

Coulee Region Soccer League
Rules Of Play 2009

1. THE FIELD OF PLAY:

- a: The home team shall provide a suitable and safe playing field. Recommended field size specifications are as follows:

<u>Level</u>	<u>Width (in yards)</u>	<u>Length (in yards)</u>
U6 & below	15 - 20	20 - 30
U7 / U8	20 - 30	25 - 35
U9 / U10	35 - 45	45 - 60
U11 / U12	45 - 55	60 - 80
U13 & up	50 - 100	100 - 130

- b: **Field Markings:** The field of play shall be marked by the home team with a non-caustic material in accordance with recommended attached diagrams provided at the end of this document.

- 1) **The field of play** is marked with lines. These lines belong to the areas of which they are boundaries. Boundary lines are part of play. They shall be approximately five (5) inches wide with distinctive colored material which is non injurious to the participants. The two longer boundary lines are the “**touch lines**”, and the two shorter boundary lines are the “**goal lines**”. The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line.
- 2) The field of play is divided into two halves by a **halfway line**.
- 3) **The center mark** is indicated at the midpoint of the halfway line. A circle with a radius of **10 yards** (for U13 & up’s field), **8 yards** (for U 9, U 10, U 11 & U 12 field), and **4 yards** (for U 8 & below field) is marked around it.
- 4) The goal area and penalty area shall be marked at 90-degree angles to the boundary lines in accordance with the attached diagrams (provided at the end of this document). **Important Note: There is no Goal Area, Penalty Area or Penalty point to be marked for the U8 and under field, instead a half circle with a radius of Four (4) yards is to be drawn from the halfway of Goal lines into the field of play.**

- c: **Goals:** The goals shall be sized in accordance with the attached diagram. Goals must be placed on the center of each goal line. The home team shall provide the goals with serviceable nets prior to game time. Home teams shall have appropriate tools to repair goals in case of need. The goalposts and crossbars must be white. Goals must be anchored securely to the ground. Portable goals may only be used if they

satisfy this requirement. The goals will be inspected prior to the game by the referee to insure serviceability.

Goal Sizes:

<u>Level</u>	<u>Width (in yards)</u>	<u>Height (in Feet)</u>
U8 & below	2	4
U9 /U10	4	6
U11 / U12	7	7
U13 & up	8	8

- d: The home team shall provide flag posts or cones to mark the comers of the field of play. A **flag post** must equal or greater than Five (5) feet high with a non-pointed top.

2. THE GAME BALL:

- a. The **game ball** must be:
 - 1) spherical,
 - 2) made of leather or other suitable material,
 - 3) should be inflated to the manufacturer’s recommended specifications.
- b: The home team will provide up to three (3) game balls to the referee ten (10) minutes prior to game time. The home team shall have a pump available for adjusting pressure.
- c: The game ball sizes are as follows:

<u>Level</u>	<u>Ball size</u>
U8 & below	3
U9 through U12	4
U13 & up	5

3. THE PLAYERS and SUBSTITUTIONS

- a: The **number of players** to be on the field at any one time for either team is as follows:

<u>Level</u>	<u>MAX. Number of Players in the field of play</u>	<u>MIN. Number of Players in the Field of Play</u>	<u>Recommended Roster Size</u>
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U6 & below	3 (No Goal Keeper)	3 (No Goal Keeper)	6 - 8
U7 & U8	4 (No Goal Keeper)	3 (No Goal Keeper)	6 - 10
U9 & U10	6 (Including GK)	4 (Including GK)	8 - 12
U11 & U12	8 (Including GK)	5 (Including GK)	10 - 14
U13 & up	11 (Including GK)	7 (Including GK)	15 - 18

- b: A player shall compete for only one team within an age group. No "doubling" of players on two teams within an age group is allowed. Up to 3 guest players will be allowed to play on a team without its full roster (good judgment should be used for use of guest players i.e. 15 players is sufficient to play without guest players, 12 players you could use guest players. **All guest players must play up to their age group** (For example a U13 team can not use U13 player as a guest players, they can use U12 players). This will prevent players from doubling up on rosters as guest players.
- c: Each participating **soccer club and/or City** shall provide a roster with names and dates-of-birth for team members on their respective teams. These rosters will be submitted to Coulee Region Soccer League prior to the start of the season. Team rosters should be available (upon the request of the referee) at each scheduled game site and to be presented to the referee at his/her request. Failure to do so may result in forfeit of each game where roster is not presented (Referee for the game will be the determining official).
- d: Age delineation's for each level is as follows:

