

COMPETITION GUIDEBOOK
FOR
COACHES AND OFFICIALS

Prepared by:

BRIGHTON SOCCER LEAGUE, INC.

2011

PURPOSE

The purpose of this **GUIDEBOOK** is to outline the competitive rules under which games in the Brighton Soccer League are to be conducted, as well as to outline certain responsibilities of referees and coaches.

THE “LAWS OF THE GAME’ AS PUBLISHED BY THE UNITED STATES SOCCER FEDERATION SHALL BE THE BASIC LAWS UNDER WHICH BSL SOCCER SHALL BE PLAYED. THE USSF LAWS ALLOW FOR CERTAIN CHANGES FOR YOUTH SOCCER. THE LOCAL DIFFERENCES ARE OUTLINED IN THIS GUIDEBOOK.

OBJECTIVES

The objectives of this **GUIDEBOOK** are to standardize the soccer format used by the BSL. In this way it is hoped that the important goals of the Brighton Soccer League will be realized.

- HEALTH
- TEAMWORK
- SPORTSMANSHIP

Coaches and Officials are urged to read this **GUIDEBOOK**, discuss it with Players and abide by the spirit of the rules for the pleasure and education of all involved in Brighton Soccer

PLAYOFFS

See pages 8 & 9 for Playoff information and Playoff Rules.

Brief Regulation Summary

1. Each player must play at least two (2) quarters providing he or she is present at the start of the game and in a numbered shirt of the color assigned to the Franchise. (see page 6 #4)
2. If a player is invited to “play up”, he or she must be in the same franchise as the inviting team and must play at least 1 quarter. Others who are allowed to play will cause the game in question to be forfeited and the coach subject to censure.
3. The coach of the “Home” team is responsible for paying the referee before the start of the game. The coach is to set an example of good sportsmanship toward the referee for his players.
4. Any protests must be submitted in writing and given to a Board Member within 24 hours after the game has been played. Notification should be given to the referee and to the referee supervisor, Dave Petri (473-7398). For consideration as a protested game, a rule infraction by the referee, which directly affected the outcome of the game, must have occurred. Judgment calls are not subject to protest.
5. All new players are placed on teams to insure a balance as to number and ability on all teams. Any player wishing to leave his or her Franchise will be assigned to a new team based upon the League needs.
6. There is no slide tackling in the under 10 divisions. (Penalty = Indirect Kick)
7. Coaches should direct their questions to the board member responsible for the area in question.
8. The first date that teams are allowed to practice is Friday, May 21 2011.
9. Rescheduling of games is to be discouraged.

FOR: Referees of the BRIGHTON SOCCER LEAGUE

1. **GOALKEEPER STEPS** After making a save, the goalkeeper has six (6) seconds to release the ball for play to any other player. Seconds are counted after the goalkeeper regains his/her balance, and are counted no matter how the goalkeeper handles the ball. (Ball cannot be rolled and picked up again) Once the goalkeeper releases the ball, he may **NOT** play it again with his hands until it has been played by another player. When a Player deliberately kicks or throws the ball to his own goalkeeper, the goalkeeper is not permitted to touch it with his hands. Penalty: Indirect Kick.
2. **FIELD CONDITIONS** A field is not playable if there are puddles 10 yards in diameter or larger anywhere on the field. Make this decision before the game starts, and once made, do not change it.
3. **POINT SYSTEM FOR RED AND YELLOW CARDS** A player who gets a yellow card “earns” 1 point. A red card is worth 3 points. A player who collects 3 points during the season must be suspended for one game. After 6 points, there is a two game suspension. Please report all red and yellow cards accurately and promptly. Check with the coach for the players’ name.
4. **DEALING WITH COACHES** Coaches are allowed to express dissent from the sidelines, as long as it is not directed at you personally, or inciting players to dissent on the field. A coach may **NEVER** enter the field to dispute a call. If he does, first ask him politely to leave. If he remains, you should give him a yellow card for dissent and again ask him to leave the field. If he does not respond properly, you should give him a red card. If there is no one else who can assume the coaching duties, the game must be abandoned. The coach is also responsible for controlling the parents of his players and spectators.
5. **THROW-INS** When the ball goes “OUT OF TOUCH” it must be thrown-in from the point where it crossed the touchline by an opponent of the team that last played the ball. If the player does not throw the ball in from the correct place, it will be judged an improper throw and the ball will be turned over to the opposing team.
6. **OFFSIDE** A player is not in an offside position if he is even with an opponent and there is another opponent between him and the goal line. Offside position occurs when a player is nearer the opponents goal line than the last two opponents and is ahead of the ball. Measure relative position by players torso, not their arms or legs

