



Coral Springs Youth Soccer



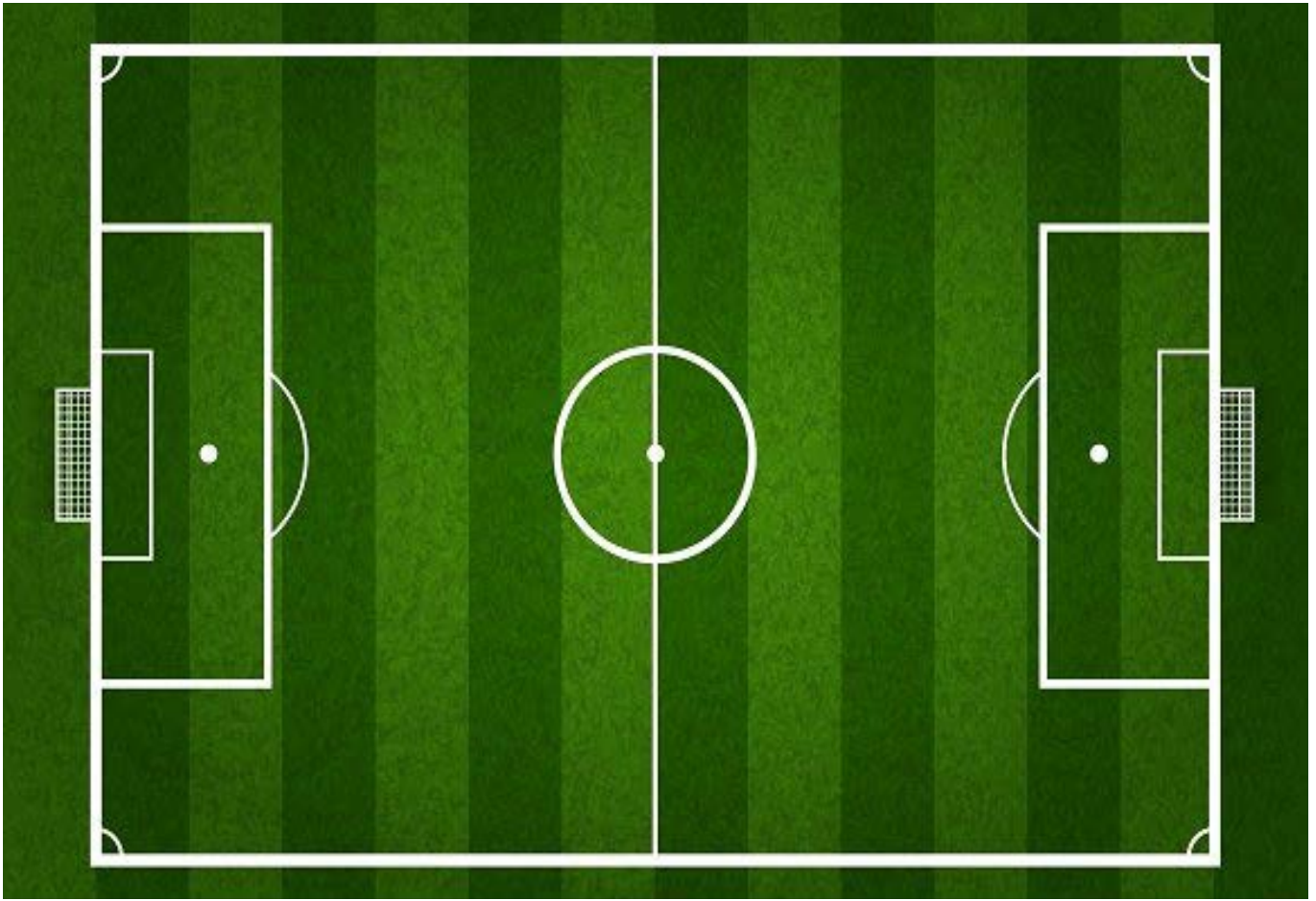
Referee Manual

2020-2021

LAWS OF THE GAME

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Law 1 – The Field of Play



Field Markings

The field of play must be rectangular and marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touch lines.

The two shorter lines are called goal lines.

The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.

The Center mark is indicated at the midpoint of the halfway line. A circle with a radius of 9.15 m (10 yds) is marked around it.