<u>Age Group</u>	<u>Birthday Range</u>
U-19	8/1/89 - 7/31/90
U-18	8/1/90 - 7/31/91
U-17	8/1/91 - 7/31/92
U-16	8/1/92 - 7/31/93
U-15	8/1/93 - 7/31/94
U-14	8/1/94 - 7/31/95
U-13	8/1/95 - 7/31/96
U-12	8/1/96 - 7/31/97
U-11	8/1/97 - 7/31/98
U-10	8/1/98 - 7/31/99
U-09	8/1/99 - 7/31/00
U-08	8/1/00 - 7/31/01
U-07	8/1/01 - 7/31/02
U-06	8/1/02 - 7/31/03
U-05	8/1/03 - 7/31/04

e. **Substitutions:**

- To request a substitution, a **substitute shall be ready prior to stoppage of the play in order to be allowed to enter the field by the center official.** The substitute shall wait by the halfway line mark until center official beckons the player to the field. A player may enter the field without permission of the official at the beginning of the game, quarter, or half time. Goal keeper change / substitution must be reported to the referee prior to actual change/substitution. Failure to notify the referee will result CAUTION (yellow card) to both players.

2. Times for substitutions - **either team** may substitute **with the permission of the referee** an **unlimited number** of players **at any stoppage of the play** as long as the substitute player (s) are present **by the halfway line mark prior to stoppage of the play.**

Example of Stoppage of plays: Throw-ins, Goal Kick, Corner Kick, Kick off, Half Time, Injury, Penalty Kick, Direct or Indirect Free Kick, Stoppage made by referee.

3. When a player is bleeding they **must leave the field of play** and attended before reentering the field of play with the permission of the center official
4. A substitute becomes a player once the official beckons him/her to the field.

4. THE PLAYERS' EQUIPMENT

The basic guidelines for the evaluation of the players' equipment are to assure it is reviewed in light of safety for the players. If errors are made in requirements, they shall be made in favor of 'being cautious. The referee and Coulee Region Soccer League will be the final authorities on safe equipment used by all players. Basic compulsory equipment of a player is:

- 1) Shirt or jersey,
- 2) Short,
- 3) Stockings,
- 4) **Shinguards, covered by stockings**
- 5) Shoes /footwear
 - a. **Shirts or Jerseys** must be numbered (numbers on the backside must be large enough and clearly visible from distance). Opposing teams shall wear opposing colors with the home team being responsible for conflicting colors. Goalkeepers shall wear colors which distinguishable from the other players, the referee and the assistant referees. Non-uniform clothing (under jerseys and shorts) is allowed based on weather conditions, but uniforms must still distinguish teams.
 - b. **Footwear/shoes** must be safe for all players. Shoes should be made of materials, which do not chip or cut. Tennis shoes allowed but not recommended for U10 and above. All cleats shall be not less than 1/2 inch in width and shall not be more than 3/4 inch long. Toe cleats, which are dangerous because they protrude, are illegal.
 - c. **Shinguards** must be commercially made of a suitable material (rubber, plastic, or similar substances) and must be made for appropriate ages. **Shinguards must be completely covered by the stockings.** Coulee Region Soccer League recommends that all shinguards used be made of a strong durable plastic material.

- d. **No jewelry of any kind may be worn.** This includes necklaces, earrings, bracelets, watches, and rings. Medical tags may be worn if secured properly underneath the uniform.
- e. Sweatbands, for the head and wrists, along with hair control devices may be worn if made of soft material. Hats with rims may be worn by the goalkeeper only. Soft non-rimmed hats may be worn by any players in times of cold weather or for other reasons. Bandannas may only be worn if used as a sweatband for the head.
- f. All **glasses** must be strapped. Plastic framed glasses are recommended. Metal/Wired framed glasses are acceptable if they are not broken or have sharp edges..
- g. Unusual equipment should be brought to the attention of Coulee Region Soccer League prior to the start of the season for a determination of their suitability. Unusual equipment not certified by Coulee Region Soccer League prior to the season shall be deemed unsafe by the referee on the field.

5. REFEREES

- a. One official required to officiate the scheduled games for the ages **U 6 and below**. This official may or may not be certified and is not required to wear an official uniform however, he/she must be familiar with the rules and regulations. Minimum of **one certified referee (center official)** shall be appointed to officiate each scheduled game for the **U 7 and up** by the home team/club. **Official must be wearing proper uniform and badge.** Violation to this requirement may result up to \$50 fine to the home team/club. The fine will be collected by the Coulee Region Soccer League after the decision made by the CRSL Rules & Regulations committee.

