

# Canyon Hills Soccer Association

## **Part I – General Information**

(Available on Website: [www.chsasoccer.org](http://www.chsasoccer.org))

## **Part II - Bylaws**

(Available on Website: [www.chsasoccer.org](http://www.chsasoccer.org))

## **Part III - Rules, Regulations, and Guidelines**

(Contained in this manual)

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Kicks from the Penalty Mark

\*\*2005/2006 Clinic (Under 6) Soccer

Field Directions and Information

(available on Website: [www.chsasoccer.com](http://www.chsasoccer.com))

City of Anaheim “Mudline” for field condition

714.765.5242

## **SECTION 1 MEMBERSHIP**

### **1. GENERAL**

The rules and regulations set forth herein shall be enforced in the Canyon Hills Soccer Association (CHSA) for age groups within the range of five (5) to eighteen (18) years of age as of July 31<sup>st</sup> of the current registration year. The CHSA shall play under the Laws of the Game of soccer as declared by FIFA except as modified for youth soccer by CYSA-S and CHSA league associations and as augmented by the following specific rules and regulations.

### **2. MEMBERSHIP THROUGH REGISTRATION**

Player membership in CHSA is acknowledged only after a player has formally registered and the required player's registration fee has been paid. A player must be a member for a period of twenty-four (24) hours before that player may participate in an official game. The child's parent or legal guardian must sign medical registration forms before a player may participate in any CHSA activity. Membership may be denied if it may be detrimental to the applicant's health.

Note: Players must live within CHSA territory. See also PART-II – BYLAWS, Sections-1,2.

### **3. SEASON REGISTRATION**

All players registering for the first time must submit a copy of their Birth Certificate, or other valid proof of age, an emergency card and parental release and photo (if required) to qualify for registration.

Birth Certificates will be kept on file and will not be required in subsequent years, unless notified.

### **4. SCHOLARSHIP PROGRAM**

It is the policy of CHSA that no child within its territory who is able and wants to play soccer shall be prohibited due to finances.

Scholarships covering the registration fee are available and may be awarded by the scholarship committee to any child whose parent's inability to pay can be verified.

The scholarship committee shall consist of the President, Treasurer, and the Director of Registration.

Scholarships are subject to the budgetary constraints of CHSA.

Assistance beyond registration fees is subject to and requires Board approval.

### **5. MEMBERSHIP TERMINATION**

Player membership may be terminated voluntarily by the player or involuntarily due to misconduct and/or poor attendance. Only the Board of Directors has the authority to terminate a player due to misconduct. If a player misses three (3) consecutive practice

sessions prior to the first league game or any combination of three (3) consecutive games or practice sessions, that player is a candidate for termination.

The player's coach will report any candidate for termination to the Director of Coaches. The Director of Coaches shall then notify and discuss the situation with the player's parent or legal guardian. After notification by the Director of Coaches, the Director of Registration may then terminate the player, transfer the player to the waiting list or, if the situation can be rectified, leave the player on the same team.

The terminated player may not be eligible for the prorated refund of registration fee if player has already received a uniform.

## **6. PLAYER REFUNDS**

Refunds will NOT be issued to any player who drops from the league after being drafted on a team.

## **SECTION 2 COACHES**

### **7. ADULT SUPERVISION**

- A. All CHSA activities must be attended by and supervised by a least one (1) adult. Activities involving minor players must be attended by at least one (1) adult of the same gender as the players involved. Minor players must never be left without adult supervision and protection.
- B. No coach shall leave any team members after a practice, scrimmage, game or other activity without adult supervision. If the parent does not pick up the player within a reasonable time after an event, it is the coach's responsibility to get the player home.
- C. A CYSA-South "risk management" approved Adult must attend all team activities.

### **8. COACHES**

Each team shall have one (1) official coach and one (1) official assistant coach. The coach must be at least eighteen (18) years of age. The coach must have approved "risk management" by CYSA-South. The assistant coach must be at least fifteen (15) years of age. The Board of Directors must approve coaches. All coaches shall register with the Director of Coaches who shall maintain a permanent record of each coach's CHSA activities. A coach may not be on the coaching staff of more than one (1) team without approval of the Board of Directors. Coach selections when necessary, shall be conducted by the Director of Coaches based on CHSA coaching priority list as follows: (with child in same division)

1. Head Coach staying in his or her same division.
2. Head Coach with continuous seniority in service.
3. Head Coach moving up a division.
4. Head Coach whose continuous seniority in service has been broken only by the lack of team availability. (Must have been a returning Head Coach who had formerly requested and been denied a team by the Board of Directors solely on the basis of the priority.)
5. Head Coach moving down a division.