THE CONDUCT OF GAMES

1. **STARTING TIME:** All games must start no later than 5 minutes after the scheduled start time (or after the previous game if it was running late). Games **SHALL** be started by the Referee so long as each team has **SEVEN** (7) players available at game time.
2. **DURATION OF GAME:** Game time is kept only by the Referee and his decision as to the end of any period shall be final. Games shall vary in length according to the age of players and shall always consist of four equal quarters, as follows:

<u>DIVISION</u>	<u>LENGTH OF QUARTER</u>
U17	15 minutes
U13	13 minutes
U10	12 minutes

A coin toss shall be used and the team which wins the toss decides which goal it will attack in the first half of the match.. The teams shall alternate kicking off in succeeding periods and shall change ends each period.

Time shall continue to run except for injury, lost ball or time between a goal and the succeeding kick-off. Referee shall add to each quarter his estimate of time lost to such causes so as to assure a full quarter of playing time.

3. **PLAYER ELIGIBILITY:** Each player who appears on time for a game is entitled to play all of two or more quarters of the game. Players arriving late are entitled to play one or more of the remaining quarters. A team may invite a player from a younger team within its own franchise to play up in any game. Once invited and appearing, these younger players **MUST PLAY** at least **ONE QUARTER**.

If any team starts a game with less than the full complement of players (See Law 3), additional players arriving after the start of play may enter the game at any appropriate break in play by reporting to the referee. Any such late arriving player shall be considered to have played a full quarter if he plays any part.

It is the responsibility of the **COACH** to see that each player plays all of the quarters to which the player is entitled. Violation of this rule could result in forfeiture of the game.

UNIFORM RULES: Each player on the field **MUST** wear a numbered shirt of the color assigned to the franchise. Goalkeepers must wear shirts that will distinguish them from the opposing team, their own teammates and the **REFEREE**. Each player **MUST** wear shin guards. Coaches are urged to encourage all players to appear in a full uniform “KIT” i.e., **SHIRT, SHORTS** and **SOCKS** of the **PROPER COLORS**.

4. **SUBSTITUTIONS:** Changes in team line-ups may be made only at quarter and half-time breaks, except in case of injury. If an injured player is unable to continue play, a substitute may take his place. However, once removed for injury, a player may not return to the game until the next quarter or in the event of another injury of if the team is playing short. The portion of the quarter played by the injured player counts as a full quarter. The substitute does not get charged with having played the quarter.

Goalkeepers may be changed during any quarter (at any appropriate break in play) but only by exchange with a teammate already in the game.

5. **GOAL NETS AND CORNER FLAGS:** Each team shall supply and put in places (as necessary) two approved corner flags. Approved flags are either:

Short spring-wire posts and flags supplied by BSL or
Flags mounted on wooden posts at least 5 feet tall or
Plastic cones

Goal nets and corner flags must be secured in place prior to the scheduled game time.

6. **FIELD SAFETY:** The referee and the coaches of both teams should see to it that no condition on or close to the field presents a safety hazard to the players. Bicycles and spectator chairs are a hazard and where possible must not be less than 5 yards outside the touchlines. The Referee and the Coaches will confer on marginal field conditions due to rain or mud. If there is lightning present, the game is to be delayed for at least 10 minutes. If a regular season game is called by the referee due to weather conditions after a game has started, the following prevails:

- 1) The team leading at the time of the stoppage of play will be declared the winner, if the game is at or beyond the halfway mark. If the game is tied, the tie stands. **Note: Playoff games follow playoff rules.**
- 2) If the game has not reached the halfway mark, it will be rescheduled and played in its entirety. **Note: Playoff games follow playoff rules.**

