



SOUTHERN NEVADA SOCCER ASSOCIATION

Laws of the Game

Non-Tournament Rules

8v8 Format (U11 & U12 Divisions)

2020-2021

2020-2021 Non-Tournament Rules: 8v8 Format U11 & U12 Divisions

Henderson United Youth Soccer Southern Highlands® United Youth Soccer

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FOR THE GOOD OF THE GAME, ALWAYS...

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

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INTRODUCTION

This Laws of the Game booklet has been prepared for use during the Henderson United Youth Soccer (HUYS) and Southern Highlands® United (SHU) league season for games played under the 8v8 format. The 8v8 format will be used for the U11 and U12 divisions. Other league publications address administrative issues such as how teams are selected, bylaws, discipline, appeals, coach qualifications, and so forth. This booklet is not approved for tournament play.

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

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

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

8v8 RULES SUMMARY

- 1) **PLAYER SAFETY IS TO BE CONSIDERED AT ALL TIMES!**
- 2) Based on FIFA Laws of the Game, but with many variations, some major.
- 3) **SIZE 4** ball (U9-U12). [Law 2]
- 4) **(8) players per side**, including a goalkeeper. [Law 3]
- 5) **Each player shall play at least half of the game minutes.** [Law 3]
- 6) A dual-referee system will be used to officiate 8v8 games. [Law 5]
- 7) Two halves of **(30) minutes** each. [Law 7]
- 8) Use **(8) yard spacing** for free kicks, corner kicks, kick-offs, etc.
- 9) Offside rules are **fully** enforced. [Law 11]
- 10) Use of the head to intentionally strike the ball is prohibited. [Law 12]

RECENT MAJOR CHANGES

(full text of changes highlighted in cyan each appropriate Law)

- 1) The Home team has the kick-off to start the game, and the Visiting team selects which side of the field to defend in the first half (no coin toss).
- 2) The part of the body that determines handball offences has been defined as “the upper boundary of the arm that is in line with the armpit [Law 12]. A picture has been provided.
- 3) Handball text had further revised for clarity with clearer guidelines for “accidental” handballs [Law 12].
- 4) Clarification of the conditions of delaying the restart and advantage with associated sanctions has been added [Law 12].
- 5) If a penalty kick misses the goal or rebounds from the goal, the goalkeeper is not penalized for encroachment (i.e., leaving contact with the goal line) unless it clearly affected the kicker [Law 14].
- 6) The goalkeeper is warned for their first offence of leaving contact with the goal line at the taking of a penalty kick and then cautioned for any further offence(s) [Law 14].
- 7) Cautions are not carried forward into kicks from the penalty mark to decide the outcome of the game [tournament play only].

LAW 1 – THE FIELD OF PLAY

8v8 FIELD OF PLAY

- 1) **Dimensions:** The field of play shall be rectangular, 40-50 yds wide by 70-80 yds long. Measurements are from the outside of the lines as the lines are part of the area they enclose.
- 2) **Field Markings:** The field of play shall be marked with distinctive lines that are uniform in width and 2-5 inches wide. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.

The field is divided into two halves by a “halfway line”.

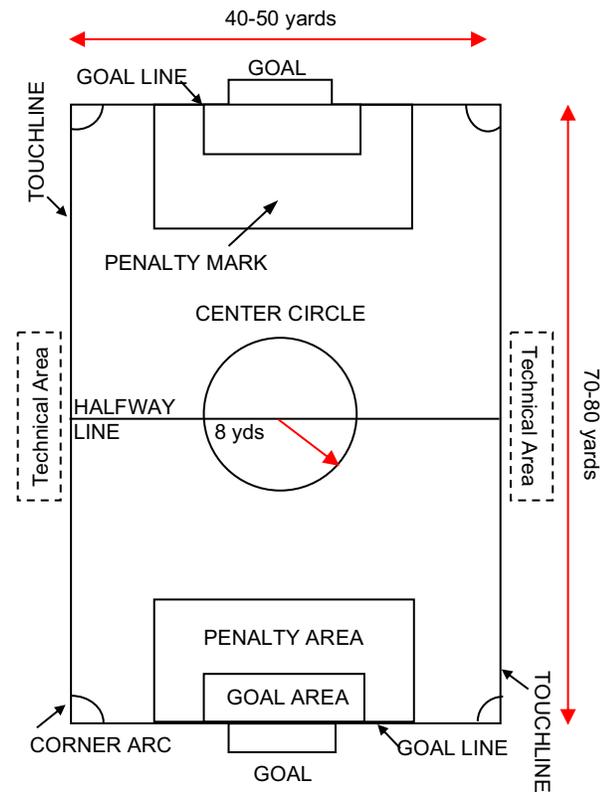
A “center mark” is placed at the midpoint of the halfway line. A circle having a 8-yard radius is marked around the field’s center point.

- 3) **The Goal Area:** At each end of the field, two lines shall be marked at right angles to the goal line, starting on the goal line at points 6 yards from its midpoint, then extending 6 yards into the field, and the ends of these lines shall be joined by a line which is parallel to the goal line.
- 4) **The Penalty Area:** At each end of the field, two lines shall be marked at right angles to the goal line, starting on the goal line at points 15 yards from the inside of each goalpost, then extending 15 yards into the field, and the ends of these lines shall be joined by a line which is parallel to the goal line. These lines and the goal lines outline and define the “penalty area”. Straight out 10 yards from the midpoint of the goal line and from the back edge of the goal line, a “penalty mark” shall be drawn.
- 5) **Flag Posts:** A flag post about 5 feet high with non-pointed top and a flag may be placed at each corner. Flag posts are generally not used for this format of play.
- 6) **The Corner Arc:** Four corner arcs with about a 2-3 foot radius.
- 7) **Goals:** A goal must be placed and centered on each goal line

A goal consists of two upright posts (goal posts) equidistant from the corners and joined at the top by a horizontal crossbar. The goal posts and the crossbar must be white and have a uniform maximum width and depth of 2-5 inches and not be dangerous to players.

The distance between the goal posts ranges from 18-21 feet, and the distance between the crossbar and the ground ranges from 6-7 feet. A net should be attached to each goal and to the ground behind the goal, free of holes or gaps, and should be properly supported so as not to interfere with the goalkeeper.

- 8) **Technical Area:** A line is marked 3 feet parallel to the touchline. The line will be 16 yards long and centered on the halfway line. Coaches and players must remain behind this line and within its length. No spectators are allowed in the technical area. If the technical area is not painted, it consists of the area within five yards on either side of the halfway line.
- 9) **Spectator Area:** The spectator area is located along the touchline in the areas on either side of the designated technical areas. Spectators should sit at least 3 yards behind the touchline for the safety of both spectators and players, and to allow room for throw-ins. Spectators are not allowed outside either goal line.