6. Assistant Coach staying in the same division.
7. Assistant Coach moving up a division.
8. Assistant Coach moving down a division.
9. Head Coach returning to CHSA after broken service. (Except as noted in Priority number-4 above)
10. New Coach.

After the deadline of the last walk-in registration day, coach's placement for a team will be on a first-come first-serve basis.

## **9. COACHES RESPONSIBILITY**

- A. Attendance (or being represented) at all official coaches' meetings.
- B. Attend coaching clinic and understand the CHSA rules of soccer.
- C. Must rate players and draft a team.
- D. Notify all players and parents or legal guardians of the CHSA scheduled activities such as games, practices, general meetings, etc.
- E. Train and coach their team to the best of their ability.
- F. Maintain accurate records concerning attendance, team activities, medical care, etc. (Other suggested records include game statistics, lineups, etc.)
- G. Coaches must have emergency cards present at all team activities.
- H. Teach the game of soccer and good sportsmanship.
- I. Must follow and enforce the CHSA rules of conduct.
- J. Be responsible for care and security of fields and equipment.
- K. Shall provide constructive supervision giving each player equal opportunity to learn and enjoy soccer.
- L. Conduct all discussions with referees and/or opposing coaches in a gentlemanly manner and outside the presence of players and spectators.
- M. All coaches are required to participate in the "Youth Modules 1-3" as CYSA-S mandates per age group. Any coach of Div 3/U14, Div 2/U16 and Div1/U19 are required to have an "E" license or equivalent, prior to the start of the season.
- N. The Director of Scheduling shall assign game field equipment set-up and take-down.
- O. Coaches will carry and maintain a first aid kit (provided by the CHSA) with them at all league functions.
- P. No use of tobacco related products during CHSA sanctioned practices or games.
- Q. No detectable alcohol on breath during CHSA sanctioned practices or games.

## **10. IDENTIFICATION CARDS**

All coaches, assistant coaches, team coordinators will be finger printed, and have a photo ID taken which will be displayed as required by CYSA-South. Please remember that these rules have been created for the safety of the children in our league, and we appreciate your cooperation.

## **11. FIRST AID KIT**

A first aid kit will be issued to each team and will be distributed when the uniforms are issued. Coaches must bring the first aid kit with them to all practices and games.

## **12. INSURANCE**

The insurance policy is issued through CYSA-S by the National Athletic Trust. All registered Soccer Association members who participate in the National Athletic Insurance Trust, including their employees; team members, coaches and referees are eligible. This policy is secondary insurance. For further information, contact the League Treasurer. Insurance claim forms may be found in the CYSA-S Coaches packet.

## **SECTION 3 PLAYERS, DIVISIONS & TEAMS**

### **13. PLAYER AGES & DIVISIONS**

Player age is determined by his or her age as of midnight, July 31<sup>st</sup>, of the year of registration. Age and divisions are show as follows:

#### Age Group Division

5 & 6 years old Clinic

Under 8 U8 (division 6)

Under 9 U9 (division 5)

Under 10 U10 (division 5)

Under 12 U12 (division 4)

Under 14 U14 (division 3)

Under 16 U16 (division 2)

Under 19 U19 (division 1)

### **14. TEAM MAKEUP**

Clinic

- A. Players shall be divided into teams based on geographical locations or other common factor.
- B. Each team shall be made up of up to ten (10) players and field two teams of four (4) players.
- C. 2006/2007 Season- Roster up to 11, and two teams of five (5) players, 4v4 OK

U8/ Division 6

- A. Players shall be selected to a team through the draft system.
- B. Each team shall be made up of nine (9) or ten (10) players and field seven (7) players on the field during the game, however, the game shall not be played with less than five (5) players.
- C. 2006/2007 Season Roster up to 11 and field eight (8) players.