Lines may be (10 yds) from the corner arc and at right angles to the goal lines and the touch lines, to ensure that defending players retreat this distance when a corner kick is being taken.

The Goal Area

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

Law 1 – The Field of Play (cont'd)

The Penalty Area

Two lines are drawn at right angles to the goal line, 16.5 m (18 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5 m (18 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area, a penalty mark is made 11 m (12 yds) from the midpoint between the goalposts and equidistant to them.

An arc of a circle with a radius of 9.15 m (10 yds) from the center of each penalty mark is drawn outside the penalty area.

Flag Posts

A flag post, not less than 1.5 m (5 ft) high, with a non-pointed top and a flag must be placed at each corner.

Flag posts may also be placed at each end of the halfway line, not less than 1 m (1 yd) outside the touch line.

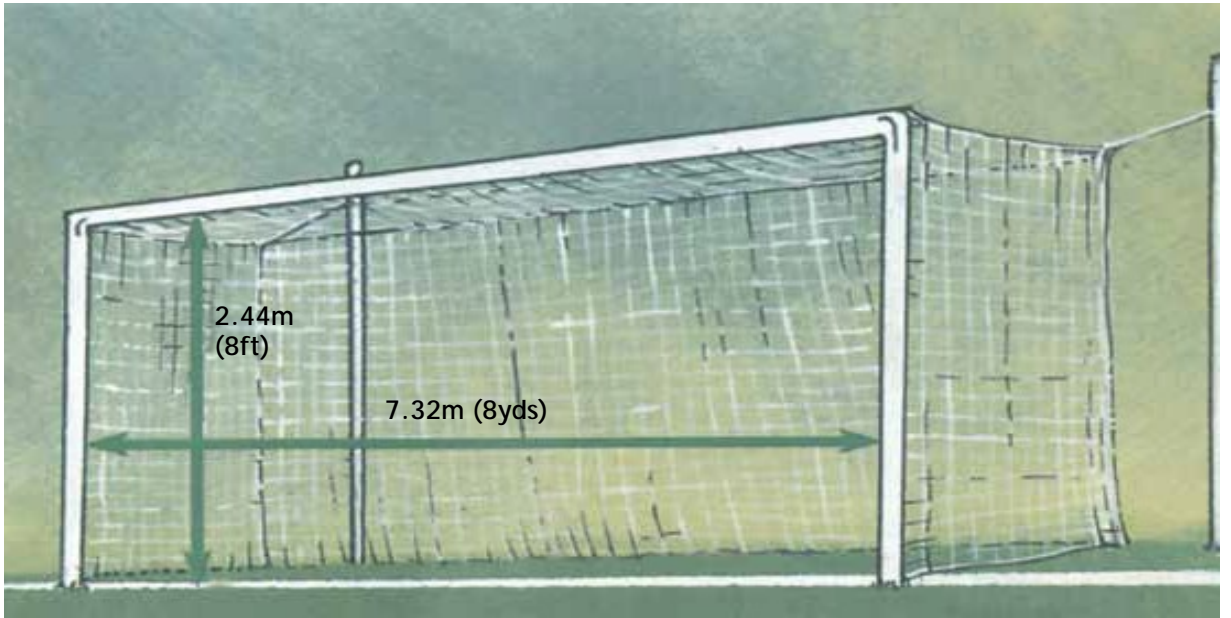
The Corner Arc

A quarter circle with a radius of 1 m (1 yd) from each corner flagpost is drawn inside the field of play.

Goals

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

Law 1 – The Field of Play (cont'd)



The Goals

A goal consists of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of wood, metal or other approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous to players. The distance between the posts is 7.32 m (8 yds) and the distance from the lower edge of the crossbar to the ground is 2.44 m (8 ft).

Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm (5 ins). The goal lines must be of the same width as the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.

The goalposts and crossbars must be white.

Safety

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

Law 2 – The Ball

Size 3 – U6 and U8

Size 4 – U10 and U12

Size 5 – U14 to U19

TOO HARD

TOO SOFT

Must be round

Not dangerous to use – No Splits or tears

Replacement of a Defective Ball

If the ball bursts or becomes defective during a match:

- the match is stopped
- the match is restarted by dropping the ball to the team in possession and is not contested
- Play starts at the place where the original ball became defective
- If play was stopped inside the penalty area, the referee drops the ball directly to the goalkeeper
- If the ball bursts or becomes defective during a penalty kick or during kicks from the penalty mark as it moves forward and before it touches any player or the crossbar or goalposts the penalty kick is retaken
- The ball may not be changed during the match without the authority of the referee.

