

Notes:

- 1) It is OK to leave the field momentarily to retrieve a ball which has gone out of play, to play a ball on the field's boundary, etc..
- 2) To illustrate the referee's use of common sense and discretion, foul language can be ignored (a player's momentary display of disgust with himself), subject to a verbal warning, yellow carded as unsporting behavior, or red carded if loud and long enough.
- 3) The issuance of a red card shall be reported to the league's Disciplinary Committee with the submission of an incident report by the referee. The Disciplinary Committee shall review the incident report and take witness statements if necessary, before determining if further suspension is warranted.
- 4) Depending on the circumstances, any person who is red carded may be subject to additional disciplinary action from the league, such as multiple game suspensions. **Abuse or assault of referees, especially youth referees, will not be tolerated, and can result in multiple year suspensions.** Refer to official league documents for full details.

LAW 13 – FREE KICKS

An “indirect free kick” or “direct free kick” may be awarded to a team by the referee, as described elsewhere in this booklet, because of one or more rules violations by the opposing team. The ball must be stationary, at the proper spot, and opposing players must be far enough away, before the ball is kicked. Any player on a team may take the kick. If the kick is not taken properly, the kick must be retaken. After taking the kick, the kicker shall not touch the ball a second time until another player has touched it.

When taken by a team from **within its own penalty area**:

- 1) opposing players must be at least (10) yards away, and must remain outside the penalty area until the ball completely leaves the penalty area.
- 2) the ball is in play as soon as it completely leaves the penalty area.
- 3) if taken from inside the goal area, any point in the goal area is OK.

When taken by a team from **within its opponents’ penalty area** (in the case of an indirect kick):

- 1) opposing players must be at least (10) yards away, unless standing on their own goal line, between the goal posts.
- 2) the ball is in play as soon as it is kicked and moves.
- 3) if awarded inside the goal area, the kick must be taken from that part of the goal area line, which is parallel to the goal line, at the point nearest where the foul occurred.

When taken from **a point not inside either penalty area**:

- 1) opposing players must be at least (10) yards away. A defensive player who purposely takes a position within the prescribed distance is subject to caution (yellow card) for delay of game.
- 2) the ball is in play as soon as it is kicked and moves.

Infringements/Sanctions:

- 1) If any player from the opposing team significantly delays the kick, or moves too close to the ball before the ball is in play, the kick has not been taken properly and the **kick must be retaken**. That player shall be warned or yellow carded for delaying the game.
- 2) If the player taking the kick touches the ball before it has been touched by another player, an **indirect free kick** from that spot shall be taken by the other team. However, if that player handles the ball, a **direct free kick** (or penalty kick if done within his own penalty area) shall be taken instead (exception - a goalkeeper within his own penalty area may handle the ball, so is only penalized by an indirect free kick).
- 3) If a free kick (indirect or direct) is kicked directly into a team’s own goal, a **corner kick is awarded to the opposing team**.

Notes:

- 1) Substitutions are not allowed, except in cases of player injury.

Direct Free Kick

A direct free kick shall be taken from the spot of the foul, and all of the general free kick rules on apply. A **goal may be scored directly from a direct free kick**.

Notes:

- 1) The referee should immediately blow his whistle to stop play, then extend his arm horizontally (palm sideways) to indicate that a direct free kick is to be taken (and to indicate the direction). The referee should also indicate to the player taking the kick where the kick is to be taken from. Players are responsible for placing the ball at the proper position.
- 2) If a direct free kick foul is committed by a player who is in his own penalty area, while the ball is in play, the other team shall be awarded a penalty kick instead (LAW 14).

Indirect Free Kick

All of the general free kick rules apply. Additionally, a goal may not be scored directly from an indirect free kick.

Infringements/Sanctions:

- 1) If the ball is kicked directly into the opponents’ goal, without touching any other person, no goal is scored, and a **goal kick is awarded to the other team**.

Notes:

- 1) The referee should immediately blow his whistle to stop play, and then extend his arm vertically to indicate that an indirect free kick is to be taken. The referee should also indicate to the player taking the kick where the kick is to be taken from. Players are responsible for placing the ball at the proper position. The referee should maintain his arm in the full vertical position until the kick has been taken and the ball has either been touched by another player or gone out of play.
- 2) The person taking the indirect free kick may aim the ball directly at the goal, the goalkeeper, or any other person on the field.