NOTE: The size of the field, technical area and spectator area may be modified to comply with infectious disease mitigation measures.

SIDES OF THE FIELD

The “home team” and affiliated spectators will occupy the north and east sides and associated ends of the field. The “visiting team” will occupy the south and west sides and associated ends of the field. In case of a dispute or uncertainty, the referee may determine (by a coin toss) which team will be the “home team”.

LAW 2 – THE BALL

Use an approved soccer ball of the appropriate size and inflated to the recommended pressure. Appropriate ball size is size 4 for U11 and U12 divisions.

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

LAW 3 – THE NUMBER OF PLAYERS

PLAYERS

Each team must have at least 6 players and no more than **8 players** on the field (including the goalkeeper). Each player must be registered in the league for the current season and listed on the team’s official roster. Guest players are not allowed. Player transfers from another HUYS or SHU team are not allowed without prior approval from the league. Fewer players may be used (7v7 or 6v6) if agreed upon by both coaches. A team that cannot supply the minimum number of qualified players within 10 minutes of the scheduled start time forfeits the game.

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

Plus-one rule: A team that is losing by four (4) or more goals may add an extra field player (i.e., 8 field players and the goalkeeper). If the goal differential drops below four (4) goals, the extra player must be removed and the teams return to even strength.

Infringements/Sanctions

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

GOALKEEPERS

One player from each team shall be designated as that team’s goalkeeper, who shall wear clothing, which easily distinguishes him from the referee and all other players (from both teams).

INJURIES AND SUBSTITUTIONS

Substitutions are unlimited. Substitutions may be made by either team during any stoppage in play **with the referee’s permission** (see procedure below). Stoppages include:

- 1) Kick-offs
- 2) Goal kicks
- 3) Throw-ins
- 4) Corner kicks
- 5) Free kicks – direct or indirect
- 6) Injuries

A player who has been ejected from the game (i.e., shown the red card) may not be replaced.

Substitution procedure

- 1) Players entering during the next substitution should be ready and standing slightly off the field near the halfway line.
- 2) The coach will inform the referee that a substitution is requested and the referee will signal to allow the substitution to be made.
- 3) Players must enter the field of play near the halfway line and after the player being replaced has left the field of play.
- 4) Players must leave the field of play by the nearest point on the boundary line unless the referee indicates that the player may leave directly and immediately at the halfway line or a different point because of safety, injury, etc.
- 5) Once the substitution has been completed, the referee shall blow his whistle to restart the game.

In some situations (e.g. throw-in or free kick), the attacking team may want to take a quick restart to gain an advantage on the opposing team. If this situation occurs, the referee will allow the restart even if a substitution may have been requested by the defending team. The requested substitution will take place at the next stoppage of play.

Injuries

In case of serious injury, based on the referee's judgment, the referee shall stop play as soon as he sees that a player is seriously injured, but the ball remains in play until the referee blows his whistle.

In the case of a slight to moderate injury, based on the referee's judgment, the game may continue to be played until the ball goes out of play.

A bleeding player must be removed from the game and may not return until the bleeding is stopped.

If the referee calls the coach onto the field to attend to an injured player, the player must be removed from the field. The player may re-enter the game at the next substitution opportunity.

Concussion Protocol

U.S. Soccer and Soccer Association for Youth (SAY) require the immediate removal of any player who sustains a significant blow to the head or body, who complains about or is showing symptoms consistent with having suffered a concussion.

If a coach attempts to allow a player who had been removed from a game for concussion assessment and who has not been cleared to return to play by a healthcare professional, the referee should:

- 1) Immediately stop play
- 2) Direct the player to leave the field
- 3) Instruct the coach to select a substitute
- 4) Issue a warning to the coach.

If a coach persists, the referee is entitled to take necessary disciplinary measures against the coach.

The referee should include this behavior in his referee report to the league.

For events without an on-site healthcare professional, no coach can permit a player who has been removed from a game for concussion suspicion/assessment to return to play until he is cleared by a healthcare professional. Referee responses and actions outlined above should be taken against any coach who persists in trying to re-insert the player into the game without proper clearance by a healthcare professional.

Changing the goalkeeper

Any player may change places with the goalkeeper, provided that the referee is informed before the change is made, and the change is made during a stoppage in play. Referee permission is required to change the goalkeeper.

Infringements/Sanctions

The head coach for a team that makes an unauthorized substitution, especially while the ball is in play, shall be warned or yellow carded for unsporting behavior, and the substitution shall be reversed (the "new" and "old" players shall return to their original positions). The player(s) involved shall not be disciplined if, in the referee's opinion, they were just following instructions from their coach. If the referee stops play, it must be restarted with an indirect kick for the opposing team from the position of the ball when play was stopped.

COACHES

Each team must have at least one coach designated as the “head coach” and may have one or more assistant coaches. Each coach must have in his possession, available for presentation to the referee, a valid coach registration card from the league. In the event that the head coach is shown a red card and ejected from the game, one of the assistant coaches will be designated the head coach. Head coaches are **responsible** for their own conduct, as well as the conduct of all coaches, players, and spectators affiliated with their team.

Infringements/Sanctions

If a coach is unable to produce a valid coach registration card, the referee or field marshal shall consult the league registration book to verify that the coach is registered. If a team has no registered coaches present, a parent may serve as acting coach by entering his or her name to the game card and showing a valid photo ID. A coach that fails to produce a valid coach registration card may, at the referee’s discretion, be penalized for delay of game. The scheduled start time of the game shall not be delayed due to coach registration verification; the clock will run and players may take the field once the coach registration has been verified.

LAW 4 – THE PLAYER’S EQUIPMENT

Each player **must** wear:

- A jersey or shirt of similar color,
- Shorts (short pants),
- Stockings,
- Shinguards, and
- Approved shoes (no toe cleats, long cleats, sharp cleats, or hard soled street shoes allowed).

Shin guards are **mandatory** and shall be covered entirely by the stockings, shall be made of a suitable material, and shall afford a reasonable degree of protection from physical injury.

Additional clothing outside the uniform is not permitted, except for warm-up pants that are a similar color to the shorts.

A player shall **not** wear anything which could be dangerous to himself or to another player, including rings, watches, jewelry, hair clips, and eyeglasses with metal frames (prescription eyeglasses with plastic or rubber frames that are secured to the head with a strap or band are allowed). **Post earrings may not be covered with tape or band-aids; they must be removed.**

Players are required to wear a face mask to and from the field and while on the sideline as an infectious disease mitigation measure; players are not required to wear a face mask while actively participating in a practice or game.

A player may **not** participate with an orthopedic cast, even if wrapped.

If tape or similar material is applied externally to the stocking, it must be the same color as the part of the stocking to which it is applied.