Law 3 – The Number of Player

Age Group	Ball Size	# Players	Min # Players	Subs	Game Length	Half Time	Special Rules
U6	3	7	NA	@10 mins (2 Mins)	2 X 20 min halves	5 mins	No Offside No Heading Only Indirect Free Kicks
U8	3	8	NA	@10 mins (2 Mins)	2 X 20 min halves	5 mins	No Offside No Heading Only Indirect Free Kicks Teams share players as no score or points
U10	4	9	6	@ 15 Mins	2 X 30 min halves	10 mins	No Heading
U12	4	11	7	@ 15 Mins	2 X 30 min halves	10 mins	No Heading
U14	5	11	7	@ 15 Mins	2 X 30 min halves	10 mins	NA
U15	5	11	7	Free	2 X 35 min halves	10 mins	NA
U16	5	11	7	Free	2 X 40 min halves	10 mins	NA
U19	5	11	7	Free	2 X 40 min halves	10 mins	NA

Rules for number of players

U8-U14

- Subs at quarter – Assistant referees track players in and out
- Equal playing time is a Rule. No one can sub out more than once

U15 and up

- Free substitutions
- Equal playing time
- Subs MUST be ready and lined up at the center line
- Player can leave the field at any sideline
- No player can sub in or out without referee permission

Law 4 – Player Equipment

- Shirts, shorts and socks provided by the league and matching teammates
- Legal shin guards worn under the socks
- Closed toed shoes, no spikes
- No hard - plastic casts of any kind – even with doctors note
- No jewelry of any kind and cannot be covered by a band aid or head band
- No hard hair pieces or beads

Procedure

Allow player to leave field to fix the error

Law 5 – The Referee

Powers and Duties

- Enforces the Laws of the Game
- Controls the match in cooperation with the assistant referees
- Ensures that any ball used meets the requirements of Law 2
- Ensures that the players' equipment meets the requirements of Law 4
- Acts as timekeeper and keeps a record of the match
- Stops the match if, in their opinion, a player is seriously injured and ensures that they are removed from the field of play.
- An injured player may only return to the field of play after the match has restarted
- Allows play to continue until the ball is out of play if a player is, in their opinion, only slightly injured and can enter with the referee permission
- Ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- If a foul is committed, allows play to continue for advantage, but can call play back for the free kick if advantage is not gained
- Punishes the more serious offense when a player commits more than one offense at the same time
- Takes disciplinary action against players guilty of cautionable and sending-off offenses. They are not obliged to take this action immediately but must do so when the ball next goes out of play or the play comes to an end
- Acts against team officials who fail to conduct themselves in a responsible manner. Warn, Caution then Eject.
- Acts on the advice of the assistant referees regarding incidents that they have not seen
- Ensures no unauthorized persons enter the field of play
- Indicates the restart of the match after it has been stopped

Decisions of the Referee

- The decisions of the referee regarding facts connected with play, including whether a goal is scored, the result of the match, a cautionable or send off offense are final in partnership with the assistant referees and as long as play has not been restarted

Law 6 – The Assistant Referee

Powers and Duties

are to indicate:

- When the whole ball leaves the field of play across any boundary line
- Which team is entitled to a corner kick, goal kick or throw-in
 - In partnership and agreement with the center referee
- When a player may be penalized for being in an offside position and involved in play
- Alert the center referee when a substitution is requested
- Alert the center referee when misconduct or any other incident occurs out of the view of the referee
- Alert the center referee whether, at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line
- May enter the field of play to help control the 9.15 m (10 yds) distance.
- Should stay in line with second to last defender
- Watch for the whole ball crossing over the goal line between the posts and under the crossbar
- Help take player numbers and track for card able offense during a scuffle
- Be a team player and cooperate with the center and other assistant referee.