7. The **Referee** will be the final judge to determine whether or not to play. **Playoff games** are to be delayed up to **60 minutes (1hr)**. **Playoff games** that are tied as per condition #1 are to be rescheduled and the game is to be picked up and restarted at the point where it was stopped. In all cases, players of both teams should remain together or in close proximity until a final decision is made concerning the game.
8. **HOME TEAM**: Referee assignments are made by the BSL. However, in the event that a Referee is not assigned or does not appear, the home team, if both coaches agree, can provide a Referee properly equipped with a watch and whistle. In addition, the home team must provide a suitable, properly inflated game ball. U6 & U8 divisions will use a #3 Ball. U10 & U13 will use a #4 Ball. U17 will use a #5 Ball. Results of each game are to be reported by both coaches on the day of the game.
9. **POWERS OF THE REFEREE**: At game time all players **AND COACHES** for that game come under the jurisdiction of the Referee who is responsible for the conduct of the game. Referee decisions are not matters for dispute. If either or both coaches have a serious dispute with a Referee they may continue the game under protest--**BUT THE GAME MUST CONTINUE!** Protested games and the facts or rulings in dispute must be submitted in writing and given to a Board Member within 24 hours after the game has been played. No Referee may award a forfeit or change the result of a game already played
10. **DUTIES OF THE REFEREE**: The primary duty of a Referee is to conduct a fair and safe game of Soccer. He or she must know the rules and be fair and impartial in their application. In the event that it is necessary to caution or eject a player, The Referee shall tell the player and coach the reason and shall report all cautions and ejections to the League President or the Board Member in charge of Referees. The Board shall have the power to discipline players and/or coaches for misconduct. They shall also have the power to suspend or dismiss and Referee deemed to be unfit, unfair, or guilty of misconduct.
11. **SLIDE TACKLING**: There is no slide tackling allowed in the U6, U8 and U10 Division. (Penalty - Indirect Kick)

2011 PLAYOFFS

See the website www.brightonsoccer.com for the play-off schedule.

If play is prevented or stopped for an extended period by bad weather (storm conditions with lightning and therefore dangerous to the players), games will be played or interrupted play resumed where it was stopped at the next scheduled time. In that case the schedule of games will be extended by one day.

BOYS/GIRLS All Divisions: Teams finishing in 1st through 4th place will enter the playoffs. In case of ties for total points, see Playoff Rules below. *The time, field and pairings for each game are shown after your team's regular season schedule. Placement can be learned from Dave Petri (phone 473-7398).

PLAYOFF RULES

In the event that more than one team has the same number of points (2 for a win, 1 for a tie) at the end of the regular season play, the final ranking for Division standings and playoff games will be decided by the following tie-breakers in the order listed.

1. A team with more wins will be ranked higher than a team with equal points but less wins.
2. Of the two teams tied the one with more points from the games) played between the two will be ranked higher. If the teams played twice and each won one game, the team with the most net goals (goals for minus goals against) will be ranked higher. (No more than 6 goals will be counted per game.)
3. The team with the lowest number of goals against in regular season play will be ranked higher.
4. Flip of a coin.

Those referees for the playoff games will have the rules that will govern the 2011 tiebreakers and will explain it to the coaches and/or captains before the playoff game begins.

Those rules are;