The referee shall have the final decision in these matters.

Infringements/Sanctions:

- 1) If the referee notices an equipment problem while the ball is in play, he shall wait until the next stoppage in play to instruct the offending player off the field unless the problem has already been corrected.
- 2) The player may not re-enter the field of play until the ball is out of play, the referee checks that the equipment is correct, and the referee grants his permission to re-enter the field of play.

LAW 5 – THE REFEREE

A dual-referee system is used for the 8v8 play format. Each match is controlled by **two referees** who **have full authority** to enforce the Laws of the Game in connection with the match to which they have been appointed. The referee shall:

- 1) Fairly enforce the Laws of the Game.
- 2) Control the game and the immediate area.
- 3) Ensure that the field, ball, and player's equipment meet the requirements of Laws 1, 2, and 4, respectively.
- 4) Prior to kickoff, review the game card with head coaches of both teams to ensure all players are listed. Verify the SNSA ID cards for any coaches or team managers in the technical area. If a non-rostered adult is serving as acting coach for the game, add his/her name to the game card and check the driver's license to verify identity.
- 5) Act as official timekeeper and keeps a record of the match.
- 6) Stop, suspend, or abandon the match, at his discretion, because of rules violations.
- 7) Stop, suspend, or abandon the match, at his discretion, because of outside interference of any kind.
- 8) Stop the match if a player is seriously injured, and ensure that the player is safely removed from the field of play.
- 9) Allow play to continue until the ball is out of play if a player is only slightly or moderately injured.
- 10) Stop, suspend, or abandon the match because of dangerous playing conditions (determined in conjunction with a field marshal or other league official) or other unusual condition.
- 11) Ensure that a bleeding player leaves the field of play.
- 12) Allow play to continue ("**advantage rule**") when the team against which an offence is committed benefits from such an advantage, and penalize the original offence if the anticipated advantage does not ensue in 3-5 seconds.
- 13) Punish the more serious offense when an individual player, coach, or spectator commits more than one offense at the same time.
- 14) Take disciplinary action against players guilty of cautionable or sending-off events. If a rule's infraction does not materially affect the game's progress, the referee is not obliged to take action immediately but should do so when the ball next goes out of play.
- 15) Take action against team officials who fail to conduct themselves in a responsible manner; warns or shows a yellow card for a caution or a red card for a sending-off from the field of play and its immediate surrounds, including the technical area. If the offender cannot be identified, the senior coach in the technical area will receive the sanction.
- 16) Take action against spectators who fail to conduct themselves in a responsible manner and may, at the referee's discretion, expel them from the field of play and its immediate surroundings.
- 17) Restart the game after each stoppage in play.
- 18) Ensure that no unauthorized persons enter the field of play.
- 19) Exercise the authority to take disciplinary action from the time of entering the field for pre-match inspection until leaving the field of play after the match.

The referee's decision is **final** in all matters related to the game. The decision of the referee, and all other match officials, must be respected (even when incorrect).

The referee is not held liable for any kind of injury suffered by a player, official, or spectator; any damage to property of any kind; and any other loss suffered due to his decision taken, or not taken, under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play, and control a match.

The referee **may** briefly explain to the offending party the reason for each foul or misconduct penalty, so that the offending party can learn from his misdeeds, whether intentional or not. The referee is **not** obliged to explain any decisions to the coaches or spectators either during or after the game.

TEMPORARY DISMISSALS (SIN BIN)

The referee has the power to show yellow or red cards and temporarily dismiss a player from the time the referee enters the field at the start of a match until after the match has ended. The use of the sin bin is designed to have a significant and positive influence on the behavior of the offending player and, potentially, the player's team. Temporary dismissals only apply to players (including goalkeepers) on the field who have committed yellow card offenses relating to "inappropriate" behavior, which include:

- Simulation
- Deliberate delaying the opposing team's restart of the match
- Dissent or verbal comments or gestures
- Stopping a promising attack by holding, pulling, pushing, or handball
- Illegally feinting at a penalty kick.

The referee will indicate a temporary dismissal by showing a yellow card and then clearly pointing with both arms to the player's technical area (usually the player's bench).

The duration of the temporary dismissal is 3 minutes. The temporary dismissal period begins after play has restarted and the player has left the field. The referee will keep the time associated with the temporary dismissal. Upon completion of the temporary dismissal period, the player can return from the touchline with the referee's permission, which can be during the run of play or at a stoppage of play where a substitution (for either team) can occur. The referee has the final decision as to when the player can return.

The temporarily dismissed player cannot be substituted until the end of the temporary dismissal period. The player must complete the entire three minutes of his dismissal period and may not be replaced, even if the opposing teams scores during the dismissal period, and even if the dismissal crosses over between the two halves.

A player who is still serving a temporary dismissal at the end of the match is permitted to take part in kicks from the penalty mark.

LAW 6 – THE ASSISTANT REFEREES

Assistant referees or linesmen are not used for 8v8 Non-Tournament play. SNSA uses a dual referee (2-referee) system for the 8v8 play format. In the dual-system, the referees work together as a team. The lead referee (referee ahead of the ball) aligns with the second last defender, parallel with the touchline, in order to enforce the offside rule (Law 11). The trail referee (referee behind the ball) moves with play behind the attack, and pinches toward the center of the field to be in position to call fouls or violations around the ball. Referees in the dual system need to coordinate their movements to ensure proper coverage of the field, mirror each other's signals to ensure consistency, and work together as a team to ensure a safe playing environment for all of our players.

LAW 7 – THE DURATION OF THE MATCH

The match consists of two halves of **30 minutes** each. Halves shall not be extended on account of any stoppages in play. A half-time interval shall be taken between the first and second halves and should not exceed five (5) minutes. **The duration of the match may be modified to comply with infectious disease mitigation measures.**

Halves shall not be extended on account of any stoppages in play.

If a goal is scored after time expires, even if it was kicked before time expired, it does not count.

If a penalty kick has to be taken or retaken, the duration of the either half is extended until the penalty kick is completed.

At the end of each half, the referee should blow his whistle 2 times and point towards the center of the field to indicate that the half is over.

LAW 8 – THE START AND RESTART OF PLAY

START OF PLAY (KICK-OFFS)

A kick-off is a way of starting or restarting play: at the start of a match, after a goal has been scored, at the start of the second half, and to restart play following each goal.

The Home team has the kick-off to start the game, and the Visiting team selects which side of the field to defend in the first half.

The teams change ends of the field to start the second half and the Visiting team has the kick-off.

For the kick-off:

- the ball must be stationary in the center of the field
- all players, except the player taking the kick-off, must be in their own half of the field
- the team opposing the kicker must remain at least 8 yards away from the ball until it is in play
- on the referee's signal, the ball is in play when it is kicked and clearly moves in any direction
- After taking the kick, the kicker may not touch the ball until after another player has touched it

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

Following a goal, the kick-off is taken by the team scored upon.