Law 7 – The Duration of the Match

Periods of Play

Age Group	Ball Size	# Players	Min # Players	Subs	Game Length	Half Time
U6	3	7	NA	@10 mins (2 Mins)	2 X 20 min halves	5 mins
U8	3	8	NA	@10 mins (2 Mins)	2 X 20 min halves	5 mins
U10	4	9	6	@ 15 Mins	2 X 30 min halves	10 mins
U12	4	11	7	@ 15 Mins	2 X 30 min halves	10 mins
U14	5	11	7	@ 15 Mins	2 X 30 min halves	10 mins
U15	5	11	7	Free	2 X 35 min halves	10 mins
U16	5	11	7	Free	2 X 40 min min halves	10 mins
U19	5	11	7	Free	2 X 40 min min halves	10 mins

Adding on Time

All games are a straight count down and extra time is NOT added

Exceptions

If a serious injury occurs a referee should pause the watch and then restart when the situation has been resolved

Penalty Kick

This is the only normal extension of time that is used in CSYS. If a penalty is awarded in the dying seconds of the game and time expires either before the end of the half or the game. Play is extended to allow the taking of a penalty kick

Law 8 – The Start and Restart of Play

The Kickoff

Procedure – Before the game starts the away team gets to make the call on the coin toss. The winner of the decision, can choose to either get the ball or choose the side. The team that did not kick off in the first half kicks off for the start of the second half

Definition of a kick-off

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

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

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

Kick-off

- after a team scores a goal, the kick-off is taken by the other team
- all players must be in their own half of the field of play, except the player taking the kick.
- the opponents of the team taking the kick-off must be (10 yds) from the ball until it is in play
- the ball must be stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and moves CLEARLY in any direction.

Infringements/Sanctions

- If the player taking the kick-off touches the ball again before it has touched another player:
 - an indirect free kick is awarded to the opposing team to be taken from the position of the ball when the infringement occurred
- In the event of any other infringement of the kick-off procedure:
 - the kick-off is retaken

Law 8 – The Start and Restart of Play

The Drop Ball

Definition of dropped ball

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

Procedure

- The referee drops the ball at the place where it was located when play was stopped
- If play was stopped inside the penalty area, the referee drops the ball to the goalkeeper
- The dropped ball is given to the team that was in possession when play was stopped
- The dropped ball is uncontested with all opposing players 4.5 yds away from the drop spot in any direction
- The ball is in play when it touches the ground
- If the ball hits a referee and goes in the goal, team possession changes or a promising attack starts, a dropped ball is given

Infringements/Sanctions

The ball is dropped again:

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

Law 9 – The Ball in and Out of Play

Ball Out of Play

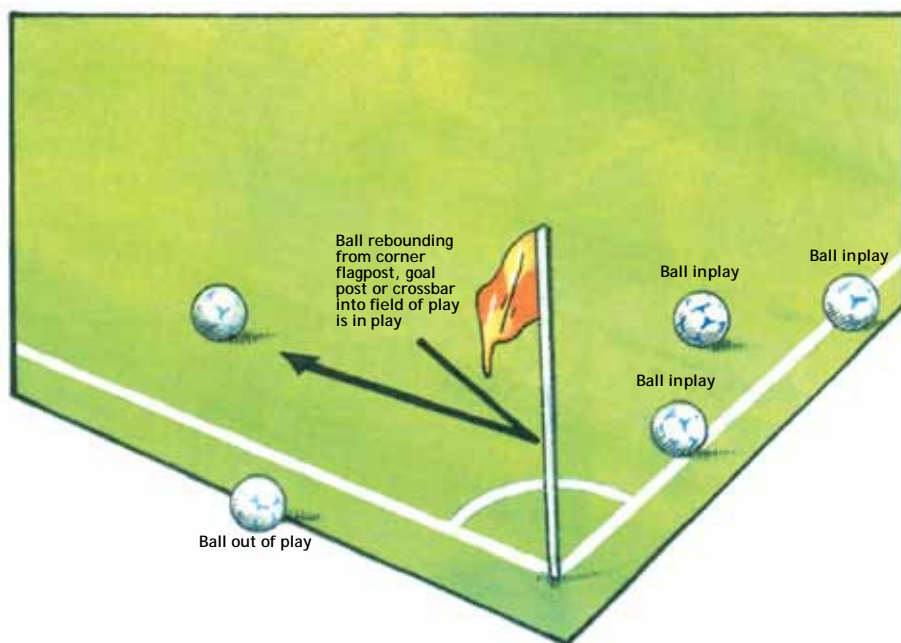
The ball is out of play when:

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

Ball In Play

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

- it rebounds from a goalpost, crossbar or corner flag post and remains in the field of play
- it rebounds from either the referee or an assistant referee when they are on the field of play



Law 10 – The Method of Scoring

Goal Scored

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

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

Winning Team

The team scoring the greater number of goals during a match is the winner.

