



INDOOR FUTSAL SOCCER PROGRAM HANDBOOK

For Coaches, Parents, Players & Referees

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***Note: For the 2023-2024 indoor seasons, we are adopting futsal rules. This will include changes to rules and team sizes. Read our new rules carefully.**

Coaches, parents, players & referees - Our goals are Safe, Fair and Fun!

SAFE. Our first responsibility is the health and safety of all participants. Check players' equipment and gym conditions for safety. Teach players safe techniques and methods of play to help avoid injuries. Communicate with parents often. Be familiar with and adhere to any COVID-19 related 'mitigation plan' guidelines as published by FYSA.

FAIR. Know and understand the Futsal Laws of the Game and policies set forth by FYSA in this Handbook and online. Be sensitive to each child's needs. Be aware of and educate players on the technical, physical and psychological aspects of the game for their level. Ensure all players play a minimum of 50% of each game they attend.

FUN! Develop each child's appreciation of the game with positive feedback. Keep winning and losing in their proper perspective. Practices should be conducted in the spirit of enjoyment and learning. Be a positive role model and set the standard for sportsmanship with opponents, referees, administrators and spectators.

LEAGUE POLICIES, PROCEDURES AND GUIDELINES

(Note: While many topics are applicable to all ages, some info does not pertain to PreK divisions)

Coaches! Your first task is to contact your team. FYSA schedules all practice and game dates, times and locations. Make sure you and all parents are aware of the schedule and have a way to contact you. Inform parents and players of proper equipment to bring to practices and games. Keep parents informed of any changes to the posted schedules. Share relevant info contained here.

Uniforms, Equipment & Safety: Only **non-marking athletic shoes are to be worn for indoor soccer activities.** FYSA reversible jerseys should be worn as BLUE for the Home team and GREEN for the Away team. Players must wear shinguards during games and practices. **No jewelry or watches may be worn during games or practice.** This includes earrings and other piercings. Covering piercings and other jewelry with tape or a bandage is NOT sufficient.

Players in age groups U12 division (equivalent to our 5th-6th grade division) and younger, **shall not head the ball during practice or in a game.** Coaches should familiarize themselves with concussions and other player safety information available online.

Futsal soccer balls will be provided to each recreational team, but players are welcome and encouraged to bring their own ball for practices. Coaches return balls and other team gear to FYSA after the last game. Questions regarding equipment and safety may be directed to FYSA. Coaches and parents should discuss any special needs of players. Players should bring their playing shoes separate from those they wear outside to avoid tracking snow on the court.

Practices: Discuss parental involvement and expectations for adults and players. Discuss goals for the season and other policies. Help all youth and adults remember our focus on 'Safe, Fair and Fun'. During the registration process, each participant/parent accepts the Sportsmanship Commitment to show respect for others, including opponents and referees. Players should not be left unattended after games/practices. Encourage parents to remain at practices/games when possible, especially in younger divisions.

Every coach will be provided with practice plans for each level that we encourage coaches to use. These training plans include age-specific ideas and skill objectives. Coaches are permitted to develop their own training plans, if they are comfortable. Each practice session should have either an attacking or defending objective appropriate to the age-level that includes skill development points. We encourage a "Play-Practice-Play" format, modeled in the provided training plans, that is organized into three (3) twenty-minute minute phases.

-Play Phase 1: The coach should immediately have players play small-sided 2v2 or 3v3 games. Coaches can stop every 5 minutes to introduce the practices objectives and introduce the technical points of the training. This phase serves as the warm-up.

-Practice Phase: The coach should design an exercise that teaches the knowledge and skills necessary to achieve the goal of the training. This exercise should be as game-like as possible, avoiding having players standing in lines or waiting for long periods.

-Play Phase 2: The coach should have players play a 4v4 or 5v5 scrimmage. The coach can coach players to enact the knowledge and skills while players play. The coach should have a 2 minute half-time to re-emphasize the coaching points.