Infringements/Sanctions

- 1) If the player taking the kick-off touches the ball again before it has touched another player, an indirect free kick, or for a handball offence, a direct free kick is awarded.
- 2) In the event of any other infringement of the kick-off procedure, the kick-off is retaken.

DROPPED BALL

A dropped ball is a method of restarting play when, while the ball is in play, the referee is required to stop play temporarily because of a serious injury, a potential danger, a deflated ball, or some other unusual event for which the method of restarting play is not specified in these Laws.

Procedure

The ball is dropped for the defending team's goalkeeper in his penalty area if, when play was stopped:

- The ball was in the penalty area or
- The last touch of the ball was in the penalty area.

In all other cases, the referee drops the ball for one player of the team that last touched the ball at the position where it last touched a player, an outside agent or, as outlined in Law 9.1, a match official.

All other players (of both teams) must remain at least 4.5 yards from the ball until it is in play.

The ball is in play when it touches the ground.

Infringements/Sanctions

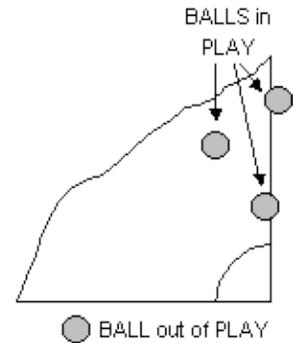
- 1) The ball is dropped again if it is touched by a player before it makes contact with the ground, or if it leaves the field of play after it touches the ground without a player touching it.
- 2) If a dropped ball enters the goal without touching at least two players, play is restarted with a goal kick if it entered the opponent's goal.
- 3) If a dropped ball enters the goal without touching at least two players, play is restarted with a corner kick if it enters the team's goal.

LAW 9 – THE BALL IN AND OUT OF PLAY

The ball is out of play when:

- 1) The ball has wholly crossed a goal line or a touchline whether on the ground or in the air (see diagram).
- 2) Play has been stopped by the referee.
- 3) It touches a match official, remains on the field of play and:
 - A team starts a promising attack or
 - The ball goes directly into the goal or
 - The team in possession of the ball changes

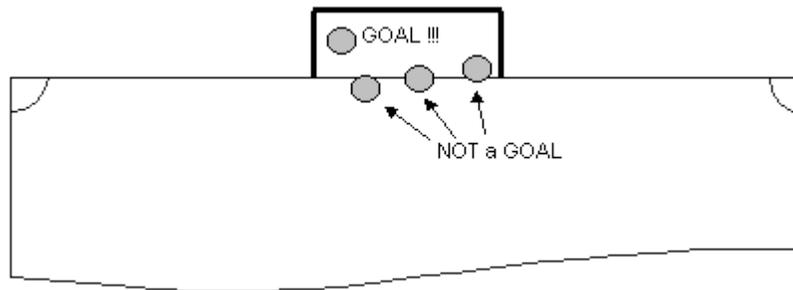
In all these conditions, play is restarted with a dropped ball.



The ball is in play at all other times when it touches a match official and when it rebounds from a goal post, crossbar, or corner flag post and remains in the field of play.

LAW 10 – DETERMINING THE OUTCOME OF A MATCH

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



If the goalkeeper throws the ball directly into the opponents' goal, a goal kick is awarded.

A goal may **not** be scored directly from a throw-in or indirect free kick.

If there is a hole or gap in the goal net that the ball may have passed through, or if the goal net is missing, the referee must decide to the best of his ability whether or not a goal was scored. The referee's decision is final.

The team scoring the greater number of goals during a match is the winner. If no goals or an equal number of goals are scored, the game shall be termed a "draw".

During any stoppage in play, the coach of a team which is being defeated by a margin of 10 or more goals may elect to terminate the match at that point, without penalty, by informing the referee, and the referee shall terminate the match ("**mercy rule**").

LAW 11 – OFFSIDE

OFFSIDE POSITION

It is **not** an offence in itself to be in an **offside position**.

A player is in an offside position if any part of the head, body, or feet is in the opponent's half (excluding the half line) and any part of the head, body, or feet is nearer to his opponent's goal line than **both** the ball and the second-last opponent. The hands and arms of all players, including the goalkeepers are not considered.

OFFENCE

A player in an offside position is only penalized if, at the moment the ball is played or touched by a teammate becomes involved in **active** play by:

- Interfering with play by playing or touching the ball passed or touched by a teammate, or
- 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 or
 - challenging an opponent for the ball, clearly attempting to play the ball which is close when this action impacts the opponent or
 - clearly attempting to play a ball which is close when this action impacts on an opponent or
 - making an obvious action which clearly impacts on the ability of an opponent to play the ball
- Gaining an advantage by playing the ball or interfering with an opponent when it has
 - Rebounded or deflected off the goalpost, crossbar, match official or an opponent
 - Been deliberately saved by any opponent.

A 'save' is when a player stops, or attempts to stop, a ball which is going into or very close to the goals with any part of the body except the hands/arms (unless the goalkeeper is within the penalty area).

NO OFFENCE

There is no offside offence if a player receives the ball directly from a goal kick, throw-in, or corner kick.

A player in an offside position receiving the ball from an opponent who deliberately plays the ball, including by deliberate handball, is not considered to have gained an advantage, unless it was a deliberate save by any opponent.

Infringements and Sanctions

- 1) In the event of an offside offence, 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

Direct and indirect free kicks and penalty kicks can only be awarded for offences committed when the ball is in play.

DIRECT FREE KICK

A **direct free kick** (Law 13) is awarded to the opposing team if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force when the ball is in play:

- 1) kicks or attempts to kick
- 2) trips or attempts to trip
- 3) jumps at
- 4) charges
- 5) strikes or attempts to strike (including head-butts)
- 6) pushes
- 7) tackles or challenges.

Careless means that the player has shown a lack of attention or consideration when making a challenge or that he acted without precaution. No further disciplinary sanction is needed.

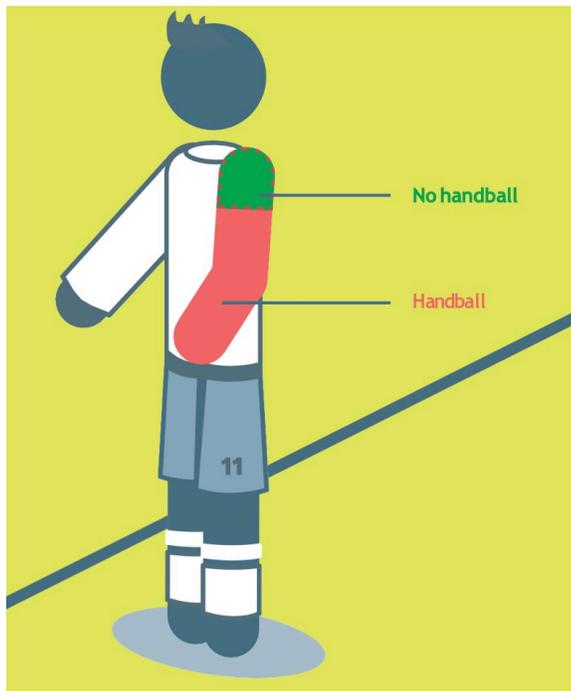
Reckless is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned (yellow carded).