If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Law 11 – Offside

Offside Position

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

A player is in an offside position if:

- any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent

A player is not in an offside position if:

- in own half of the field of play
- level with the second to last opponent

Offense

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

interfering with play by playing or touching a ball passed or touched by a team-mate interfering with an opponent by:

- preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision
- challenging an opponent for the ball
- clearly attempting to play a ball which is close to him when this action impacts on an opponent
- gaining an advantage by being in that position

No Offense

- if a player receives the ball directly from:
- a goal kick
- a throw-in
- a corner kick
- a defending player

Infringements/Sanctions

In the event of an offside offense, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred

Law 12 – Fouls and Misconduct

Fouls and misconducts are penalized as follows:

Direct Free Kick

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

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent

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

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

A direct free kick is taken from the place where the offense occurred

Penalty Kick

A penalty kick is awarded if any of the above ten offenses is committed by a player inside their own penalty area, irrespective of the position of the ball, provided it is in play.

Law 12 – Fouls and Misconduct

Fouls and misconducts are penalized as follows:

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offenses:

- controls the ball with their hands for more than six seconds before releasing it from his possession
- touches the ball again with their hands after he has released it from his possession and before it has touched another player
- touches the ball with their hands after it has been deliberately kicked to him by a team-mate
- touches the ball with their 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:

- plays in a dangerous manner
- impedes the progress of an opponent without any contact being made
- prevents the goalkeeper from releasing the ball from their hands
- commits any other offense, not previously mentioned in Law 12, for which play is stopped

Law 13 – Free Kicks

Types of Free Kicks

Free kicks are either direct or indirect.

The Direct Free Kick

Ball Enters the Goal

if a direct free kick is kicked directly into the opponents' goal, a goal is awarded

if a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

The Indirect Free Kick

Signal

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.

Ball Enters the Goal

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded

if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Procedure

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player. The ball is in play when it is kicked and moved forward.

Law 13 – Free Kicks

Position of Free Kick

Free Kick Inside the Penalty Area

Direct or indirect free kick to the defending team:

- all opponents must be at least 9.15 m (10 yds) from the ball

- all opponents must remain outside the penalty area until the ball is in play

- the ball is in play when it is kicked directly out of the penalty area

- a free kick awarded in the goal area may be taken from any point inside that area

Indirect free kick to the attacking team:

- all opponents must be at least 9.15 m (10 yds) from the ball until it is in play, unless they are on their own goal line between the goalposts

- the ball is in play when it is kicked and moves

- an indirect free kick awarded inside the goal area must be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred

Free Kick Outside the Penalty Area

- all opponents must be at least 9.15 m (10 yds) from the ball until it is in play

- the ball is in play when it is kicked and moves

- the free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred (according to the infringement)

Law 13 – Free Kicks

Infringements/Sanctions

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

the kick is retaken

If, when a free kick is taken by the defending team from inside its own penalty area, and the attacking team did not leave the area

the kick is retaken

Free kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball again

(except with his hands) before it has touched another player:

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

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Free kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball again (except with his hands), before it has touched another player:

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

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

Law 14 – The Penalty Kick

A penalty kick is awarded against a team which commits one of the ten offenses for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

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

Position of the Ball and the Players

The ball:

- *must be placed on the penalty mark*
- *The player taking the penalty kick:*
 - *must be properly identified*
- *The defending goalkeeper:*
 - *must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked, with at least 1 foot on the goal line*
- *The players other than the kicker must be located:*
 - *inside the field of play*
 - *outside the penalty area*
 - *behind the penalty mark*
 - *at least 9.15 m (10 yds) from the penalty mark*

Procedure

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

The player taking the penalty kick must kick the ball forward

He must not play the ball again until it has touched another player

The ball is in play when it is kicked and moves forward

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

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

The referee decides when a penalty kick has been completed.