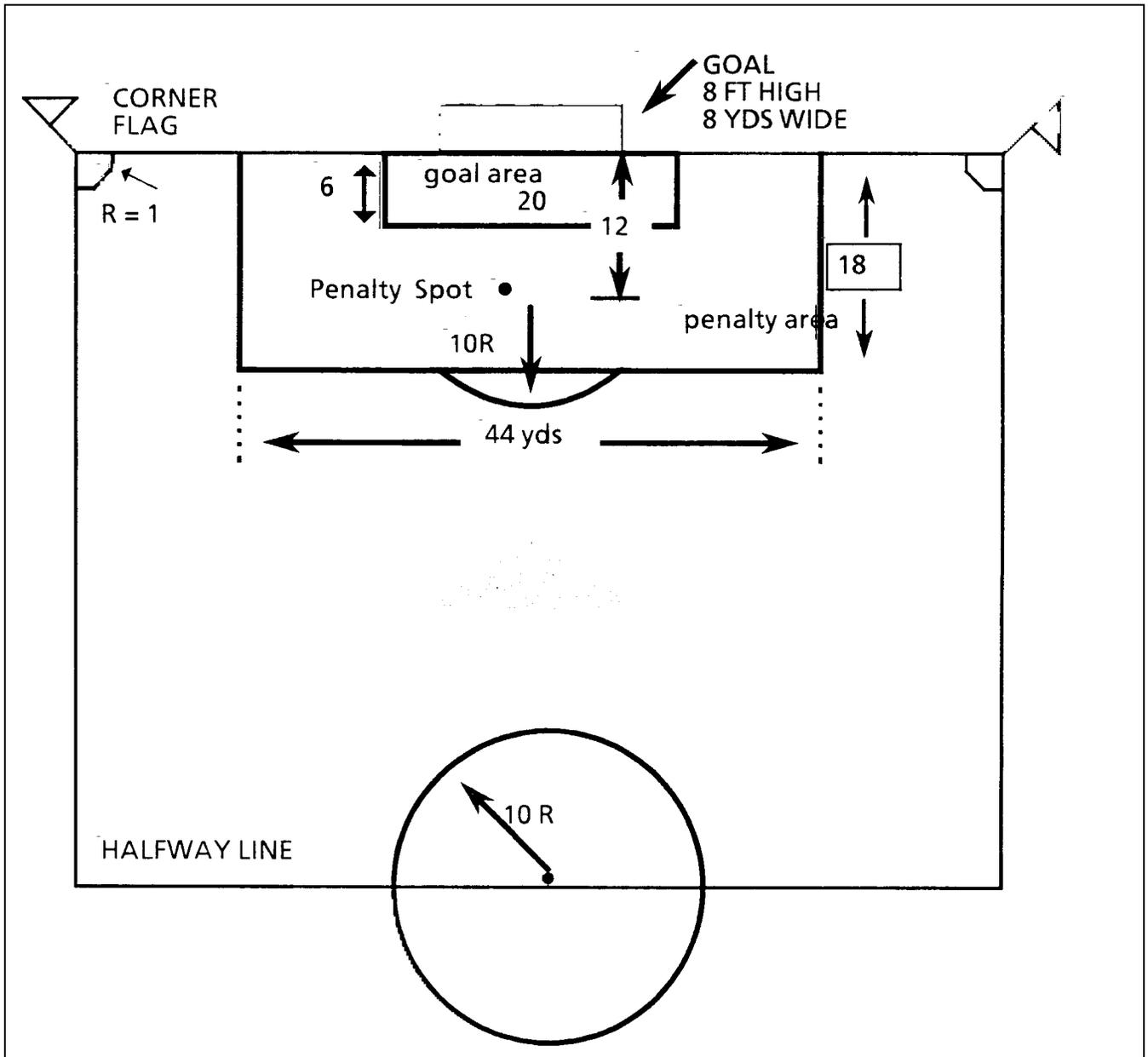
- In the event there is a tie at the end of regulation play, there will be two overtime periods played. U13 - two 6 minute overtime periods, and U17 - two 8 minute overtime periods.
- If a tie still exists at the end of the two overtime periods, the winner will be decided by five (5) penalty kicks alternately taken by five (5) different players from each team. The team scoring the most goals will be declared the winner.
- If a tie still exists, sudden death penalty kicks will be taken alternately by different players from each team until there is a winner.
- Only those players on the field at the end of the second overtime period may participate in the penalty kicks. No player may kick a second time until all players that were on the field have kicked the first time.

Coaches, please remember that the playoffs are a chance for additional seasonal play and “are just for fun”. Please use this opportunity to encourage your team in good sportsmanship.

SUMMARY OF GAME CONDUCT

- START AND FINISH GAMES ON TIME
- PLAY COMPLETE GAMES
- EVERY PLAYER GETS HIS/HER SHARE OF PLAYING TIME
- PLAYERS SHOULD BE IN FULL UNIFORM
- SUBSTITUTE ONLY AT QUARTERS, EXCEPT FOR INJURY
- KEEP THE FIELD SAFE
- USE GOAL NETS AND CORNER FLAGS
- REPORT GAME RESULTS
- AVOID DISPUTES, CAUTIONS AND EJECTIONS

**NOTES ON THE "LAWS OF THE GAME" AS USED BY
THE BRIGHTON SOCCER LEAGUE**



LAW 1 - THE FIELD OF PLAY

This law defines the limits of the field of play and its markings and appurtenances. All fields assigned for play in the BSL meet these specifications and will be properly marked. The diagram above is taken from LAW I and should be used for reference

LAW 2 -THE BALL:

This law defines the size, weight and inflation pressure of the ball. In BSL play, Divisions U17 will use the official size (#5) ball. Divisions U13 and U10 will use the smaller (#4) ball. Divisions U8 and U6 will use the #3 ball.