REPORTING PROCEDURE: Report any non-compliance to the above rule to the Coulee Region Soccer League - Rules and regulations Committee members listed at the end of this document (**e-mail is acceptable**). (Please provide the following information: Name of both teams, age level, city and field being played (if known), brief description of what happened). **The reporting of non-compliance can be done by any individual.**

- b. The referee will be responsible for enforcing the Laws of the Game of soccer in such a manner to ensure that the game is played fairly by both teams and that the competition is a result of good sportsmanship by all involved. A referee is responsible for all actions taken on the field from the equipment check at the beginning to the handshake of teams at the end of the game.
- c. Referees should be properly uniformed and equipped in order to referee each game. Proper equipment includes whistles, cards, stopwatches, and note pad.
- d. The decisions of the referee regarding facts connected with play are final. With this in mind, players, coaches, and spectators must understand that derisive comments toward the referee are unacceptable. At the same time referees are there to facilitate the play of each game and not to hinder or influence. Referees are expected to treat coaches, players and spectators with the same respect as requested during each game. Likewise, it is expected that spectators and coaches treat referees with dignity and respect. All

communication with the referee after the game in respect to questioning his/her calls on officiating the game should be made by the coach. Spectators/parents should not have any direct contact with the referee questioning his/her decision and/or making an argument.

REPORTING PROCEDURE: Any criticism of a referee's performance can be directed to the Coulee Region Soccer League -Rules and regulations Committee members listed at the end of this document **by coaches or club officials (E-mail is acceptable)**. (Please provide the following information: Name of both teams, age level, city and field being played, **officials name** if known, brief description of what happened).

- e. **In the event of a Red Card is issued to a player**, the referee must give a game report to the corresponding coach outlining the offense. The coach must then forward the report to their club president who then must send a copy to the Coulee Region Soccer League - Rules & Regulations Committee (**address shown at the end of this document**) within 24 hours of the incident occurred. The above information may also be communicated through telephone, and/or E-mail.
- f. **The referee (center official) must be at least two (2) years older than the age group of kids in the game he/she is officiating. A certified level 9 officials may assist U14 and below recreational games.**

6. **LINESMAN**

Linesman should be familiar with the rules of play for soccer. For the scheduled games ages **U11 and higher**, when there is only one certified official present, the home teams should provide up to two linesmen who are knowledgeable of the rules and regulations of the game to assist the referee in out-of-bounds calls (This may be waived by the Referee by asking each team to provide one and/or asking the visiting team for two Linesmen depending on circumstances and the availability of experienced linesmen). Linesman's responsibilities are limited to out-of-bounds duties and/or subject to the decision of the referee be appointed to extended duties to indicate:

- a. which side is entitled to a corner kick, goal kick or throw-in,
- b. when a player may be penalized for being in an offside position,
- c. when a substitution is requested,
- d. when misconduct or any other incident has occurred out of the view of the referee

7. DURATION OF THE GAME

a: The published game time is the official start time. Teams not on the field prepared to play at this time will forfeit. Teams traveling more than forty-five (45) minutes will be allowed a 10 minute grace period.

b: Duration of games is as follows:

<u>Level.</u>	<u>Period of Play</u>	<u>Half-Time Interval</u>
U17, U18, U19	Two 45 minute halves	10 minutes
U 15, U16	Two 40 minute halves	10 minutes
U13, U14	Two 35 minute halves	10 minutes
U 11, U12	Two 30 minute halves	10 minutes
U9, U10	Two 25 minute halves	10 minutes
U7, U8	Four 12 minute quarters	5 minutes
U6	Four 8 minute quarters	5 minutes

c: Half time interval shall be as indicated above unless a shorter time agreed upon by both coaches. Also, for U8 and below games, time between quarters shall be **two (2) minute break**. **NOTE:** The referee may shorten the half time due to unexpected events (e.g. game running late, weather).

d: If game is tied at the end of regulation play, the game will be recorded as a tie (During regular season only).

8. START OF PLAY

a: A coin toss will be held before the game to determine who has initial possession of the ball and side of field. The visiting team make the call, **Winner of coin toss will decide which end or goal they will defend and the loser of the coin toss takes the kick-off to start the game**. In the second half of the game the teams change ends and the team that did not take the kick-off in the first half will start the game.

b: In addition to the above, the 2nd and 4th quarters of U6 through U8 games will be restarted with a kick-off from midfield alternating possession each quarter. Sides of field will only be switched at the half time.

c: Kick-off is a way of starting or restarting play. It takes place:

- 1) after a goal has been scored,
- 2) at the start of the second half,

d. Procedure during the Kick-off:

- 1) all players must be in their own half of the field,
- 2) the ball is stationary on the center mark,
- 3) the opponents of the team taking the kick-off are at least **10 yards** (for U13 & up's field), **8 yards** (for U 11 & U 12 field), **8 yards** (for U9 & U10 field), and **4 yards** (for U 8 & below field) from the ball until it is in play,
- 4) the referee must give a signal to start,
- 5) the ball is in play when it is kicked and moved forward at any distance

NOTE: A goal may be scored directly from the kick-off.