Using excessive force is when a player exceeds the necessary use of force and/or endangers the safety of an opponent and must be sent off (red carded).

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

- 1) a handball offence (except for the goalkeeper within his penalty area)
- 2) holds an opponent
- 3) bites or spits at someone.
- 4) impedes an opponent with contact.
- 5) throws an object at the ball, opponent, or match official, or makes contact with the ball with a held object.

HANDLING THE BALL



For the purposes of determining handball offences, the upper boundary of the arm is in line with the bottom of the armpit [see adjacent figure].

It is an offence if a player:

- deliberately touches the ball with his hand/arm, including moving the hand/arm towards the ball
- after the ball has touched their hand/arm, even if accidental, immediately:
 - scores in the opponents' goal
 - creates a goal-scoring opportunity
- scores in the opponents' goal directly from his hand/arm, even if accidental, including by the goalkeeper.

It is usually an offence if a player:

- touches the ball with his hand/arm when:
 - the hand/arm has made his body unnaturally bigger
 - the hand/arm is above/beyond his shoulder level (unless player deliberately plays the ball which then touches his hand/arm).

The above offences apply even if the ball touches a player's hand/arm directly from the head or body (including the foot) of another player who is close.

Except for the above offences, it is not usually an offence if the ball touches a player's hand/arm:

- directly from the player's own head or body (including the foot)
- directly from the head or body (including the foot) of another player who is close
- if the hand/arm is close to the body and does not make the body unnaturally bigger
- when a player falls and the hand/arm is between the body and ground to support the body, but not extended laterally or vertically away from the body.

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

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. If the goalkeeper handles the ball inside their penalty area when not permitted to do so, an indirect free kick is awarded but there are no disciplinary sanctions. However, if the offence is playing the ball a second time (with or without the hand/arm) after a restart before it touches another player, the goalkeeper must be sanctioned if the offence stops a promising attack or denies an opponent or the opposing team a goal or an obvious goal-scoring opportunity.

INDIRECT FREE KICK

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

- 1) impedes the progress of an opponent without any contact being made
- 2) plays in a dangerous manner
- 3) prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- 4) commits any other offense not previously mentioned, for which play is stopped to caution or send off a player
- 5) is guilty of dissent, using offensive, insulting, or abusive language and/or gestures or other verbal offences.
- 6) intentionally strikes the ball with his or her head.

An indirect free kick is awarded if a goalkeeper, inside his own penalty area, commits any of the following offences:

- 1) controls the ball with his hand/arm for more than six seconds before releasing it from his possession
- 2) touches the ball again with his hand/arm after he has released it from his possession and before it has touched another player
- 3) touches the ball with his hand/arm, unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, after:
 - it has been deliberately kicked to him by a teammate
 - receiving it directly from a throw-in taken by a teammate.

A goalkeeper is considered to be in control of the ball with the hand(s) when:

- 1) the ball is between the hands or between the hand and any surface (e.g., ground, own body) or by touching it with any part of the hands or arms except if the ball rebounds from the goalkeeper or the goalkeeper has made a save
- 2) holding the ball in an outstretched open hand
- 3) bouncing it on the ground or throwing it in the air.

A goalkeeper cannot be challenged by an opponent when in control of the ball with the hand(s).

Playing in a dangerous manner

- 1) Playing in a dangerous manner is any action that, when trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from play the ball for fear of injury.
- 2) A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.
- 3) Impeding the progress of an opponent without contact means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.
- 4) All players have a right to their position on the field of play; being in the way of an opponent is not the same as moving into the way of an opponent.
- 5) A player may shield the ball by taking a position between an opponent and the ball if the ball is within playing distance and the opponent is not held off with the arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent.

Disciplinary Actions

The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kick from the penalty mark).

A player or team official who commits a cautionable or sending-off offence, either on or off the field of play, is disciplined according to the offence.

The yellow card communicates a caution and the red card communicates a sending off.

Delaying the restart of play to show a card

Once the referee has decided to caution or send off a player, play must not be restarted until the sanction has been administered, unless the non-offending team takes a quick free kick, has a clear goal-scoring opportunity and the referee has not started the disciplinary sanction procedure. The sanction is administered at the next stoppage; if the offence was denying the opposing team an obvious goal-scoring opportunity, the play is cautioned; **if the offence interfered with or stopped a promising attack, the player is not cautioned.**

Advantage

If the referee plays the advantage for an offence for which a cautions/sending-off would have been issued had the play been stopped, this caution/sending-off must be issued when the ball is next out of play. However, if the offence was denying the opposing team an obvious goal-scoring opportunity when the player is cautioned for unsporting behavior; **if the offence was interfering with or stopping a promising attack, the player is not cautioned.**

Advantage should not be applied in situations involving serious foul play, violent conduct or a second cautionable offence unless there is a clear opportunity to score a goal. The referee must send off the player when the ball is next out of play, but if the player plays the ball or challenges/interferes with an opponent, the referee will stop play, and off the player and restart with an indirect free kick, unless the player committed a more serious offence.

CAUTIONABLE OFFENCES

A player is cautioned and shown a yellow card if guilty of:

- 1) Unsporting behavior
- 2) Dissent by word or action
- 3) Persistent offences (no specific number or pattern of offences constitutes "persistent")
- 4) Delaying the restart of play
- 5) Failure to respect the required distance when play is restarted with a **dropped ball**, corner kick, free kick, or throw-in
- 6) Entering, reentering or deliberately leaving the field of play without the referee's permission
- 7) Deliberately leaving the field of play without the referee's permission.

A substitute or substituted player is cautioned if he commits any of the following offences:

- 1) Unsporting behavior
- 2) Dissent by word or action
- 3) Delaying the restart of play
- 4) Entering or reentering the field of play without the referee's permission.

Any player who is shown the yellow card must leave the field immediately. If the yellow card offense does not result in a temporary dismissal as outlined in Law 5, the player receiving the yellow card may be replaced by a substitute player at the coach's discretion, and may return to the game at his team's next legal substitution opportunity.