Law 14 – The Penalty Kick

Procedure

- After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forward
- He must not play the ball again until it has touched another player
- The ball is in play when it is kicked and moves forward

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following occurs:

The player taking the penalty kick infringes the Laws of the Game:

- the referee allows the kick to be taken
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and the match is restarted with an indirect free kick to the defending team, from the place where the infringement occurred

The goalkeeper infringes the Laws of the Game:

- the referee allows the kick to be taken, only if the infringement affected the player taking the kick
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

A team-mate of the player taking the kick infringes the Laws of the Game:

- the referee allows the kick to be taken
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and the match is restarted with an indirect free kick to the defending team, from the place where the infringement occurred

A teammate of the goalkeeper infringes the Laws of the Game:
the referee allows the kick to be taken

- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

Law 14 – The Penalty Kick

A player of both the defending team and the attacking team infringe the Laws of the Game:

- the kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball again (except with his hands) before it has touched another player:

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

The kicker deliberately handles the ball before it has touched another player:

a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement

The ball is touched by an outside agent as it moves forward:

- the kick is retaken

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

the referee stops play, play is restarted with a dropped ball at the place where it touched the outside agent, unless it touched the outside agent inside the penalty area, in which case the referee drops the ball to the goalkeeper

Law 15 – The Throw In

A throw-in is a method of restarting play.

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses to the outside of the touch line, either on the ground or in the air.

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

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

Procedure

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over his head
- delivers the ball from the point where it left the field of play
- If a player, while correctly taking a throw-in, intentionally throws the ball at an opponent in order to play the ball again but neither in a careless nor reckless manner nor using excessive force, the referee allows play to continue
- All opponents must stand no less than 2 m (2 yds) from the point at which the throw-in is taken.

The ball is in play when it touches any part of the touch line as the line is part of the field of play.

After delivering the ball, the thrower must not touch the ball again until it has touched another player

Law 15 – The Throw In

Infringements/Sanctions

Throw-in taken by a player

If, after the ball is in play, the thrower touches the ball again (except with his hands) before it has touched another player: an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player:

a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

a penalty kick is awarded if the infringement occurred inside the thrower's penalty area unless it was handled by the defending team's goalkeeper in which case an indirect free kick is awarded

Law 16 – The Goal Kick

A goal kick is a method of restarting play.

A goal kick is awarded when the whole of the ball passes over the goal line, outside of the goal posts, either on the ground or in the air, having last touched a player of the attacking team,

A goal may be scored directly from a goal kick, but only against the opposing team.

Procedure

The ball is kicked from any point within the goal area by a player of the defending team

Opponents remain outside the penalty area until the ball is in play

The kicker must not play the ball again until it has touched another player

The ball is in play when it is kicked and moves

Infringements/Sanctions

If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player:

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

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

If, the goalkeeper takes the kick and after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement

an indirect free kick is awarded to the opposing team if the

infringement occurred inside the goalkeeper's penalty area, the

kick to be taken from the place where the infringement occurred

For any other infringement of this Law:

the kick is retaken

Law 17 – The Corner Kick

A corner kick is a method of restarting play.

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

A goal may be scored directly from a corner kick, but only against the opposing team.

Procedure

The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line

The corner flagpost must not be moved

Opponents must remain at least 9.15 m (10 yds) from the corner arc until the ball is in play

The ball must be kicked by a player of the attacking team

The ball is in play when it is kicked and moves

The kicker must not play the ball again until it has touched another player

Infringements/Sanctions

If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player: an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement

a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

In the event of any other infringement:

the kick is retaken

Cardable Offenses

Yellow Card Cautions

A player is cautioned and shown the yellow card if s/he commits any of the following seven offenses:

1. is guilty of unsporting behavior
2. shows dissent by word or action
3. persistently infringes the Laws of the Game
4. delays the restart of play
5. fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in
6. enters or re-enters the field without the referee's permission
7. deliberately leaves the field without the referee's permission

Red Card Ejections

1. is guilty of serious foul play
2. is guilty of violent conduct
3. spits at an opponent or any other person
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/her own penalty area)
5. denies 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. **Think Yellow First. (Did the player make a play on the ball?)**
6. uses offensive, insulting or abusive language and/or gestures
7. receives a second caution in the same match

U6 and U8 Special Rules

Markings: There is no goal area. There is no penalty area. A goal arc will be drawn which has a radius of 6 yards. A dashed line will be drawn parallel to the end lines, 12 yards from each end. The center circle shall have a radius of 6 yards.

LAW II: THE BALL: A size three (3) ball shall be used.

LAW III: THE NUMBER OF PLAYERS:

In the "U8" program:

1. Roster size shall be ten (10) or eleven (11) players, depending upon the decision of the Board of Directors prior to the start of the season. 2. Eight (8) players shall be on the field including the goalkeeper.