LAW 14 – THE PENALTY KICK

A penalty kick is awarded against a team that commits one of the offenses for which a direct kick is awarded, inside its own penalty area and while the ball is in play. A **penalty kick shall be taken from the penalty mark**. All players except the player taking the kick and the opposing goalkeeper shall be on the field of play, outside the penalty area, behind the ball, and at least (10) yards away from the ball, until the ball is in play. The **player taking the penalty kick must be clearly identified**. The **opposing goalkeeper must stand on his own goal line**, somewhere between the goal posts, until the ball is kicked. The player taking the kick must kick the ball forward, and he shall not touch the ball a second time until it has been touched by another player. **A goal may be scored directly from a penalty kick**. The **ball is in play as soon as it has been kicked and moves**. A game may be extended at half time or full time to allow penalty kicks to be taken or re-taken, however, the ball may be played only by the opposing goalkeeper in this case.

Infringements/Sanctions:

- 1) If both teams violate any of these rules, the goal (if any) shall be disallowed and the **penalty kick shall be retaken**. The remaining sanctions do not apply.
- 2) If the defending team violates any of these rules, the **penalty kick shall be retaken if a goal did not result**.
- 3) If a player on the attacking team or the kicker violates any of these rules, the **goal (if any) shall be disallowed and the penalty kick shall be retaken**. If no goal was scored, the kick is not retaken.

Notes:

- 1) If the penalty mark is wrongly placed or not visible, as is often the case, the referee shall pace off a distance of approximately 30 feet straight out from the center of the goal line and place the ball there for the penalty kick.
- 2) The goal area, the line around the goal area, and the line around the penalty area are all considered to be part of the penalty area.
- 3) The referee must allow all players to reach their proper positions before allowing the kick to be taken. If, after giving the signal to proceed, the referee sees one or more rules violations by either team, he shall allow the kick to proceed. Afterwards, he shall stop play if needed, then allow or disallow the goal (see above), and punish the offender(s).
- 4) FIFA no longer prevents the goalkeeper from moving his feet while on the goal line.
- 5) If an outside agent (besides wind) alters the course of the ball, the **kick shall be retaken**.
- 6) If the game has been extended for a penalty kick, a goal shall not be disallowed just because it strikes the crossbar, the goal post(s), and/or the goalkeeper before going in.
- 7) Substitutions are not permitted, except in cases of player injury.

LAW 15 – THE THROW-IN

A throw-in is a method of restarting play. When the whole of the ball passes over a touchline, either on the ground or in the air, **the ball shall be thrown in from the point where it went out of play**, in any direction, by a player of the team opposite to that of the player who last touched it. **All opponents must stand no less than 2 yards from the point at which the throw-in is taken.** The thrower, at the moment of delivering the ball, must:

- 1) face some part of the field, and be within (1) yard of the touchline
- 2) be very near the point where the ball passed over the touchline
- 3) have a part of each foot on the ground, on or outside the touchline
- 4) use both hands
- 5) deliver the ball from behind and directly over his head.

The ball is in play as soon as it enters the field (in the air). The thrower must not touch the ball until after it has been touched by another player. **A goal may not be scored directly from a throw-in.**

Infringements/Sanctions:

- 1) If the ball is improperly thrown in, including a throw-in taken from the wrong spot, **the throw-in shall instead be taken by a player from the opposing team.**
- 2) If the thrower handles the ball after it has been thrown in, a **direct free kick** or **penalty kick** shall be taken by the opposing team.
- 3) If the thrower otherwise touches the ball before it has touched another player, an **indirect free kick** shall be taken by a player of the opposing team from the place where the infringement occurred.
- 4) If, when a throw-in is being taken, any of the opposing players unfairly (in the referee's opinion) distract or impede the thrower, it shall be deemed unsporting behavior, for which the offender(s) shall be warned or yellow carded.

Notes:

- 1) The referee should blow his whistle as soon as the ball goes completely over the touchline, because players are instructed to assume that the ball is in play until the whistle is blown (exception - when it is obvious to all concerned that the ball has gone out of play).
- 2) The referee should immediately indicate with his arm which way the ball is to go, and indicate to the thrower (if needed) approximately where the throw is to be taken from. This also helps the coaches determine whether or not they can substitute players.
- 3) From the referee's position near the middle of the field, it may appear as though the ball is out of play when in fact up to half of the ball still overlaps the touchline (try it). Coaches and players must accept the referee's decision on this matter, even when the decision appears to be wrong (coaches and players often have the best view in this case).
- 4) The only thing that counts is who touched the ball last, whether intentionally or not. If player A kicks the ball into opposing player B, and the ball then goes out of play, player A's team gets the ball, even though player B did not intentionally touch the ball.
- 5) The throw-in may be taken immediately unless the referee has stopped play to allow for one or more substitutions by the team which will be throwing in the ball, for a player injury, to issue delayed penalties, or for any other reason.
- 6) Although the touchlines are considered to be part of the playing field, FIFA allows players' feet to be on the touchline during the throw-in. This apparent contradiction is done perhaps to speed up the game, as many players do touch the line during throw-ins. Some referees may even allow a part of each foot to be on the field, provided that another part of each foot is either on or outside the touchline.