When two separate cautionable offences are committed (even in close proximity), they should result in two cautions (i.e., sending off for two cautions), for example, if a player enters the field of play without the required permission and commits a reckless tackle or stops a promising attack with a foul/handball, etc.

A coach is responsible for his team and the spectators. A coach may be cautioned for bench or sideline misconduct.

Cautions for unsporting behavior

There are different circumstances when a player must be cautioned for unsporting behavior including if a player:

- Attempts to deceive the referee (simulation)
- Changes places with the goalkeeper during play or without the referee's permission
- Commits in a reckless manner a direct free kick offence
- Handles the ball to interfere with or stop a promising attack
- Commits **any offence** which interferes with or stops a promising attack, except where the referee awards a penalty kick for an offence which was an attempt to play the ball

- Handles the ball in an attempt to score a goal or in an unsuccessful attempt to prevent a goal
- Makes unauthorized marks on the field of play
- Plays the ball when leaving the field of play after being given permission to leave
- Shows a lack of respect for the game
- Uses a deliberate trick to pass the ball to the goalkeeper with the head, chest, knee etc. to circumvent the Law
- Verbally distracts an opponent during play or at a restart.

Celebration of a goal

Players can celebrate when a goal is scored, but the celebration must not be excessive. **Goal celebrations may be restricted to comply with infectious disease mitigation measures.**

A player must be cautioned, even if the goal is disallowed, for:

- Climbing onto a perimeter fence and/or approaching the spectators in a manner which caused safety and/or security issues
- Gesturing or acting in a provocative, derisory or inflammatory way
- Covering the head or face with a mask or other similar item
- Removing the shirt or covering the head with the shirt

Delaying the restart of play

Referees must caution players who delay the restart of play by:

- Appearing to take a throw-in but suddenly leaving it to a teammate to take
- Delaying leaving the field of play when being substituted
- Excessively delaying a restart
- Kicking or carrying the ball away, or provoking a confrontation by deliberately touching the ball after the referee has stopped play
- Taking a free kick from the wrong position to force a retake.

SENDING OFF OFFENCES

A player, substitute, or substituted player is sent off if he commits any of the following offences:

- 1) Serious foul play
- 2) Violent conduct
- 3) Biting or spitting at someone
- 4) Denying the opposing team a goal or an obvious goal scoring opportunity by a handball offence (except a goalkeeper within their penalty area)
- 5) Denying a goal or obvious goal scoring opportunity to an opponent whose overall movement is towards the player's goal by an offence punishable with a free kick (unless as outlined below).
- 6) Using offensive, insulting, and/or abusive language or gestures
- 7) Receiving a second yellow card in the same match.
- 8) Entering the field of play without the referee's permission and denying the opposing team a goal or obvious goal scoring opportunity.

Denying a goal or an obvious goal-scoring opportunity

Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by a handball offence, the player is sent off wherever the offence occurs.

Where the player commits an offence against an opponent within his own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offender is cautioned if the offence was an attempt to play the ball; in all other circumstances (e.g. holding, pulling, pushing, no possibility to play the ball etc.) the offending player must be sent off.

A player, sent-off player, substitute or substituted player who enters the field of play without the required referee's permission and interferes with play or an opponent and denies the opposing team a goal or an obvious goal-scoring opportunity is guilty of a sending-off offence.

The following must be considered:

- Distance between the offence and the goal
- General direction of the play
- Likelihood of keeping or gaining control of the ball
- Location and number of defenders.

TEAM OFFICIALS

Where an offence is committed, and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction. A coach is responsible for his team and the spectators.

Warning

The following offences should usually result in a warning, repeated or blatant offences should result in a caution or sending-off:

- Entering the field of play in a respectful/non-confrontational manner
- Failing to cooperate with a match official (e.g. ignoring an instruction/request)
- Expressing minor/low-level disagreement (by work or action) with a decision
- Occasionally leaving the confines of the technical area without committing another offence.

Caution

Caution offences include (but are not limited to):

- Clearly/persistently not respecting the confines of the team's technical area
- Delaying the restart of play by their team
- Deliberately entering the technical area of the opposing team (non-confrontational)
- Dissent by work or action including:
 - Throwing/kicking drinks, bottles or other objects
 - Gestures which show a clear lack of respect for the match official e.g., sarcastic clapping
- Excessively/persistently gesturing for a red or yellow card
- Gesturing or acting in a provocative or inflammatory manner
- Persistent unacceptable behaviour (including persistent warning offences)
- Showing a lack of respect for the game.

Sending Off

Sending-off offences include (but are not limited to):

- Delaying the restart of play by the opposing team e.g. holding onto the ball, kicking the ball away, obstructing the movement of a player
- Deliberately leaving the technical area to show dissent towards or remonstrate with a match official OR to act in a provocative or inflammatory manner
- Deliberately throwing/kicking an object onto the field of play
- Entering the field of play to confront a match official OR to interfere with play, an opposing player or match official (including at half-time and full-time)
- Physical or aggressive behavior (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator or another person
- Receive a second caution in the same match
- Using offensive, insulting or abusive language and/or gestures
- Violent conduct.

RESTART OF PLAY AFTER FOULS OR MISCONDUCT

If the ball is out of play, play is restarted according to the previous decision.

If the ball is in play and a player commits a physical offence inside the field of play against:

- An opponent – indirect or direct free kick or penalty kick
- A teammate, substitute, substituted or sent-off player, team official or a match official – a direct free kick or penalty kick
- Any other person – a dropped ball.

All verbal offences are penalized with an indirect free kick.

If an offense is committed outside the field of play, the play is restarted with an indirect free kick on the boundary line closest to where the offence occurred.

If a player makes contact with the ball with an object (e.g., boot, shin guard, etc.) held in the hand, play is restarted with a direct free kick (or penalty kick).

Any person who is red carded (i.e., sent-off) is immediately ejected from the game, shall be removed from within sight and sound of the field by the referee, and may be suspended for one or more subsequent games subject to a review by the league's disciplinary committee. If a player, substitute, or substituted player is sent-off and his parent or guardian is not present at the field at the time of the sending-off, they shall remain quietly on the bench under the authority of the coach.

In the 8v8 play format, a player who is red-carded (i.e., sent-off) may **not** be replaced by a substitute player.

Spectators may be **dismissed** from the playing field and surrounding area (i.e., from sight and sound of the field) by the referee for violating **any** of the cautionable or sending-off offences.

The game shall not be restarted until either the coach or spectator has left the field area. Refusal to leave the field shall result in abandonment of the match.

Abuse or assault of referees, especially youth referees, **will NOT be tolerated**, and can result in multiple year suspensions and be subject to criminal charges. Refer to official league documents for full details.

LAW 13 – FREE KICKS

Free kicks are either direct or indirect. Direct and indirect free kicks are awarded to the opposing team of a player, substitute, substituted or sent-off player, or team official guilty of an offence.