In the "U6" program:

1. Roster size shall be nine or ten (10) players, depending upon the decision of the Board of Directors prior to the start of the season. 2. Seven (7) players shall be on the field including the goalkeeper. 3. In the event that one team does not have 7 players at match time and the opposing team has 8 or more players, the coach of the larger team shall select player(s) to switch to the opposing team so that each team can field 7 players.

Substitutions: Shall be done only at the end of each quarter or at half-time.

LAW IV: THE PLAYERS EQUIPMENT:

Footwear: All players are encouraged to wear appropriate soccer shoes, although soft soled shoes acceptable to the referee are permitted.

Shin-guards are MANDATORY at all practices and games.

U6 and U8 Special Rules

LAW VII: THE DURATION OF THE GAME:

- A. The game shall be divided into four (4) equal ten (10) minute quarters.
- B. There shall be a two (2) minute break between quarter one (1) and quarter two (2), and another two (2) minute break between quarters (3) and four (4).
- C. There shall be a half-time break of five (5) minutes between quarters two (2) and three (3).

LAW VIII: THE START OF PLAY:

- A. All opponents must be six (6) yards from the center mark while kick-offs are in progress.
- B. A goal may be scored directly from the kick-off.
- C. Drop balls used to restart play shall be done no closer to the goal than the 12yard dashed line.

LAW IX: THE BALL IN AND OUT OF PLAY: FIFA rules apply

LAW X: THE METHOD OF SCORING:

- A. No attacking player is permitted to touch the ball within the 6-yard arc.
- B. In order for a goal to be scored, the shot must be taken from outside the 6-yard arc, which includes the line. If the shot is taken from inside the arc, including the line, an indirect free kick will be awarded to the defending team.

LAW XI: OFFSIDE: There shall be no offside.

LAW XII: FOULS AND MISCONDUCT:

- A. All fouls shall result in an indirect free kick with the opponents six (6) yards away.
- B. None of the 'Offences Committed by Goal Keepers' apply to U6/U8 goalkeepers. This means that pass-backs to the goal-keeper, delay of game by the goal-keeper and touching the ball a second time after putting the ball into play infractions do not apply.
- C. The referee should explain all infractions to the offending player.

U6 and U8 Special Rules

LAW XIII: FREE KICKS:

- A. All kicks shall be classified under one heading: INDIRECT.
- B. A goal may not be scored until the ball has been played or touched by a second player of either team.
- C. If a foul is committed by a defending player within the 12-yard dashed area, the free kick awarded to the attacking team shall be taken with the ball placed at the nearest point on the 12-yard dashed line.
- D. If a foul is committed by an attacking player within the 12-yard dashed area, a free kick is awarded to the defending team. The attacking team must be at least six (6) yards from the ball.

LAW XIV: THE PENALTY KICK:

No penalty kicks are to be taken during these games.

LAW XV: THE THROW-IN:

When a throw-in is awarded, a second throw-in is allowed if the player commits a foul on the initial attempt. The referee shall explain the proper method before allowing the player to rethrow.

U6 and U8 Special Rules

LAW XVI: THE GOAL-KICK:

- A. Players taking the goal kick shall place the ball anywhere on or behind the 6yard arc.
- B. Opponents at the time of the kick must be on or beyond the 12-yard hash line at that end of the field.
- C. The ball shall be considered in play when it has entirely crossed the 12-yard hash line. If it is touched by any player prior to crossing the 12-yard hash line the goal-kick must be retaken.

LAW XVII: THE CORNER KICK:

Opponents must remain at least six (6) yards from the ball.

COACHING

Coaches are to refrain from playing their forwards in front of, or around the 6-yard arc. This practice, commonly referred to as “goal-hanging” is an effort to gain an unfair advantage in violation of the spirit of the game. While there is no offside for this age group, coaches should work to develop an understanding of this conduct by their players. Persistent infringement of this rule shall result in caution.

Except as noted below, coaches are to remain in the “technical area” at all times. For the “U6” and “U8” programs, this is the area between the dashed lines and at least one yard back from the touch line.

(U6 ONLY) In the case of "U6" games the coach may assist in the placement of players for throw-ins, corner kicks and goal kicks during the first two games of the season only. Upon completion of the aforementioned plays, the coach must return immediately to the "technical area". NO goal line coaching will be allowed.