A clean, well-inflated ball of the proper size (not more than 16 oz nor less than 14 oz) should be selected from the "Home Team" for each game. If the "Home Team" lacks a suitable ball, the best ball in either team's equipment should be used.

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

LAW 3 - NUMBER OF PLAYERS:

This law specifies the make-up of the team "on the field" as not more than:

Boys U17 – 11 players, one of whom MUST be a Goalkeeper.

Girls U17 – 8 players, one of whom MUST be a Goalkeeper.

U13 – 8 player, one of whom must be a goalkeeper.

U10 – 6 players,

U8 – 4 players.

U6 – 3 players.

In BSL play, no game shall start nor continue if either team FIELDS less than seven (6) players for U17 and six (6) players for U13. (PENALTY - FORFEITURE OF THE GAME) Substitutions in any number may be made only at the start of a quarter or in the case of an injury. If a team starts with less than the full complement of players described above, as they arrive, may be added at any appropriate break (stoppage) in play.

Any of the other players on the field may change places with the goalkeeper, provided that the Referee is informed before the change is made, and provided that the change is made during a stoppage of the game.

If a player is ejected before the start of play, the player may be replaced and the team may play a full complement of players. If any player is ejected during a game, the team must continue a player short.

In the case that by virtue of injuries and /or ejections, one or both teams are unable to field **the minimum number of** players, the Referee shall suspend the game. Any game suspended shall be brought to the attention of the Board.

LAW 4 - PLAYERS EQUIPMENT:

Law 4 describes players' equipment, particularly footwear.

In BSL play, players may wear sneakers or studded shoes that have a molded sole/stud combination. Independently mounted stud shoes are permissible. However, studs must conform to USSF standards.

All players must wear shinguards. Shinguards, which must be covered entirely by the stockings, shall be made of a suitable material (rubber, plastic, polyurethane or similar substance) and shall afford a reasonable degree of protection.

Law 4 prohibits players from wearing anything dangerous, and must be enforced. **SPECIFIC BSL PROHIBITIONS:**

- Plaster cast on any part of the body shall make that player **INELIGIBLE** for play. Lightweight plastic, fiberglass or other flexible bandages are permissible, but coaches should seek parent's approval prior to allowing any player with such an injury to play.
- **JEWELRY** of any kind is **PROHIBITED** and must be removed prior to play. This includes watches, rings, bracelets, chains, necklaces, earrings, etc. Only two (2) exceptions should be tolerated: **RELIGIOUS** medals and **MEDICAL** information tags. These must be secured by adhesive tape securely to the body under a shirt.

BSL SUGGESTIONS:

- Players requiring eyeglasses should be urged to use retaining straps to keep the glasses in place.
- The wearing of glasses with other than plastic or shatterproof safety glass should be discouraged.
- All players wearing contact lenses should be identified to the Referee prior to play. Play should be stopped upon loss of a lens to allow a short search.

Goalkeepers must wear a shirt, which is different from both teammates, opponents and the Referee.

LAW 5 - REFEREES.

This important Law defines the powers of the Referee. The powers of the Referee commence once he is on the field of play. In BSL play this is not modified in any way except to empower Referees to enforce BSL competitive rules as well as the rules of the game.

In summary, Law 5 provides that the Referee:

- Enforce the "Laws of the Game".
- Not penalize if the required stoppage would give an advantage to the offender or deny an advantage to the offended team.
- Record and keep time of the game.
- Stop the game for infringement of the rules, signal for restart of the game after a stoppage.
- Caution and/or eject players for misconduct or violent play.
- Allow only players on the field.
- Stop the game for injury.

BSL Referees are expected to:

- Know and understand the Laws.
- Be absolutely fair and impartial.

LAW 6 -Assistant Referees:

In BSL play each team shall provide a parent or older teenager to act as Assistant Referee.