Indirect Free Kick Signal

A goal may **not** be scored directly from an indirect free kick. The referee indicates an indirect free kick by raising the arm above the head; the signal is maintained until the kick has been taken and the ball touches another player, goes out of play or it is clear that a goal cannot be scored. An indirect free kick must be retaken if the referee fails to signal that the kick is indirect and the ball is kicked directly into the goal.

Ball enters the goal

- 1) If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
- 2) If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded.
- 3) If a direct or indirect kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

Procedure

For all 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 clearly moves. A free kick taken by the defending team in their own penalty area does not have to leave the penalty area before it can be played.

All free kicks are taken from the place where the offence occurred, except:

- Indirect free kicks to the attacking team for an offence inside the opponents' goal area are taken from the nearest point on the goal area line which runs parallel to the goal line
- Free kicks to the defending team in their goal area may be taken from anywhere in that area
- free kicks for offences involving a player entering, re-entering or leaving the field of play without permission are taken from the position of the ball when play was stopped. However, if a player commits an offence off the field of play, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences, a penalty kick is awarded if this is within the offender's penalty area.

Until the ball is in play, all opponents must remain:

- at least 8 yards away, unless they are on their own goal line between the goalposts
- outside the penalty area for free kicks inside the opponents' penalty area.

Where three or more defending team players form a "wall", all attacking team players must remain at least 1 yard from the "wall" until the ball is in play.

Feinting to take a free kick to confuse opponents is permitted as part of football.

Infringements/Sanctions

- 1) If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 10 yards from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.
- 2) If, when a free kick is taken, an attacking team player is less than 1 yard from a "wall" formed by three or more defending team players, and indirect free kick is awarded.
- 3) If, after the ball is in play, the kicker touches the ball again before it has touched another player, an **indirect** free kick is awarded. If the kicker commits a handball offense:
 - a. A direct free kick is awarded
 - b. A penalty kick is awarded if the offence occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded.

LAW 14 – THE PENALTY KICK

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

A 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.

Position of the ball and the players

- 1) The ball must be placed on the penalty mark. If the penalty mark is missing, the referee shall determine the appropriate location.
- 2) The player taking the penalty kick must be clearly identified.
- 3) The defending goalkeeper must remain on his own goal line, between the goal posts until the ball is kicked.
- 4) All players other than the kicker must be located: inside the field of play; outside the penalty area, behind the penalty mark, and at least 8 yards away from the ball, until the ball is in play.

Procedure

- 1) After all players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken.
- 2) The player taking the penalty kick must kick the ball forward.
- 3) The kicker must not play the ball again until it has touched another player.
- 4) The ball is in play as soon as it has been kicked and clearly moves.
- 5) When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, or in line with, the goal line.
- 6) 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 goal posts and under the crossbar, the ball touches either or both of the goal posts and/or the crossbar and/or the goalkeeper.
- 7) The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence.

Infringements/Sanctions

Once the referee has signaled for a penalty kick to be taken, the kick must be taken; if it is not taken the referee may take disciplinary action before signaling again for the kick to be taken.

If before the ball is in play, one of the following occurs:

- The player taking the penalty kick or a teammate offends:
 - If the ball enters the goal, the kick is retaken.
 - If the ball does **not** enter the goal, the referee stops play restarts the match with an **indirect** free kick

Except for the following when play will be stopped and restarted with an indirect free kick, regardless of whether or not a goal is scored:

- A penalty kick is kicked backwards
- A team-mate of the identified kicker takes the kick; the referee cautions the player who took the kick
- Feinting to kick the ball once the kicker has completed the run-up (feinting in the run-up is permitted); the referee cautions the kicker.
- The goalkeeper offends:
 - If the ball enters the goal, a goal is awarded
 - If the ball misses the goal or rebounds from the crossbar or goalpost(s), the kick is only retaking if the goalkeeper's offence clearly impacted on the kicker
 - If the ball is prevented from entering the goal by the goalkeeper, the kick is retaken.

If the goalkeeper's offence results in the kick being retaken, the goalkeeper is warned for the first offence in the game and cautioned for any subsequent offence(s) in the game.

- The team-mate of the goalkeeper offends:
 - If the ball enters the goal, a goal is awarded.
 - If the ball does not enter the goal, the kick is retaken and the goalkeeper is cautioned if responsible for the offence.
- A player from both teams offends the Laws of the Game, the kick shall be retaken, unless a player commits a more serious offence (e.g. illegal feinting); if both the goalkeeper and the kicker commit an offence at the same time:
 - If the kick is missed or saved, the kick is retaken and both players are cautioned
 - If the kick is scored, the goal is disallowed, the kicker is cautioned, and play is restarted with an indirect free kick to the defending team.

If, after the penalty kick has been taken:

- 1) The kicker touches the ball again before it has touched another player, an **indirect** free kick (or direct free kick for a handball offence) is awarded
- 2) The ball is touched by an outside agent as it moves forward, the kick is retaken unless the ball is going into the goal and the interference doesn't prevent the goalkeeper or a defending player playing the ball, in which case the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team).
- 3) The ball rebounds into the field of play from the goalkeeper, the crossbar or the goal posts and is then touched by an outside agent, the referee stops play and restarts it with a dropped ball at the place where it touched the outside agent.

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 the touchline, either on the ground or in the air.

A goal may **not** 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

At the moment of delivering the ball, the thrower must:

- 1) Stand facing the field of play
- 2) Have part of each foot either on the touchline or on the ground outside the touchline
- 3) Hold the ball with both hands
- 4) Deliver the ball from behind and over his head
- 5) Deliver the ball from the point where it left the field of play.

All opponents must stand no less than 2 yards from the point on the touchline where the throw-in is to be taken.

The ball is in play as soon as it enters the field of play. If the ball is thrown and does not enter the field of play or touches the ground before entering, the throw-in is retaken.

The thrower must not touch the ball again until it has been touched by another player.

Infringements/Sanctions

If the thrower touches the ball before it has touched another player, an indirect free kick is awarded; if the thrower commits a handball offence:

- A direct free kick is awarded
- A penalty kick is awarded if the offence occurred inside the thrower's penalty area unless the ball was handled by the defending team's goalkeeper, in which case an indirect free kick is awarded.
- to the opposing team, to be taken from the place where the infringement occurred.

If an opponent unfairly distracts or impedes the thrower (including moving closer than 2 yards), he is cautioned for unsporting behavior and if the throw-in has been taken, an indirect free kick is awarded.

For any other offence, the throw-in is taken by a player of the opposing team.

NOTE: The throw-in may be modified to require the use of an indirect kick-in to comply with infectious disease mitigation measures.