9. BALL IN AND OUT OF PLAY

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

- 1) it has completely crossed the goal line or touch line whether on the ground or in the air.
- 2) play has been stopped by the referee.

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

- 1) it rebounds from a goalpost, crossbar or corner flag and remains in the field of play,
- 2) it rebounds from either the referee or linesmen when they are on the field of play.

10. SCORING

a: A goal is scored when the whole of the ball must pass over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

b: Forfeited games shall be a score of 1 - 0.

c: For the U 8 and below games:

Note 1: No Score can be made directly into the goal from behind the center field line (halfway line) unless the player has clearly passed the halfway line. In case of occurrence referee should award an Indirect Kick to the opposite team.

Note 2: Since there is no Goalkeepers assigned to these games, therefore no defensive players should be just standing / waiting in the half circle area in front of their own goal for the purpose of defending the goal unless they are directly involve in the play and/or go inside the half circle area trying

to prevent a score on their goal and/or trying to take away the ball from an opponent.

Note 3: No offensive player who is standing inside of the half circle area in front of the opponent's goal should receive and play the ball if the ball being released by a teammate and is not being touched / controlled by an opponent. In case of occurrence referee blow the whistle and award an Indirect Kick to the opposite team.

Note 4: The offensive player who has the possession of the ball may enter the half circle area in front of the opponent's goal and score. In such case the opponents may enter the circle area and try to defend their goal and preventing the opponent to score and also the opponents may enter the half circle area to try to take the ball away from the offensive player.

Note 5: The Offensive player may enter the half circle area in front of the opponent's goal and try to take away the ball from the opponent who has possession of the ball while the ball is in play and score.

11. OFFSIDE

It is not an offense in itself to be in offside position.

- a. A player **is** in an **offside position** if:
 - 1) that player is nearer to an opponent's goal line than both the ball and the second last opponent
- b. A player **is not** in an **offside position** if:
 - 1) he is in his/her own half of the field of play or
 - 2) he is level with the second last opponent (Goalie be counted as one of the opponent),
 - 3) he is level with the last two opponents (Goalie be counted as one of the opponent).
- c. A **player in an offside position is only penalized** if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:
 - 1) interfering with play or
 - 2) interfering an opponent or
 - 3) seeking the gain advantage by being in that position.
- d. A **player shall not be penalized for an offside position** if he/she receives the ball direct from a:
 - 1) Goal Kick

- 2) Corner Kick
- 3) Throw-in

e. For the U8 and below:

- 1) NO OFFSIDE calls,
- 2) Offensive player who is just standing inside of the half circle area in front of their opponent's goal may not receive the ball that being released by a teammate prior to it being touched / controlled by an opponent player. In case of occurrence referee should award an Indirect Kick to the opposite team.
- 3) Since there is no Goalkeepers assigned to these games, therefore no defensive players should be just standing / waiting in the half circle area in front of their own goal for the purpose of defending the goal unless they are directly involve in the play and/or go inside the half circle area trying to prevent a score on their goal and/or trying to take away the ball from an opponent.
- 4) The offensive player who has the possession of the ball may enter the half circle area in front of the opponent's goal and score. In such case the opponents may enter the circle area and try to defend their goal and preventing the opponent to score and also the opponents may enter the half circle area to try to take the ball away from the offensive player.
- 5) The Offensive player may enter the half circle area in front of the opponent's goal and try to take away the ball from the opponent who has possession of the ball while the ball is in play and score.

12. FOULS AND MISCONDUCT

a. Penal Fouls: Coaches, referees, and players must be familiar with the basic rules of soccer. The objectives for sports for youth should be enjoyment, skill development, benefits from participating in a team sport, and the development of good sportsmanship. The followings are considered **Ten Penal fouls** if it is committed by any player in a manner considered by the referee to be *careless, reckless or using excessive force*:

- 1) kick or attempts to kick an opponent,
- 2) trip or attempts to trip an opponent,
- 3) strike or attempts to strike an opponents,
- 4) jump at an opponent,
- 5) push an opponent,
- 6) handling the ball with a hand or an arm (except for the goalkeeper within his own penalty area),
- 7) hold an opponent,
- 8) charge an opponent unfairly,
- 9) spit at an opponent,
- 10) tackle an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

NOTE 1: A **direct free kick** is awarded to the opposing team if the above fouls committed by a player outside of his own penalty area.