Coaching Education. FYSA encourages our coaches at all levels to obtain coaching education. We will provide a coaching training session at the start of the season, focusing on the Play-Practice-Play format. FYSA will also partially or entirely reimburse coaches who complete US Youth Futsal (USYF) Level 1 course (online) or the USSF online grassroots license appropriate to their age group. Please contact us for more information on this program.

Gym Information: FYSA reserves various gyms through FNSBSD to utilize for practices and games. Individual schools have priority over their gyms for activities. We may occasionally have cancellations, sometimes with little notice, of previously scheduled gym times. When such an event occurs, FYSA will make every effort to contact affected coaches and teams. Occasionally open slots to reschedule teams may be available. However, because school cancellations are out of our hands, we cannot guarantee that canceled practices will be rescheduled. All teams should help ensure that trash is picked up before they leave. Outside dumpsters are not for personal use. Parking signs (Handicapped, Fire Lane etc.) should be observed. Avoid tracking in snow, ice and water on the court. Dry shoes before entering and avoid walking across the center of the court. This helps reduce accidents due to wet spots on the floor.

Goals: Not all schools will have soccer goals on site, although most will. Goals will be placed at locations that host games on Saturdays and located outside the gym doors, usually up against the building. The first teams in the gym bring the goals inside to set them up and the last teams put them back. The responsibility for goal storage lies with the coaches and parents of the team(s) using the gym, not the referee or custodian. When moving the goals, carry rather than drag them to avoid damaging gym floors. If there are any questions regarding goal storage or if you notice a goal that is damaged or in disrepair, contact FYSA.

Field markings: We do not have specific field markings for futsal at our facility. Therefore, we will make due with the marking that are available on the floor. This may mean that fields may depart from FIFA futsal standards and may vary from location to location.

League Games: Coaches, ensure your players are properly attired and equipped. Referees will typically consult with each team prior to the game to communicate any specific guidelines regarding boundaries, goalie box, etc. Be on time! Games run back to back, so teams can begin warming up off the court by stretching and discussing the upcoming match. When the prior game has ended, teams should take to the court immediately and utilize all available time to continue warming up until the referee indicates the game is ready to begin. It is important that games start and finish on time. If you have the first game of the day, try and come a little earlier as goals will need to be set up. A 1:00pm game that starts at 1:10pm can create a domino effect. However, if managed properly by everyone involved, it is not difficult for the schedule to get back on track in just a couple game slots. Games delayed due to one of the teams may have shortened halves to ensure that they finish and clear the gym so the next teams can begin on time. Generally, there is a grace period of 4-5 minutes before this needs to be applied. The referee will communicate with coaches any adjustments to game length. If a game is delayed at no fault of either team (previous game running behind, gym access issues, etc.) every effort should be made by teams and the referee to quickly prepare for the new game to start as soon as possible.

50% Minimum Play Rule: All recreational players shall play a minimum of 50% of all available minutes for the games that they attend. Playing time is not required to be all in one half. Coaches are not required to track exact minutes of each player's participation, but they should be diligent in managing their substitutions to ensure each player is allowed a min. of 50% of playing time in each game they attend. Even if a child misses practice, they are entitled to this as it ensures that all participants will have a fair share of playing time, regardless of skill, age, gender and game outcome. **The 50% Minimum Play Rule is to be followed, 100% of the time.**

Co-Ed Guidelines: Recreational teams are co-ed. There is no policy requiring a certain number of each gender to be on the court at any given time. Rather than dictating the number of males/females that must always be on the court, we instead emphasize the **'50% Minimum Play Rule'** as outlined above. Coaches are encouraged to follow a substitution schedule and not attempt to substitute for the match situation.

Sportsmanship: Coaches should set a good example for their players and promote good sportsmanship. Only positive comments should be made, whether to one's own team, opponents, spectators or the referee. Coaches are responsible for the conduct of their players and spectators. Do not argue with the referee regarding calls. Many referees, just like the players, are learning and growing. Referee concerns should always be handled respectfully. Contact FYSA with any concerns.