U10/ Division 5

- A. Players shall be selected to a team through the draft system.
- B. Each team shall be made up of not more than eleven (11) players and field (8) players on the field during the game, however, the game shall not be played with fewer than six (6) players.

U12, U14, U16, U19 / Divisions 4,3,2,1

- A. Players shall be selected to a team through the draft system.

- B. Each team shall be made up of between thirteen (13) and eighteen (18) players and field eleven (11) players on the field during the game, however, the game shall not be played with fewer than seven (7) players. Additional players will be assigned from the respective waiting list, if a team encounters a loss of a player. All coaches are required to notify the Director of Coaches immediately upon any dropped player(s) from their team.

## **15. TEAM NAMES**

- A. All CHSA teams must have a team name. The conditions controlling the selection of team names shall be as follows:
- B. No two CHSA teams within the same division shall have the same name.
- C. No name shall be derogatory or discriminating.
- D. Team names shall be communicated to the Director of Coaches/Board by August 15<sup>th</sup>. No two teams can have the same names (except CSL Canyon Classic, CSL Canyon PSA and Canyon Signature)
- E. All team names shall be subject to approval by the Board.
- F. The Director of Coaches shall be responsible for coordinating team selection names.
- G. Team name priority shall be determined as follows:
  - 1. All head coaches of the prior season shall have first choice of their previous team name and shall so inform the Director of Coaches prior to rating day.
  - 2. New team names shall be approved on a first come first served basis.

## **16. NON ASSOCIATION TEAM COMPETITION**

During the normal playing season (league play), no CHSA team or player shall participate in any organized soccer games outside of the association league without approval of the CHSA Board of Directors. Infraction of this rule may result in suspension or dismissal from CHSA. Player membership restrictions apply to regular league games. Tournaments, both pre and post seasons are not covered under these limitations. In all cases, players must be a member of CYSA-South before they are eligible to join a team.

## **17. WAITING LIST**

- A. After draft night, a player waiting list will begin for each division.
- B. The Director of Registration shall be responsible for maintaining each division waiting list. Coaches will contact the Director of Coaches when the need arises for additional players.
- C. To maintain the waiting list for each division a registration form and check, to held and not cashed, will be required.
- D. The waiting list may be closed at any time the CHSA Board of Directors and the Director of Registration deems the likelihood of the team player assignments improbable.
- E. All board-drafted teams without coaches as of August 1<sup>st</sup> will be dissolved at that time and all players on those teams will be placed at the top of the waiting list in order of their registration number.
- F. A team vacancy may occur by one of the following ways:
  - 1. A complete roster (15 players-U12,U14,U16,U19) was not obtained as of draft night.

2. A player was dropped from a team.
3. Player requests a transfer.
4. When a player suffers an injury that will prevent participation for a period of four (4) weeks or longer.

G. Waiting lists assignments.

1. No players will be placed from the waiting list until after August 7.
  2. Players on the waiting list will be placed on the team with the lowest number of players at that time. If there is more than one team with the same number of players, they will be selected in the same rotation from draft night (by team number).
  3. Players will be placed on the teams by a pick out of the hat. This will be done confidentially by the Director of Coaches, Director of Registration, and the Director of Rating and Draft.
  4. The number of players placed into the hat will be determined by the number of available places on teams (i.e., if there are ten (10) names on the waiting list and six (6) available spots on teams, the six (6) players with the lowest registration numbers will be placed into the hat.)
1. After August 7<sup>th</sup>, any players left on the waiting list and any additional players registering will be placed on the team with the lowest number of players, not to exceed the maximum players per team. If there are more than one team at the same player level, they will be placed in rotation order from draft night. Placement will be at an interval of ten (10) days from the previous placement day, with players picked randomly from the group of players available since the last placement day.
  2. The Director of Registration will contact the first player on the list and continue to do so for two (2) consecutive days. If the player cannot be reached by this time, they may contact the next name on list (or names in order) on the list without waiting further, until the vacancy is filled. The players skipped over due to being unable to be contacted are still eligible at the next player opening. The Director of Registration will attempt to fill the vacancy as soon as possible, after insuring that the player vacancy is legal.
  3. Once a player parent or legal guardian is contacted, they will be asked if the player still wants to join a soccer team. If so, they are then given the coach's name, telephone number, team name and division and necessary registration forms. They must complete the forms and pay all fees before the team assignment can be made official.
  4. Once a player declines a specific team assignment, the player will be removed from the waiting list for the remainder of the season. A player may decline a team placement prior to assignment for acceptable reasons.
  5. Once a player receives his team assignment the respective coach will be given the player's name and telephone number. The coach is responsible for contacting the player and making the player a member of his team.
  6. There will be no assignments to team from the waiting list after half the league regular season has passed. Exceptions: A team that roster falls below the minimum player plus two substitutes will be eligible for a replacement player from the waiting list at any time.