LAW 16 – THE GOAL KICK

A goal kick is a method of restarting play. A goal kick is awarded when:

- 1) 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 attacking team, and a goal is not scored.
- 2) The ball enters the goal directly from an opponent's throw-in or indirect kick

A goal may be scored directly from a goal kick but only against the opposing team. If the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Procedure

- 1) The ball must be stationary and is kicked from any point within the goal area by a player of defending team.
- 2) The ball is in play when it is kicked and clearly moves; it does not have to leave the penalty area.
- 3) Opponents remain outside the penalty area until the ball is in play.

After taking the kick, the kicker shall not touch the ball until after it is in play and has been touched by 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; if the kicker commits a handball offence:

- A direct free kick is awarded
- A penalty kick is awarded if the offence occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded.

If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal kick is retaken and the offender may be cautioned or sent off, depending on the offence.

In the event of 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 from a corner kick but only against the opposing team; if the ball enters the kicker's goal a corner kick is awarded to the opponents.

Procedure

- 1) The ball must be placed on or inside the nearest corner arc to the point where the ball crossed the goal line.
- 2) The corner flag post, if present, must not be moved.
- 3) Opponents must remain at least 8 yards away from the ball until the ball is in play.
- 4) The ball must be stationary and kicked by a player of the attacking team.
- 5) The ball is in play as soon as it has been kicked and clearly moves; it does not need to leave the corner area.
- 6) The kicker must not play the ball again until it has been touched by another player.

Infringements/Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an **indirect** free kick is awarded; if the kicker commits a handball offence:

- A direct free kick is awarded
- A penalty kick is awarded if the offence occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded.

In the event of any other infringement of this Law, the kick is retaken.

PRE-GAME PROCEDURES

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

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

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

- 1) Inspect the playing field for rocks, sprinklers, net holes, and other unusual or dangerous conditions; notify league officials and make improvements as needed.
- 2) Greet the coaches from each team; review the game card to ensure all rostered players and coaches are included.
- 3) Verify the SNSA ID Card for each coach or team manager on the roster to ensure only authorized adults are in the technical area. If a coach/team manager does not have ID Card, check the driver's license. If a non-rostered adult is serving acting coach for the game, write his/her name on the game card and check the driver's license.
- 4) Get the game ball from the home team and make sure it is acceptable.
- 5) Determine the lead/trail positions and goal line/touchline responsibilities for each referee.
- 6) Inspect the equipment worn by all players on each team.
- 7) Meet with the captain of each team in the center of the field and perform a coin toss. The winning captain selects which goal his team will defend first. The other team will kick off to start the game.
- 8) Endeavor to get the game started on time, so as not to delay subsequent games played on the same field.

POST-GAME PROCEDURES

The following is checklist of things the **COACH** should do after the game ends:

- 1) Form his players on the halfway line, near their touchline, for the purpose of shaking hands with players and coaches from the other team. Politeness and graciousness are expected from all concerned as they meet in the center of the field, whether win, lose, or draw.
- 2) Shake hands with the referee.
- 3) Pick up equipment and/or trash that may have been left behind.
- 4) If pinnies were used to differentiate teams, return them to the field marshal.
- 5) If there are any issues of concern related to the game, send a written report to info@snsasoccer.com. Be sure to include specific facts and details in your report.

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

- 1) Return the game ball to the team or person(s) who supplied it.
- 2) Note the names of those persons who may have received red cards during the game on the game card.
- 3) Give the game cards and a report of any unusual incidents, to the designated league official.
- 4) Discuss any questions, concerns, or unusual situations that may have occurred during the game with the referee assessor or field marshal to confirm or correct the referee's interpretation of the Laws of the Game.

NOTE: Pre-game and post-game procedures may be modified to comply with infectious disease mitigation measures.

PARENTS CODE OF CONDUCT

Parents are a critical part of Southern Nevada Soccer Association's mission to create a positive environment for our young players, to teach them good sportsmanship, and to help them develop a love for the game. All members of SNSA, including players, coaches, officials, volunteers, parents or spectators, are subject to the conduct guidelines outlined below.

Abuse Policy

Abuse of any kind is not permitted within Southern Nevada Soccer Association. Physical, sexual, emotional or verbal abuse or misconduct from our players, coaches, officials, volunteers, parents or spectators shall not be tolerated. Emotional abuse or verbal abuse is also prohibited. These include, but are not limited to, such forms of abuse as: insulting, threatening, mocking, demeaning behavior, or making abusive statements in regard to a person's race, gender, religion, nationality/ethnicity, sex or age.

SNSA has members of all races, ethnicities and religious affiliations, and we will not tolerate hateful conduct. Violation of these policies, if definitively proven, may result in a member's suspension, disqualification or other form disciplinary action.

Parent/Spectator Conduct Guidelines

- 1) **Do not shout instructions to your child.** This will cause confusion and may result in erroneous play on your child's part. The coach has instructed your child on how to play. If you shout instructions, your child will probably try to please you and the coach at the same time and may end up failing at both.
- 2) **Positively encourage all players on the team.** Cheer for your child, but remember your child is as member of a team. Let the other players know you support them, and refrain from disparaging or degrading remarks.
- 3) **Suffer in silence whenever something goes against your child's team.** A display of anger may inflame a delicate situation, resulting in embarrassment for you or your child. Some parents embarrass their own children by making a spectacle of themselves.
- 4) **Do not run up and down the sidelines.** Find a comfortable place to sit or stand and enjoy the match.
- 5) **Do not engage in communication with the referee.** The coach of the team is the designated representative to communicate with the referee on behalf of the team, and referees are instructed to direct their communications to the coach. *The referee has the power to stop the match if the crowd becomes discourteous.* To have been the cause of such drastic action would be a humiliation to you and your child.
- 6) **Do not direct comments to the players or parents on the opposing team.** Remember that the parents from the other team are equally enthusiastic about their team's success. Be a gracious competitor.
- 7) **Absolutely no alcoholic beverages** are permitted at any soccer game, and no smoking is allowed at the fields.
- 8) **All non-playing children must be supervised at all times.**
- 9) **Refrain from use of artificial noisemakers.** The City of Henderson Municipal Code 2.2.7.030 prohibits the use of artificial noisemakers, including horns, rattles, bells or whistles by spectators.
- 10) **Do not bring your pet to the soccer field.** Dogs can pose a safety hazard for players and spectators and can interfere with game play; the City of Henderson Municipal Code prohibits dogs at some locations. Please show consideration for your fellow members and leave your dog at home.
- 11) **If your team loses, adopt a positive attitude.** Compliment your child's effort and good plays. Don't dwell on the mistakes. Remember - you child will forget about today's game. However, both of you will remember that your child had a good time playing the most popular sport in the world!

NOTE: Additional conduct guidelines may be added to comply with infectious disease mitigation measures.