5-Goal Rule: Teams who find themselves dominating a match should do whatever they can to keep the score between the two teams respectable. If a team finds themselves ahead in the match by five-goals or more in a youth division, the coach or the leading team should strongly consider reducing the number of players on the pitch by one player until the score gap is less than five goals.

Forfeits and Unofficial Matches: If a team does not have the minimum number of players the match is deemed a forfeit. To allow all those present to still enjoy some soccer an 'unofficial' match can still be played. The referee remains to oversee the match, which is still considered an FYSA activity. Teams may 'loan' players to balance out sides. If loaning cannot bring up one or both teams to full number on the field, other FYSA-registered youth present may participate, provided they are the same age or within one year of the team's age group. Adjust playing time accordingly, if necessary, to end the match at the originally scheduled time (see 'League Games' section). In 4v4 levels, loaning does not require the declaration of an unofficial match but recruitment of players outside the two rosters does require the coaches to agree on or inform the referee, if one is present.

Dual-Rostering: Recreational players may only play with one team. Players may only play for another team if an 'unofficial match' has been declared due to low attendance. The first option in a low attendance situation is a 'loan' of players between the two teams.

If that is not feasible, and the opposing coach has no objections, a player from another team may be permitted to play. This extra player should receive no more playing time than the least amount of playing time given to the rostered players. Teams may also opt to play with low numbers if they choose.

Inclement Weather: Except for rare circumstances, FYSA does not cancel activities on its own for weather related issues. If temperatures are extreme or road safety is a concern, parents and coaches should determine for themselves if they wish to participate. Soccer activities are typically only canceled when the FNSBSD gyms are not available. This is based on custodians being scheduled. While some classes or activities may occasionally be canceled at the school or district level, the building reservation office determines if gyms will still be open for our use. Due to gym availability, games that are forfeited for any reason will not be rescheduled. Additionally, if you know your team will not be participating in a scheduled game or practice, please contact FYSA as soon as possible. We are billed for reservations even if the gym is empty, so please help us manage any gym non-usage costs.

Concerns: This is YOUR program. FYSA Staff are here to support you as we strive to provide positive soccer experiences for all youth. Problems such as sportsmanship issues, referee matters, etc. should be reported to FYSA via e-mail at staff@fairbanksyouthsoccer.com. Our office phone number is 907-456-3972. For after-hours assistance with things such as locked gyms, missing goals on game day, team or referee no shows, or any other 'soccer emergencies', feel free to call or text our FYSA after hours number at 907-987-6334 for assistance.

In the event of any serious incident or injury, please notify FYSA as soon as possible.

FYSA's Indoor Futsal Soccer League 'LAWS OF THE GAME'

The basic laws are laid in FIFA's published *Futsal Laws of the Game, 2022-2023*, as approved by the USSF. Due to our facilities, we must have modifications to the FIFA FLTOG, but default guidelines are in this public.

LAW 1-THE PITCH: Boundary lines & goal areas vary from gym to gym. Consult referees or FYSA Staff for questions. In general, boundaries will follow what is available on the courts. For example, the penalty area will consist of the 3 point line on basketball courts in most or all venues, even though that boundary does not comply with the *FLOTG*. Goal sizes may vary depending on the size available in the spaces, but the goal should be equal sizes.

4v4 goal laws. 4v4 play should involve goals that are no larger than 6 feet wide and 4 feet high, if possible.

LAW 2-THE BALL: No alteration from the Laws. Youngest ages play with a size 2 ball, mid-youth with a size 3, and high school players with a size 4 futsal ball.

LAW 3-THE PLAYERS (includes substitution guidelines): Futsal matches are played by two teams of 5 players on the pitch, including one identified goalkeeper. FYSA teams consist of a roster of up to 10 players. Teams must maintain 3 players on the pitch at all times, including an identified goalkeeper. If a team is unable to place three players or a goalkeeper on the field for any reason, the match may be abandoned as a forfeit or converted to an unofficial match. Discretion is permitted to allow teams to figure out how to field a team, but the game clock must run during these times.