Note: Since there is no Penalty Area for the U8 and under field, all the calls to be treated as an Indirect Free Kick to the opposite team whose player committed the foul.

NOTE 2: A **penalty kick** is awarded to the opposing team if it is committed by a player inside of his own penalty area, irrespective of the position of the ball, provided it is in play. For the U8 and under, if the foul occurs inside the semi-circle in front of the goal, since there is no penalty kick be awarded for this age group, all the calls to be treated as an Indirect Free Kick to the opposite team whose player committed the foul.

b. 7 CAUTIONABLE OFFENSES

*A player is cautioned and shown the yellow card for committing any of the following seven offenses (**actions of special concern to FIFA are displayed in bold print**):*

1. is guilty of unsporting behavior (UB)

(The following actions are **examples** only and are not a complete list.)

- a. Commits a direct free kick foul in a reckless manner (for example, charging, pushing, tripping)
- b. Commits a direct free kick foul in a reckless manner while tackling for the ball from any direction
- c. Commits a tactical foul designed to interfere with or impede an opposing team's attacking play (e.g., pushing an opponent, blatantly holding an opponent or an opponent's uniform, handling the ball deliberately). (Mandatory CAUTION).**
- d. Handles the ball deliberately to score a goal
- e. Commits an act which, in the opinion of the referee, shows a lack of respect for the game (e.g., aggressive attitude, inflammatory behavior, or taunting)
- f. Fakes an injury or exaggerates the seriousness of an injury. (Mandatory CAUTION).**
- g. Fakes a foul (dives) or exaggerates the severity of a foul, (Mandatory CAUTION).**
- h. Interferes with or prevents the goalkeeper from releasing the ball from the hands into play
- i. Verbally distracts an opponent during play or at a restart
- j. Unfairly distracts or impedes an opponent performing a throw-in. (Mandatory CAUTION).**
- k. Changes jerseys with the goalkeeper during play or without the referee's permission (both players must be cautioned).
- l. Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart).
- m. Makes unauthorized marks on the field.
- n. Removes the jersey after scoring a goal. (Mandatory CAUTION).**

2. shows dissent by word or action (DT)

- a. Verbally or through action disputes or shows contempt for an official's decision
- b. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision.

3. persistently infringes the Laws of the Game (PI)

- a. Repeatedly fouls or participates in a pattern of fouls directed at an opponent
- b. Violates Law 14 again, having previously been warned
- c. If playing as goalkeeper, wastes time, having previously been warned or penalized for this behavior.

4. delays the restart of play (DR)

- a. Kicks or throws the ball away or holds the ball to prevent a free kick restart by an opponent.
- b. Kicks or throws the ball away or holds the ball to prevent a throw-in or corner kick by an opponent.
- c. Fails to restart play after being instructed to do so by the referee or hinders the restart of play.
- d. Excessively celebrates a goal
- e. Fails to return to the field upon conclusion of the midgame break, fails to perform a kick-off when signaled to do so by the referee, or fails to be in a correct position for a kick-off.
- f. Provokes a confrontation by deliberately touching the ball after the referee has stopped play. (Mandatory CAUTION).**

5. fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in (FRD)

- a. Does not retire at least ten yards away from an opponent's free kick
- b. Does not retire at least ten yards away from an opponent's corner kick
- c. Does not retire at least two yards away from an opponent's throw-in

6. enters or re-enters the field of play without the referee's permission (E)

- a. Having previously been substituted (unless the rules of competition allow such return)
- b. After having previously been instructed to leave the field to correct equipment
- c. After having previously been given permission by the referee to leave the field due to an injury
- d. After having previously been instructed to leave the field due to bleeding or blood on the uniform
- e. As a substitute, without having received a signal to do so by the referee

7. deliberately leaves the field of play without the referee's permission (L)

- a. To place an opponent in an apparent offside position
- b. Other than through the normal course of play

NOTE 1 : Any **incidental use** of vulgar or profane language, un-sportsmanlike conduct or behavior including but not limited to:

- a) coaching outside team area (10 yards away from the halfway line).
- b) unnecessary delay the restart of play,
- c) holding a shirts, shorts, etc.
- d) deliberate verbal tactics
- e) encroachment
- f) intentional handball to stop an attack
- g) deliberate tactic foul

NOTE 2 : A coach or bench personnel who commits above offenses may receive only a verbal warning for the first time. **Don't show the coach yellow card instead ask him to leave the field when persists.**

c. 7 SENDING-OFF OFFENSES

A player, substitute or substituted player is sent off and shown the red card for committing any of the following seven offenses:

1. is guilty of serious foul play (**SFP**)
2. is guilty of violent conduct (**VC**)
3. spits at an opponent or any other person (**S**)
4. denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her own penalty area) (**DGH**)
5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (**DGF**)
6. uses offensive, insulting or abusive language and/or gestures (**AL**)
7. receives a second caution in the same match (**2CT**)

NOTE 1: A player who receives a second yellow card shall immediately leave the field and but can be substituted.