Assistant Referees will assist the Referee by signaling when the ball is out of play and which side is to take a throw-in, corner kick or goal kick.

The Referee, however, may overrule Assistant Referee's calls, which are advisory.

LAW 7 - DURATION OF THE GAME:

This law is overridden by BSL Rules, which deal with the duration of games, which vary by the age of the players.

Games shall vary in length according to the age of players and shall always consist of four equal quarters, as follows:

<u>DIVISION</u>	<u>LENGTH OF QUARTER</u>
U17	15 minutes
U13	14 minutes
U10	12 minutes

Time shall continue to run except for injury, lost ball or time between a goal and the following kick-off. Referee shall add to each quarter his estimate of time lost to such causes so as to assure a full quarter of playing time. Time between quarters should be no more than 2 minutes. Half-time should be no more than 7 minutes

LAW 8 -THE START OF PLAY:

Law 8 describes the start of play at the beginning of the game, the start of each period of play or after a goal.

A coin is tossed and the team that wins the toss decides which goal it will defend. The other team takes the kickoff. The teams shall alternate kicking off in succeeding periods and shall change ends every period.

After a goal, the team losing the goal shall kick-off.

At a kick-off each player must be in his own half of the field and all opponents of the kicker must be at least ten (10) yards from the ball.

The ball is in play when it is kicked and moves forward (a must - cannot go backwards). The kicker may not touch the ball again until played by another player. Only minimal movement is needed to meet this requirement.

POSSIBLE VIOLATIONS AND PUNISHMENT:

<u>VIOLATIONS</u>	<u>PUNISHMENT</u>
• Encroachment by defense	Re-Kick
• Not kicked into other half	Re-Kick
• Touched before moving far enough	Re-Kick
• Players not in own half	Re-Kick
• Kicker touches second time	Indirect to defender

OTHER RESTARTS:

If play be stopped due to injury and not be in a situation requiring a throw-in, free kick, goal kick or corner kick, it is restarted by a drop ball.

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

LAW 9 - BALL IN AND OUT OF PLAY:

The ball is out of play:

- When ALL OF THE BALL has crossed the goal line or touch-line on the ground or in the air. (A ball curving out and back-in is out!)
- When the game is stopped by the Referee.

It is in play at all other times including when it rebounds into the field of play from a goal post, crossbar, corner-flag post or the referee.

LAW 10 - SCORING:

A goal is scored when ALL OF THE BALL crosses the goal line between the goal posts and under the crossbar, unless:

- It has been thrown, carried or intentionally propelled by hand or arm of an attacker. (If a defender knocks the ball into the goal by hand or arm, the "Advantage Rule" applies - it's a goal.)

While unlikely, a ball thrown by the attacking goalkeeper, from his own penalty area, could score a goal.

The team scoring the greater number of goals during the game shall be the winner, but tied or drawn games are frequent, possible and acceptable.

NOTE:

A goal must be scored in accordance with the definition above, it cannot be awarded. If a parent, spectator or stray dog keeps the ball from going over the line, there is no goal. Restart by drop ball where the ball was touched by "Outside Agency".

LAW 11 - OFF-SIDE:

This is a complex and often misunderstood rule.

Let's eliminate lots of situations. NO PLAYER is ever OFF-SIDE:

- In his/her own half of the field..
- Behind the ball.
- Directly from a goal kick, corner kick, or throw-in.
- If the ball was last touched by an opponent.
- If two opponents are closer to their goal line than the player. A player who is level with the second last opponent or with the last two opponents is not in an off-side position.
- If the player is not involved in the play.

A player **IS IN AN OFF-SIDE POSITION:**

- If he is within the opponents 'half' and closer to the goal line than the ball AND fewer than two opponents are nearer the goal line.

A player shall only be declared OFF-SIDE AND PENALIZED for being in an offside position (being even with an opponent is not offside), if, at the moment the ball touches, or is played by, one of his team, he is, in the opinion of the Referee: _

- interfering with play or with an opponent or
- gaining an advantage by being in that position.

A player should not be penalized merely for being in an offside position.

Off-side shall not be judged at the moment the player in question receives the ball, but at the moment when the ball is passed to him by one of his own side. A player who is not in an off-side position when one of his colleagues passes the ball to him or takes a free kick, does not therefore become off-side if he goes forward during the flight of the ball.