Short team rule for 5v5. In the spirit of providing more playing opportunities, teams that cannot reach a sufficient number of players to start the match or feel uncomfortable starting with three players or four players may choose to 'forfeit' the match and play an unofficial match instead. In the case of an 'unofficial' match, the team without players may 'loan' enough players from the opponent to reach five players, as long as that does not bring the opponent below five players. Opponent coaches should accommodate these loans whenever possible. To choose an unofficial match, the coaches must inform the referee. Once the unofficial match has been chosen, the official match may not be played even if more players appear.

4v4 rules. Matches in our 1st/2nd grade divisions will be played by teams of 4 players on the pitches and will play without a goalkeeper. Teams must have at least 3 players on the pitch at all times. If a team is unable to place three players on the field for any reason, the match may be abandoned as a forfeit or converted to an unofficial match. Discretion is permitted to allow teams to figure out how to field a team, but the game clock must run during these times.

Short team rule for 4v4. In the spirit of providing more playing opportunities, we encourage teams with few players to 'loan' a player from the opponent team to reach 4 players. Any team in the 4v4 level may 'loan' up to enough players to reach five total players, but only from the opponent team. If there are not enough players to start a match due to neither team having enough players (for example, one team having 2 players and the other team having 3 players), the coaches may choose to play an 'unofficial' match where any registered player from the same age division may play with the teams to bring them up to 4 players each. To choose an 'unofficial' match, the coaches just need to jointly inform the referee or, in the case of no referee, just agree with each other. All players in the match must be registered in an FYSA youth division. No unregistered players or players from more than one age division away are permitted to play in an unofficial match.

Substitutions are unlimited and take place 'on the fly' to reduce down-time. Substitution can occur at any time, whether the ball is in or out of play but must occur on the bench-side touchline. The player entering does so only after the player leaving is completely off the pitch. Substitutions should not interfere with the regular course of play. Goalkeepers may also be substituted on the fly, provided they are wearing identified goalkeeper equipment and enter play only after the exited player has left the field on the bench-side touchline. Any player already on the pitch may substitute for the goalkeeper position, but only during a stoppage play. To replace the goalkeeper with a player on the pitch, that player must inform the referee and have a shirt that identifies them as a goalkeeper.

LAW 4-THE PLAYERS' EQUIPMENT: Shirt, shorts, socks, shin guards and shoes are all mandatory. Socks must cover shin guards completely, shoes must be non-marking, and shirts should be tucked into the shorts. Exceptions for religious and cultural adherence will be permitted, provided it does not pose a danger to others. Players with casts or other medical devices should seek clearance

with FYSA prior to participation. A player will not be permitted to use any object the referee may judge to be dangerous to other players. **NO EARRINGS OR OTHER PIERCINGS/JEWELRY ARE ALLOWED.** No blood is allowed on the court. All blood on a player must be cleaned up and/or covered before reentering the game. The game will be stopped until any blood on the court is cleaned up. If a player becomes unconscious for any reason during a game the player may not reenter the game until a doctor has cleared them.

LAW 5-THE REFEREE: FYSA matches will be officiated by a single referee in U6-U12 divisions and two referees in U14-U19 divisions. 1st-2nd Grade and Kindergarten divisions may not be provided referees, in which case coaches will officiate the game in the spirit of fairness, safety and fun. Coaches are permitted on the pitch in 4v4 to help players or to officiate.

The powers and duties of the Referee include but are not limited to:

- enforcing the Laws of the Game
- ensuring that players' equipment meet all requirements and policies
- acting as timekeeper and keeps a record of the match
- stopping, suspending or abandoning a match, at their discretion, for infringements of the Laws or outside interference
- indicating the restart of the match after it has been stopped
- stopping the match if, in their opinion, a player is seriously injured
- allowing play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizing the original offense if the anticipated advantage does not ensue at that time (the 'Advantage Clause')
- taking disciplinary action against any individuals who violate Laws of the Game or other sportsmanship policies
- Other powers and duties as established by FIFA, USSF and/or FYSA

LAW 6-THE OTHER MATCH OFFICIALS FYSA futsal matches will only have one or two referees and will not have a timekeeper or any other match official, except that any FYSA senior staff member (Executive Director, programming staff, referee assignor) may assist the referee in properly interpreting and applying the laws, even during match play.