NOTE 2: A red carded player also can not participate in their next regular season scheduled game, however, the team can play at full strength in the next game. It is the responsibility of each club to keep track of carded player.

NOTE 3: A coach or bench personnel who commits above offenses, if requested by the referee shall leave the vicinity of the playing field immediately and is not permitted to return during the length of the game. Failure to do so will result in termination of the game.

13. FREE KICK

Referee, coaches, and players should recognize the distinction between direct and indirect free kick. Referees must signal the appropriate call and type of kick to prevent confusion. Opposing players must be at least ten (**10**) yards for U13 & up, at least eight (**8**) yards for U 11 & U12, and at least eight (**8**) yards for U9 & U10 and at least four (**4**) yards for U8 & under away from the spot of the kick.

- a: Free kicks shall be classified "**Direct**" from which a goal may be scored against the offending team, or "**Indirect**" from which a goal may not be scored unless the ball is touched or played by another player of either team.
- b: Any player of the offended team may take a free kick.
- c: **Direct free kicks** are awarded:
- 1) If a player intentionally spits at, kicks, strikes, and attempts to kick or strike or jump at an opponent.
 - 2) If a player intentionally trips or attempts to trip an opponent.
 - 3) If a player, other than the goalkeeper in his/her own penalty area intentionally handles the ball.
 - 4) If a player intentionally pushes or holds an opponent.
 - 5) If a player intentionally charges an opponent in a violent or dangerous manner.
 - 6) If a player tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

NOTE 1: If a direct free kick is kicked directly into the **opponents' goal**, a **goal** is awarded.

NOTE 2: If a direct free kick is kicked directly into the **team's own goal**, a **corner kick** is awarded to the opposing team.

NOTE 3: NO Direct Free Kick to awarded for the U8 and under games, all the free kick's to be treated as Indirect Free Kick.

d: **Indirect free kicks** are awarded:

Goalkeeper inside own penalty area:

- 1) Takes more than 6 seconds while controlling the ball with his/her hands before releasing it from his/her possession,
- 2) Regains hand control prior to touch by another,
- 3) Touches ball with hands after deliberately kicked by team-mate,
- 4) Touches ball with hands after throw-in by team-mate

Any Player commit fouls by:

- 5) Plays in a dangerous manner (i.e., high kick,...),
- 6) Impedes the progress of an opponent,
- 7) Prevents goalkeeper from releasing ball from his/her hands,
- 8) player is penalized for being offside
- 9) Commits any offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

NOTE 1: If an indirect free kick is kicked **directly** into the **opponents' goal**, a **goal kick** is awarded.

NOTE 2: If an indirect free kick is kicked **directly** into the **team's own goal**, a **corner kick** is awarded to the opposing team.

NOTE 3: The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

NOTE 4: For the U8 and under games, all the free kick's to be treated as an Indirect Free Kick.

The referee has the right to determine severity of infraction and determine the type of free kick to be taken.

14. PENALTY KICK

A **penalty kick** is awarded against a team which commits one of the ten penal fouls inside of its own penalty area and while the ball is in play.

Procedure for taking a Penalty Kick:

- 1) the player taking the penalty must kick the ball forward,
- 2) only the player who taking the kick and the goalkeeper are allowed inside of the penalty area. All other player must stay outside of penalty box until the kick is taken,
- 3) the player taking the penalty can not play the ball a second time until it has touched another player,
- 4) The player taking the penalty kick infringes the Laws of the Game:
 - the referee allows the kick to proceed
 - if the ball enters the goal, the kick is retaken
 - If the ball does not enter the goal, the referee stops play and restarts the match with an indirect free kick to the defending team.
- 5) A team-mate of the player taking the kick enters the penalty area or moves in front of or within 9.15 m (10 yards) of the penalty mark.
 - the referee allows the kick to proceed
 - if the ball enters the goal, the kick is retaken
 - If the ball does not enter the goal, the referee stops play and restarts the match with an indirect free kick to the defending team at the point infraction (where the teammate entered the field).