## **18. SPONSORS**

Our association is financed largely by the contributions from sponsors. Each team is requested to recruit at least one (1) sponsor or paying the sponsor fee if a sponsor cannot be found. The sponsor's fee is \$200, which is due by the first official league game. If more than one sponsor is recruited, the team will receive 50%, or \$100, back for each additional \$200 sponsor fee submitted to the league. These funds can be used by the team to provide funding for team activities, equipment, or referee fees. For the \$200 sponsor fee, \$200 sponsors receive the following benefits.

2006/2007 season, sponsors of \$150 or \$200 receive the following benefits.

1. A sponsor will receive free advertising.
2. Visible support from our youth.
3. Team sponsors plaque and team picture.
4. Tax deduction for sponsorship fee.

The sponsor fee help defray the cost of:

1. Soccer equipment (balls, nets, field chalk and paint, etc.)
2. Uniforms.
3. Trophies and awards.

A sponsor may support more than one team and it does not have to be a team their child plays. Once a sponsor has registered and paid his fee, the person accepting the fee should deliver the fee and sponsorship form to the league First Vice President or a designee appointed by the Board. A team may have more than one sponsor. It is important that you make your sponsor a part of your team. Make sure they get a newsletter. Invite them to see the team play. Make a formal presentation of the team sponsor award at the end of the season. Sponsors who feel a part of the team are more likely to be sponsors again in the future.

## **19. RATING**

The CHSA Board will assign raters for the draft. Players will be rated and placed according to their evaluation by the raters. The raters will use the CHSA rating formula. Coaches will be provided with a rating list for use on rating day. Information provided will include the player's name, age, and seasons played. Rating day will be the coaches' only chance to evaluate the players in their division. The coaches will receive a copy of the draft positions of the players as rated by the raters prior to the draft. Players who have numerically tied in ratings shall be listed alphabetically, and all players with identical evaluations shall be rated as being in the same round as the first player with said rating. For example, if four players tie numerically, they will be listed on the draft sheet alphabetically. If the first two players fall in the second round and the next two would fall in the third, then all four players will be considered to be rated in the second round.

## **20. DRAFT**

Each team may be represented by a maximum of two (2) people at the draft. No exceptions will be made. A team having no representation will have its players selected by a member of the Board or its appointed representative.

## Clinic

Clinic players are not rated and do not participate in the draft process. (see Sec.14. Team Makeup) U8, U9, & U10 / Divisions 6 and 5 All board-drafted teams in these divisions will be selected by a board member taking the next available player in the order of rating. U12 ,U14, U16, and U19 / Divisions 4,3,2,1 All board-drafted teams in these divisions shall be selected at the discretion of the board member or their representative, regardless of the order of rating. No head coach or Board member's children may be placed on a board-drafted team in any division, including, but not limited to the coach or board member's division. Each head coach, and their assistant coach, if know, shall declare their child prior to the start of the draft process, so it will be know that these players are not candidates for selection.

A. Lots will be drawn to determine which team will have the first pick, second pick, etc. Player selection will proceed by a 'serpentine' procedure. For example: The team that drew lot number one (1) will have the first choice, the team that drew lot number two (2) will have second choice, etc. The team that drew the last lot will pick last in the first round and then pick first in the second round. The second-to-last team would pick next, and so on, until the first team's turn comes up again and would get the last pick in the second round, and then have the first choice of the third round, and so on. This procedure will begin and continue until all eligible players have been drafted and/or until all teams have been filled. Refer to the following example for further explanation. Assuming 5 teams and 28 players:

B. In this contrived example, teams A and B will have 5 players on their rosters. Teams C, D, E will have 6 players on their roster.