LAW 7-THE DURATION OF THE MATCH: Futsal matches will consist of two (2) 23 minute periods utilizing a running clock, except for time-outs. The match will be over once the time expires EXCEPT if the time expires while a team is preparing to take Direct Free Kick or a penalty kick. In these cases, the kick will be permitted and time will be considered expired when any of the following conditions are met: (1) The ball stops moving, (2) After the kick the ball is played by any other player than the defending goalkeeper, (3) The ball goes out of play, (4) The attacking team commits an offense identified by the referee. If a defending player commits a direct free kick offense after the kick but before any of the above conditions are met, the subsequent kick will also be permitted.

Time outs. Each team is entitled to one 60 second time-out per period. Coaches or players may request a time-out by communicating with the referee when the ball is out of play and in their possession. Referees should strictly enforce the time-out length.

Half-time. Half-time shall be no more than 4 minutes long. Teams will reverse sides and benches at half-time.

4v4 match duration. U6 4v4 teams will play four (4) periods that are eight (8) minutes each. Between the first and second period and the third and fourth periods, teams will get a 60 seconds break. Between the second and third period, teams will get a four-minute break. Substitutions may be made during the break. U8 4v4 teams will play four (4) periods that are ten (10) minutes each with the same break-times as U6.

LAW 8-THE START AND RESTART OF PLAY: No changes from the *FLOTG*.

LAW 9-THE BALL IN AND OUT OF PLAY: The ball is always in play unless it completely crosses the touchline or goal line, or if play is stopped by the referee. If the ball makes contact with the ceiling or any other gym fixture that extends into or is within the field of play (ex. basketball hoops) play shall be stopped and resumed with a kick-in at the closest point on the touchline from where play stopped, taken by the opposing team of whoever last touched the ball. All kick-ins are indirect.

LAW 10-DETERMINING THE OUT OF A MATCH: FYSA futsal will permit matches to end in a draw. This diverges of the *FLOTG*, in which match outcomes are determined by kicks from the penalty mark.

LAW 11- OFF-SIDE: There is no offside law in futsal.

LAW 12-FOULS AND MISCONDUCT Fouls and misconduct are delineated here in FIFA's *Futsal Laws of the Game*, available here: <https://www.usyouthfutsal.com/the-rules>. Important highlight and alterations:

Goalkeeper control rule. Goalkeepers may only hold the ball with their hands for four seconds in their own half. If a player violates this rule, an indirect free kick is awarded to the opponents. In the U10-U12 divisions this rule will not be enforced but goalkeepers will be encouraged to release the ball.

For developmental reasons, we will not be playing with the FLOTG goalkeeper second touch rule in youth divisions. You may include the goalkeeper as a part of regular passing if the goalkeeper does not use their arms or hands. Adult competitive divisions will use the second touch rule.

U6/U8 rules. In the 4v4 divisions, all restarts after fouls will be indirect free kicks (IFK) and no cards will be used by referees. There are no penalty kicks in these divisions.

No sliding or playing on the ground. In FYSA futsal, players do not slide or leave their feet. A player who leaves their feet away from the play may be warned verbally. A player leaves their feet—even accidentally—while involved in the play and does not contact the ball or an opponent and is not otherwise committing another will be penalized with an indirect free kick. A player who leaves their feet—even accidentally—and makes contact with another player or the ball will be penalized with a direct free kick or a penalty kick, as appropriate. A player who intentionally leaves their feet to engage in a slide tackle or block the ball from reaching the goal or an opponent should be cautioned and shown a yellow card. A player who intentionally slides but is not blocking a pass or shot does not need to be cautioned. If a player leaves their feet due to incidental contact initiated by an opponent (off-balance and bumped, for example) the player should not be penalized and play should continue as long as it is not dangerous and does not interfere with the ball. If it interferes with the ball, an indirect free kick should be awarded to the team of the player who was forced to the ground.