NOTE: For the U8 and under, if the foul occurs inside the half circle in front of the goal, since there is no penalty kick be awarded for this age group, all the calls to be treated as an Indirect Free Kick to the opposite team whose player committed the foul. When this occurs the ball should be placed on the nearest point outside of the half circle and proceed with the indirect free kick. The defenders from the team whose player committed the foul may line up at the goal line to prevent any quick scoring opportunities, however, when the ball being cleared then players should leave the half circle area.

15. THROW-IN

- a: A **throw-in** shall be awarded to a team when the opposing team last touches the ball before the entire ball crosses the touch line either in the air or on the ground.
- b: The ball may be thrown in any direction from the point where it crosses the touch line as long as the thrower faces the direction that ball being thrown at.
- c: The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head while keeping both feet on the ground until the ball has left the hands.
- d: If the ball fails to enter the field of play, it shall be re-thrown.
- e: **For the U8 and under games, no penalty be given for the bad throw-in instead referee should use constructive teaching of the proper throw-ins. For the U9 and U10 levels, during the first two (2) weeks of the season games, referee should use constructive teaching of the proper throw-ins and give second chance to the player to throw-in correctly.**
- f: Opposing players shall not interfere with the thrower. **All opponents must stand no less than two metres from the point at which the throw-in is taken.**
- g: Goalkeeper can't handle the ball with hands if the ball has been thrown to him by one of his teammate from throw-ins.
- h: **NOTE:** A goal may not be scored directly from the throw-in.

16. GOAL KICK

- a: A **goal kick** shall be awarded to the defending team when the entire ball crosses the goal line, excluding that portion between the goal posts, either in the air or on the ground having last been touched by the attacking team.
- b: Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.
- c: The ball may be placed at any point in the goal area. After kicking, the ball must completely leave the penalty area and enter the playing field. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.
- d: **NOTE:** A goal may be scored directly from the Goal Kick.

17. CORNER KICK

- a: A **corner kick** shall be awarded to the attacking team when the entire ball, either on the ground or in the air, completely crosses the goal line, excluding that portion between the goal posts and below the crossbar having been last touched by the defending team.
- b: Players of the defending team shall be at least 10 yards from the ball until it has been kicked.
- c: The ball shall be kicked within the quarter circle at the corner kick location.
- d. **NOTE:** A goal may be scored directly from the Corner Kick.

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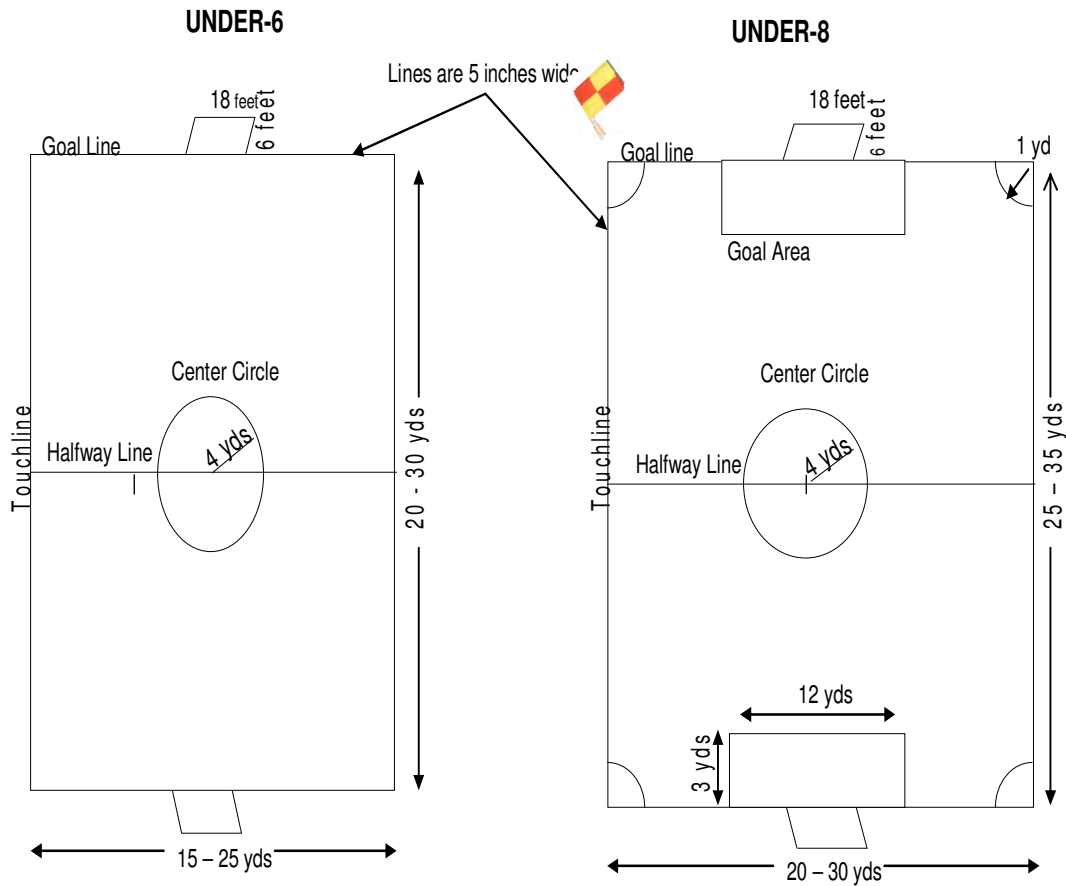
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HAPPY 2008 SOCCER SEASON