LAW 16 – THE GOAL KICK

A goal kick is a method of restarting play. When the whole of the ball passes over the goal line, outside the goal posts or over the crossbar (goal has NOT been scored in accordance with Law 10), either in the air or on the ground, having last been touched by one of the attacking team, **it shall be kicked entirely out of the penalty area**, from any point within the goal area, by any player from the defending team. Players of the team opposing that of the player taking the kick must remain outside the penalty area until the ball is in play. The **ball is in play as soon as it completely leaves the penalty area**. After taking the kick, the kicker shall not touch the ball until after it is in play and has been touched by another player. **A goal may be scored directly from a goal kick.**

Infringements/Sanctions:

- 1) If the ball doesn't make it completely out of the penalty area, the **kick is retaken**.
- 2) If any opposing player enters the penalty area before the ball is in play, the **kick is retaken**.
- 3) If any player touches the ball before it is in play, the **kick is retaken**.
- 4) If the player taking the goal kick touches the ball (except with his hands) before it has been touched by another player, an **indirect free kick** shall be taken by a player of the opposing team, from the place where the infringement occurred.
- 5) If the player taking the goal kick deliberately handles the ball before it has been touched by another player, an **direct free kick** shall be taken by a player of the opposing team, from the place where the infringement occurred.
- 6) For any other infringement, the **kick is retaken**.

Notes:

- 1) The referee should blow his whistle as soon as the ball goes completely over the goal line, because players are instructed to assume that the ball is in play until the whistle is blown (exception - when it is obvious to all concerned that the ball has gone out of play).
- 2) The referee should immediately extend his arm horizontally (palm sideways) toward the goal area to indicate that a goal kick is to be taken.
- 3) From the referee's position on the field, it may appear as though the ball is out of play when in fact up to half of the ball still overlaps the goal line (try it). Coaches and players must accept the referee's decision on this matter, even when the decision appears to be wrong (players often have the best view in this case).
- 4) The only thing that counts is who touched the ball last, whether intentionally or not. If player A kicks the ball into opposing player B, and the ball then goes out of play, player A's team gets the ball, even though player B did not intentionally touch the ball.
- 5) The goal kick may be taken as soon as the other team's players leave the penalty area, unless the referee has stopped play to allow for one or more substitutions by either team.
- 6) The goal area, the line around the goal area, and the line around the penalty area are all considered to be part of the penalty area.
- 7) The goal kick may be taken by the goalkeeper or any other member of his team. A goal may be scored directly from a goal kick, but only in the opposing team's goal.

LAW 17 – THE CORNER KICK

A corner kick is a method of restarting play. When the whole of the ball passes over the goal line, outside the goal posts or over the crossbar (goal has NOT been scored in accordance with Law 10), either in the air or on the ground, having last been touched by one of the defending team, a member of the attacking team shall take a corner kick, in which the **ball shall be placed on the nearest corner of the field and kicked into play**. Players of the team opposing that of the player taking the corner kick must remain at least (10) yards away from the ball until the ball is in play. The **ball is in play as soon as it has been kicked and moves**. After taking the kick, the kicker shall not touch the ball until after it has been touched by another player. **A goal may be scored directly from a corner kick.**

Infringements/Sanctions:

- 1) If any player from the defending team intentionally positions himself within (10) yards of the ball before it is kicked into play, for the purpose of delaying the game or other defensive reasons, that player shall be warned or yellow carded for wasting time. If the kick has already been taken, it has been taken improperly, so the goal (if any) is disallowed, and the **kick is retaken**.
- 2) If the player taking the corner kick touches the ball (except with his hands) before it has been touched by another player, an **indirect free kick** shall be taken by a player of the opposing team, from the place where the infringement occurred.
- 3) If the player taking the corner kick deliberately handles the ball before it has been touched by another player, an **direct free kick** shall be taken by a player of the opposing team, from the place where the infringement occurred.
- 4) For any other infringement, the **kick is retaken**.