Goalkeepers may slide to block or collect the ball inside their penalty area but may not endanger an opponent by doing so.

Many examples:

1. Blue Player is defending near the Blue goal while Red Player is attacking with the ball. Red Player takes a shot and Blue Player

stretches to block the ball, but maintains her feet. After the shot, Blue Player falls to the ground due to the stretch while play is active around her. If the Red team does not have an immediate advantage, the referee should blow the whistle and award the Red team an Indirect Free Kick because the Blue Player left her feet while involved in active play.

2. Red Player has the ball and is attacking the Blue goal. Red Player shoots at the goal and Blue Player slides to the ground inside the penalty area to block the shot. If there is no advantage to the Red team, the referee should blow the whistle, caution Blue Player for interfering with a shot by intentionally leaving their feet, and award Red team a penalty kick.

3. Red Player A blocks a shot while standing and the ball deflects toward the endline outside of the penalty area for what could be a corner kick. Red Player B pursues the ball and slides to reach it and prevent it from going over the touchline. The referee should blow the whistle and restart with a direct free kick but should not caution Red Player B because their intentional slide did not stop an opponent play nor was it a tackle on an opponent.

4. Blue Player A attempts a pass to Blue Player B outside of the penalty area. Red Player A attempts to block the pass by a slide but does not succeed. Blue Player B is able to receive the ball and progress toward the Red team goal. The referee should not stop play because the Blue team has an advantage. At the next stoppage of play, the referee should verbally warn Red Player A that leaving their feet is not allowed. If Red Player A repeats the offense of attempting to interfere with the opponent by leaving their feet they may be cautioned for persistent infringement, even if they are unsuccessful again.

5. Blue Player is attacking toward the Red team goal in the Red team's half of play and shoots from outside the penalty area. Red player stretches to block the ball and achieves the block before losing their balance and falling to the ground. The ball deflects immediately over the touchline for a Blue kick-in. No action is needed by the referee because the Red Player achieved the block before unintentionally falling to the ground and their fall did not interfere with play. The referee may remind the Red Player that leaving their feet is not permitted but no action is necessary.

6. Red Player is dribbling the ball toward the Blue team goal. Blue player attempts a standing tackle against Red Player, but falls to the ground. While Blue Player is still on the ground, Red Player attempts a pass that strikes Blue Player unintentionally. If there is no advantage, the referee should halt play and award Red team a direct free kick because Blue Player interfered with play while not on their feet.

7. Blue Player is dribbling toward the Red team goal. While Blue Player is dribbling, Red Player slips and fall down. While on the ground, Red Player reaches out a foot and kicks the ball away from Blue Player. If there is no advantage for Blue team, the referee should halt play, caution Red Player for intentionally playing the ball while off their feet, and restart with a direct free kick for Blue team.

8. Red Player is in possession of the ball outside of the Blue team's penalty area. In the course of play, Blue Player falls down unintentionally in the penalty area. While Blue Player is on the ground, Red Player attempts a pass that strikes the Blue Player. If there is no immediate advantage for the Red team, the referee should halt play and award a penalty kick to the Red team because the Blue player directly interfered with a ball while off their feet in the penalty area. There is no need for a warning, caution or send-off because the interference was unintentional.

9. Blue Player A is in possession of the ball and dribbling toward the Red team goal. Blue Player A shoots and Red Player stretches to block the shot inside the penalty area. While Red Player is off-balance from the stretch, Blue Player B makes contact with Red Player and causes Red Player to fall. Meanwhile, Blue Player A has recovered the ball and shoots again, striking Red Player while Red Player is on the ground. If Red Player does not make an attempt to block the ball, the referees may take one of two actions: 1) If the contact that caused Red Player to fall was incidental and no advantage accrued to the Red team, the referee should halt play and restart with an indirect free kick for the Red team because Red Player was forced to the ground in a way that interfered with the ball. 2) If the contact was a foul and no advantage accrued to the Red team the referee should halt play and restart with direct free kick for the Red team.