THE FIELD OF PLAY

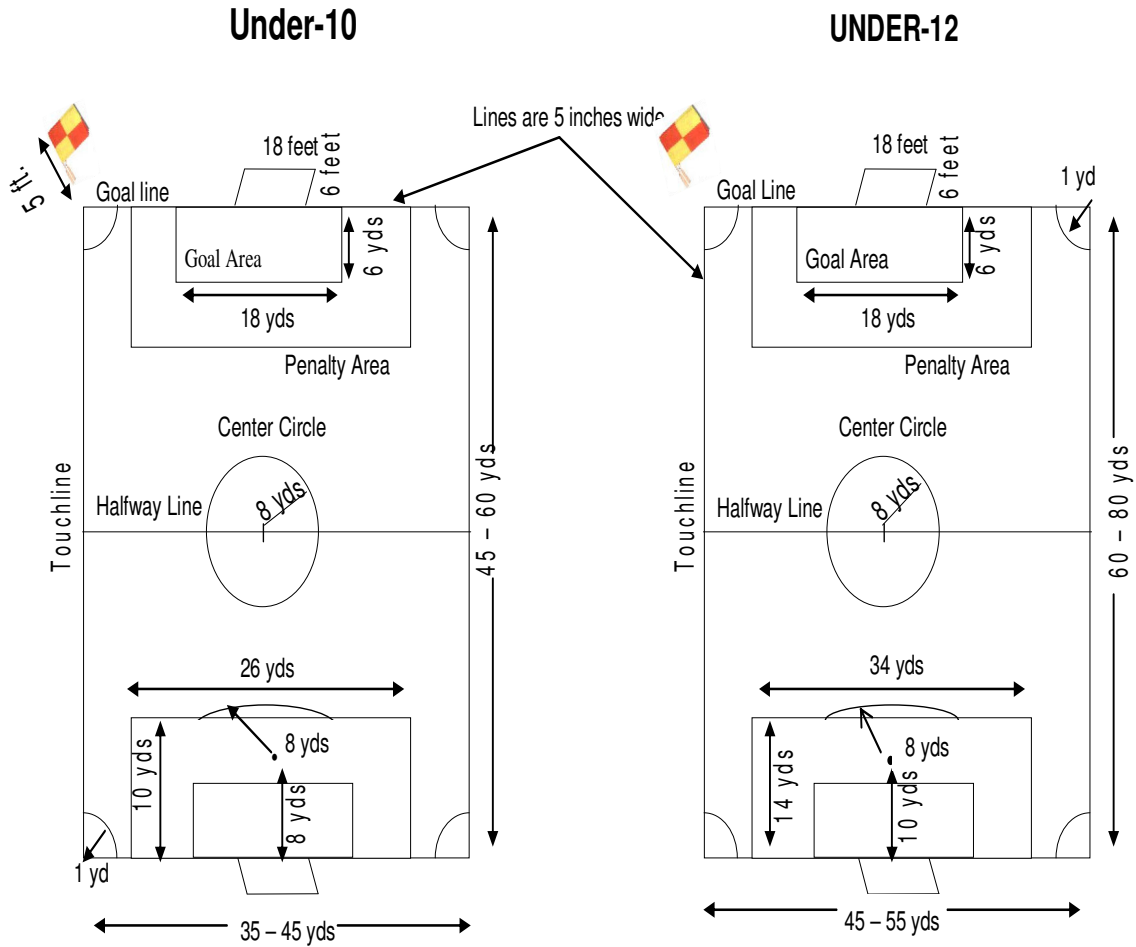
Small-sided Games for Under-6 & 8



**Safety: Goals must be anchored securely to the ground.
Portable goals may only be used if they satisfy this requirement.**

THE FIELD OF PLAY

Small-sided Games for Under-10 & 12



**Safety: Goals must be anchored securely to the ground.
Portable goals may only be used if they satisfy this requirement.**