If a player **IS OFFSIDE**, the Referee shall award an **INDIRECT** free kick to the player's opponents at the place of the infraction.

LAW 12 - FOULS AND MISCONDUCT:

This law defines ten (10) fouls and five (5) categories of misconduct. Commission of a foul results in a direct kick (or a penalty kick if committed by a defender within the penalty area). Misconduct offenses result in an indirect free kick. The team fouled or endangered or, taken advantage of receives the benefit of the free kick or penalty kick, Indirect and direct free kicks occur at the spot of the infraction. Penalty kicks occur at the penalty spot. (see law 14)

THE TEN FOULS: Any player **INTENTIONALLY** committing one of the following offenses shall be penalized by awarding a direct free kick or penalty kick to the opponents.

- Kicking or attempting to kick an opponent.
- Tripping or attempting to trip an opponent.
- Jumping at an opponent (two foot tackle)

* THREE FOULS OF THE FEET!

- Striking (hitting, punching) or attempting to strike an opponent.
- Holding an opponent.
- Pushing an opponent.
- Handling the ball.

* FOUR FOULS OF THE HANDS!

- Charging an opponent violently or dangerously.
- Charging an opponent from behind, UNLESS the opponent is obstructing.

* TWO KINDS OF CHARGING!

- Spitting at an opponent

FIVE MISCONDUCTS:

Any player committing any of these infractions shall be penalized by awarding an indirect free kick to the opponents:

- Dangerous play--high kick, low heading of the ball.
- Charging fairly--shoulder to shoulder -- when the ball is not in playing distance OR without attempting to play the ball.
- Obstructing an opponent while not trying to play the ball.
- Charging the goalkeeper.
- Goalkeeper taking more than 6 seconds without playing the ball to another player or indulging in other delaying tactics.
- Slide tackling in the under 10 division

CAUTIONS TO PLAYERS:

A player should be cautioned (YELLOW CARD) if:

- He/she persistently infringes the Laws of the game.
- He/she fouls recklessly.
- He or she expresses dissent to Referee decision.
- He/she is guilty of ungentlemanly/unladylike conduct (kicks or throws ball away, spits, gestures, delays restart of play, etc.)
- He/she is slide tackling from behind, no matter if he or she gets the ball first.

EJECTION OF PLAYERS:

A player should be ejected (RED CARD) if guilty of:

- Violent conduct or serious foul play.
- Uttering foul or abusive language.
- Persistent misconduct or fouls after being cautioned.
- Flagrant slide tackling from behind.
- Receives a second caution (yellow) in the same game.

If play is stopped to issue a caution or eject a player without another breach of the Law, the opponents of the cautioned or ejected player shall be awarded an indirect free kick from the point where the infringement occurred.

LAW 13 -FREE KICK:

Free kicks are awarded to a team that has been fouled or which has been offended by misconduct:

There are two (2) types of free kick - DIRECT and INDIRECT.

- DIRECT - A goal may score against the defending side.
- INDIRECT - Must be touched by a second player before going into the goal.

When a free kick is taken, all opponents of the kicking team must be 10 yards from the ball and the ball must always be at rest when kicked.

The ball is in play once it has been touched by the first player.

If a team takes a free kick from within its own penalty area, the ball must be kicked out of the penalty area before being played again. In this case, all opponents must be outside the penalty area when the kick is taken.

On any free kick, the kicker may not play the ball again until touched by another.

If a free kick is awarded against a team within its own penalty area (but not a penalty), the defenders may be less than 10 yards from the ball when the kick is taken **ONLY IF They ARE STANDING ON THE GOAL LINE BETWEEN THE GOAL POSTS.**

POSSIBLE VIOLATIONS

- | | |
|--|----------------------------|
| • Ball not at rest | Re-take kick |
| • Opponents encroach 10 yards or penalty area. | Re-take kick |
| • Ball not kicked out of penalty area | Re-take kick |
| • Ball replayed by kicker | Indirect kick to opponents |
| • Goal is scored direct on an indirect free kick | No goal - goal kick |

RESULTS

LAW 14 - PENALTY KICK:

When the defending team **INTENTIONALLY** commits one of the nine (9) fouls in its own penalty area, a penalty kick is awarded to the attackers.