Sending off. If a player receives a red card, the team of the player must play with one less player for the next two minutes. After two minutes have expired, the team may bring on a substitute for the player. The referee will indicate when the time has expired and the team may not bring on a substitute until the referee has given permission. A player that comes on before the two minutes have expired or without the referees permission but does not interfere with play in any way should be sent back and warned. A player that comes before the two minutes have expired or without the referees permission and exerts any influence on the match should be cautioned as the nearest opportunity. Any goal scored by the team with a player on the field under these circumstances will not be counted and the play will restart with

Players who are shown a red card for misconduct and sent off must leave the playing area, unless there is safety concern for youth players or the player is unable to leave due to safety concerns (departing into unsafe weather conditions). Players who are allowed to remain despite having shown a red card must not interfere or influence the match in any way. The player may not cheer or make gestures or discuss the match with any person present. If the player does persist in this behavior, the referee may caution the team's coach (or captain, in adult matches without a coach) for failing to control their player. The referee may also warn the coach or team that if the sent-off player continues to influence the match by word or action, the match may be abandoned. After warning the team or coach, if the behavior continues, the referee may abandon the match. The player and team should be reported to FYSA.

LAW 13-FREE KICKS We will follow FLoTG rules. This includes:

-Four (4) seconds to execute any free kick.

-Indirect free kick award because of an offense inside a team's own penalty area may be moved to a point directly forward on the penalty area line.

-Opponents must stay 5yds away from the ball.

-Opponents must stay outside the penalty area for any free kick made from inside the penalty area.

-We will not follow the accumulated fouls law for futsal.

Direct Free Kick for a Sixth Accumulated Foul Law. We will not track accumulated fouls or follow the accumulated foul law.

LAW 14-THE PENALTY KICK: A penalty kick is awarded for a direct free kick offense inside the opponent's penalty area. The kick will be taken from a spot 5yds from the goal line. Opponent's must remain on the pitch, at least 5yds from the ball, and outside the penalty area until the kick is taken.

LAW 15-THE KICK-IN: This replaces the 'Throw-In' from standard LotG when the ball leaves the field of play by completely crossing the touchline. The kick shall be taken at the place where the ball crossed the touchline. The ball should be stationary, touching the line. The ball is in play as soon as it has been kicked and moves. The player taking the kick may not touch the ball a second time without first making contact with another player (result: Indirect Free Kick to opposing team at the point of infraction). The players of the opposing team shall be at least 6 feet away from the spot where the kick is being taken. **A goal cannot be scored directly from a kick-in.** If the ball enters the opponent's goal from a kick-in, a goal clearance is awarded. If the ball enters the team's own goal, a corner kick is awarded.

LAW 16-THE GOAL CLEARANCE: This replaces the 'Goal-Kick' from standard LotG for when the ball leaves the field of play by completing crossing the goal line. The goalkeeper, standing within their own penalty area (PA), shall release the ball **with their hands** back into play. This may be done only by rolling, throwing or bouncing. No players may touch the ball until it has left the PA, at which time the ball is in play (result: retake the 'goal clearance'). The goalkeeper may not touch the ball a second time after releasing it (result: if the ball hasn't left the PA, retake; if outside the PA, an IFK is awarded to the opposing team at the point of contact).

For U6/U8 divisions do not have a goalkeeper. We restart with goalkicks taken from a stationary spot within 3 yds of the goal line. Opponents must retreat to the half-way line until the ball has been kicked. Teams do not have to wait for the opponent to retreat to the half-way line but if an opponent still within the half receives the ball directly, the kick will be retaken.

LAW 17-CORNER KICK No changes from standard FLotG

Feel free to contact FYSA with questions regarding rules/policies for clarification, interpretation or other feedback. Constructive input is always welcome via staff@fairbanksyouthsoccer.com 907-456-3972 (Office) or 907-987-6334 (after hours cell for gym access or game day emergencies). Thank you for being part of our soccer community!