Notes:

- 1) The referee should blow his whistle as soon as the ball goes completely over the goal line, because players are instructed to assume that the ball is in play until the whistle is blown (exception - when it is obvious to all concerned that the ball has gone out of play).
- 2) The referee should immediately extend his arm (palm sideways) upward and toward the corner of the field nearest where the ball went out of play, to indicate where the corner kick is to be taken.
- 3) From the referee's position on the field, it may appear as though the ball is out of play when in fact up to half of the ball still overlaps the goal line (try it). Coaches and players must accept the referee's decision on this matter, even when the decision appears to be wrong (players often have the best view in this case).
- 4) The only thing that counts is who touched the ball last, whether intentionally or not. If player A kicks the ball into opposing player B, and the ball then goes out of play, player A's team gets the ball, even though player B did not intentionally touch the ball.
- 5) The corner kick may be taken as soon as the other team's players are far enough away from the ball.
- 6) Substitutions are not allowed, except in cases of player injury.

After the Game

Here is a checklist of things the **COACH** should do after the game ends:

- 1) Form their players on the halfway line, near their touchline, for the purpose of shaking hands with players and coaches from the other team. Politeness and graciousness are expected from all concerned as they meet in the center of the field, whether win, lose, or draw.
- 2) Shake hands with the referee. Assuming that the referee has done a good job officiating the game, let him know it. Referees usually receive criticism from one side or the other whenever a call is made, and that gets old after awhile, so compliments are always appreciated, and will help retain good referees for future games.
- 3) Optionally fill out a "field & referee report". If you strongly feel that the referee needs further training or other improvements, it is risky to say so directly to the referee. Instead, write down your observations about the field and/or referee, have witnesses (such as the opposing head coach) sign your statement, then mail or give it to a league officer.
- 4) Pick up equipment and/or trash, which may have been left behind. Leave the field cleaner than when your team arrived.

Here is a checklist of things the **REFEREE** should do after the game ends:

- 1) Return the game ball to the team or person(s) who supplied it.
- 2) Note the names of those persons who have received red cards during the course of the game on the game scorecard.
- 3) Retrieve the signal flags from the assistant referees (if any).
- 4) Give the game scorecards and a report of any unusual incidents, to the referee coordinator or other designated official.
- 5) Report any perceived deficiencies in this booklet, using the instructions provided on page ii. We can't cover every combination of situations, but we also cannot improve this booklet unless we hear from you.

Notes:

- 1) The referee may also, **at his sole discretion**, allow coaches, players, and/or spectators to calmly and politely query him about points of the game, for instructional purposes. The referee should walk away if anyone is abusive, and report it to the league if necessary.

Parent's Code of Conduct

Your child is playing soccer for fun. Please realize that everyone wants you to enjoy the game also. Below are some simple rules you should observe. Please consider them carefully.

- 1) **Do not shout instructions to your child.** This will cause confusion and may result in erroneous play on your child's part. The coach has instructed your child on how to play. If you shout instructions, your child will probably try to please you and the coach at the same time. In trying to do two things at once, the child may fail at both.
- 2) **Cheer for him when your child successfully plays the ball.** However, remember your child is a member of a team. Let the other players know you support them. Refrain from disparaging or degrading remarks.
- 3) **Suffer in silence** whenever something occurs that goes against your child's team. A display of anger may inflame a delicate situation resulting in embarrassment for you or your child. Some parents embarrass their own children by making a spectacle of themselves.
- 4) **Remember that the parents from the other team are equally enthusiastic about their team's success.** Be a gracious competitor.
- 5) **Do not run up and down the sidelines.** Find a comfortable place to sit down or stand and enjoy the match.
- 6) **Do not shout insults at the referee.** The referee has the power to stop the match if the crowd becomes discourteous. To have been the cause of such drastic action would be a humiliation to you and your child.
- 7) **If your team loses, adopt a positive attitude.** Compliment the child upon his good plays. Ignore the mistakes. The child will be happy you noticed his good qualities.
- 8) **Remember -- your child will forget about today's game.** Next week he will probably have forgotten the score. However, both of you will remember that you had a good time playing the most popular sport in the world.
- 9) **Absolutely no alcoholic beverages** are permitted at any soccer game. **No smoking** is permitted at any soccer game. All non-playing children must be supervised at all times.