A penalty kick is taken from the penalty spot or mark.

Until the ball is kicked, all players except the kicker and goalkeeper must be:

- On the field **AND**
- Outside the penalty area **AND**
- At least 10 yards from the ball

The goalkeeper must stand on the goal line, facing the kicker and between the goal posts until the ball has been kicked.

The kicker must:

- Kick the ball forward
- Not touch it again until played by another player
- Kick without any hesitation

POSSIBLE SITUATIONS**CORRECT RESULT**

- | | |
|-----------------------------------|--------------------------|
| • Defenders infringe, goal scored | Goal |
| • Defenders infringe, no goal | Re-take |
| • Attackers infringe, goal scored | Re-take |
| • Attackers infringe, no goal | "Play on" |
| • Kicker touches second time | Indirect kick to defense |
| • Goalkeeper stops try | "Play on" |
| • Try missed | "Play on" |
| • Rebound from post or bar | "Play on" |

LAW 15 - THROW-IN:

When the ball goes "OUT OF TOUCH" it is a throw-in where it crossed the touch line by an opponent of the team playing the ball. A throw-in taken from any position other than the point where the ball passed over the touch-line shall be considered to have been improperly thrown. The referee shall award the throw-in to the opposing team. A goal cannot be scored directly from a throw-in.

The thrower must:

- Face the field
- Have both feet on the ground, either on or outside the touch line
- Throw from behind and over his/her head with both hands
- Not play the ball until touched by another player
- Throw **INTO PLAY**

COMMON SITUATIONS

- Improper throw (i.e., excessive spin; one-handed throw; line violation; incorrect spot)
- Not thrown into play
- Thrower plays a second time

CORRECT RESULTS

opponents throw from same spot

opponents throw indirect kick to opponents

LAW 16 -GOAL KICK:

When the attacking team kicks or plays the ball over the opponents goal line (without scoring) a goal kick is awarded to the defenders. A goal may be scored directly from a goal kick, but only against an opposing team.

A goal kick shall be kicked into play from any point within the goal area. It must be kicked directly into play **OUTSIDE THE PENALTY AREA**. If not, the kick shall be retaken.

Any member of the kicking team may take the kick and all opponents must be outside the penalty area.

COMMON SITUATIONS

- Ball not kicked out of the penalty area
- Opponents encroach
- Kicker plays a second time

CORRECT RESULTS

Re-take
 Re-take
 Indirect kick to opponents

LAW 17- CORNER KICK:

When the ball passes over the goal line (except a goal), having been played or touched by a defender, a corner kick, is awarded to the attacking team.

The kick is taken from the "Corner Quadrant" nearest where the ball crossed the goal line. A goal may be scored directly from a corner kick.

The ball must be at rest and WHOLLY within the corner quadrant lines. All opponents must be at least 10 yards from the ball; the corner flag may not be removed.

The ball is in play when it has been touched by the first player, but the kicker may not play it a second time until touched by another player.

POSSIBLE SITUATIONS

- Kicker plays a second time
- Any other violation

CORRECT RESULTS

Indirect kick to opponents
 Re-take

RULE 18 - COMMON SENSE:

This is not part of the "LAWS OF THE GAME", it is a guideline for Referees and Coaches.

SOCCER is a game of ebb and flow, it should go on without constant stoppages for trivial points, yet the spirit of the Laws should be observed.

REMEMBER THE RULES; Here's some help!

***STARTING OR RESTARTING GAME:**

- Ball must travel out of the penalty area on **ANY KICK**.
- Kicker or thrower can't touch a second time.
- 10 yard distance or outside penalty area.

***Ten (10) INTENTIONAL FOULS = DIRECT KICK**

- 3 with feet (Trip, kick, jump)
- 4 with hands (Hit, push, hold, handle)
- 2 charging (violent, from behind)
- Spitting

***MISCONDUCT = INDIRECT KICK;**

- OBSTRUCTION
- DANGEROUS PLAY
- CHARGING (off the ball)
- DELAY OR EXCESSIVE TIME BY GOALKEEPER
- SLIDE TACKLING IN THE UNDER 10 DIVISIONS

***GIVE THE ADVANTAGE**

MAKE SOCCER FUN FOR ALL!