NOTE: The numbers 1 to 28 indicates the order in which players were drafted, not necessarily the order that they were ranked.

A. Team names, colors, and divisions will be decided at the coaches meeting prior to draft day.

B. The Director of Rating and Draft will be present to resolve any conflicts.

C. Players may be drafted regardless of their placement on the master-rating sheet with the exception of Unrated players which will be drafted separately.

D. The draft will start and each team will have one (1) selection per round.

E. Divisions U10, U9 & U8 Coach's and assistant coach's children are to be drafted in the round in which they rated with in the first five (5) rounds. The child is to be drafted in round five (5), if they are rated below that round. If both the coach's and assistance coach's children are rated in round five (5) then they will be drafted in round four (4) and round five (5) respectively. If unrated, then they will be drafted in round two (2).

F. U19, U16, U14, and U12 / Division 1,2,3,4- Coach's and assistant coach's children are to be drafted in the round in which they are rate within the first seven (7) rounds. The child is to be drafted in round seven (7), if they are rated below that round. If both the coach's and assistance coach's children are rated in round seven (7) then they will be drafted in round six (6) and round seven (7) respectively. . If unrated, then they will be drafted in round two (2).

G. Freezing players: Up to three (3) players may be frozen by a head coach in U14-U12/Divisions 3, and 4. The first year that a player may be frozen is when moving

from Division U10 to Division U12 (i.e. freezing three (3) players from Division 5/U10.) The head coach and assistant coach's children will be included in that number (i.e. if a coach freezes one (1) player, he is actually freezing three (3), when the coach's and assistant coach's children are included. If the coach has no declared assistant at the time of the freezing deadline and chooses to freeze, then the coach may freeze up to two (2) players adding the coach's child for a maximum of three (3). Those coaches freezing players will automatically be eliminated from the draft corresponding to the amount of players they are freezing (i.e. if three players are frozen, then the coach is eliminated from drafting in the first three rounds.) A player may only be frozen with parental consent. The coach must obtain a written parental approval letter or email. Freezes must be submitted to the Director of Rating and Draft at least two (2) weeks prior to the draft.

## **21. PLAYER TRANSFER**

A player may request permission for a transfer from the team that originally drafted him/her through the director of Registration. If the player's request is approved by the CHSA Board, the player will be placed in the third position on the waiting list in that division.

## **22. DROPPING AND/OR SUSPENDING A PLAYER**

- A. Player membership may be terminated voluntarily by a player or involuntarily due to misconduct and/or poor attendance. Only the Board of Directors has the authority to terminate a player. If a player misses three (3) consecutive official games or three (3) consecutive practice sessions prior to the first league game or any combination of three (3) consecutive games or practice sessions, that player is a candidate for termination.
- B. The player's coach will report any candidate for termination to the Director of Coaches. The Director of Coaches shall then notify and discuss the situation with the player's parent or legal guardian. After notification by the Director of Coaches, the Director of Registration may then terminate the player, transfer the player to the waiting list, or, if the situation can be rectified, leave the player on the same team.
- C. The terminated player may not be eligible for the prorated refund of registration fee if they have already received their uniform.
- D. The Director of Rating and Draft will give written notice of suspension to both the player and the coach.

## **SECTION 4 CSL**

### **23. COMPETITIVE/SIGNATURE TEAM SELECTION – Coast Soccer League (CSL) & Signature**

- A. CSL and Signature coaches must submit a list of their final selection of CHSA registered players to the CHSA Director of Ratings & Draft at least two (2) weeks prior to draft night.
- B. All competitive team activities require approval of the Director of CSL or CHSA President.

C. All CSL and Signature teams are required to have all players registered with CHSA.

## **SECTION 5 FIELDS and EQUIPMENT**

### **24. FIELD MAINTENANCE, PREPARATION, AND EQUIPMENT STORAGE**

- A. The preparation of the fields for games within the CHSA boundary, the securing of fields after games for the day and the storage and care of equipment, fields, and facilities is the responsibility of all CHSA members, coaches, players, and parents.
- B. To share the work load, both teams at the field for the day's first game will prepare the field and the two teams playing the last game will secure the field and store away the equipment. Coaches are responsible for their team's assignment but, should enlist help of a number of parents for this responsibility.
- C. Field equipment is located in the CHSA equipment bin located on the field at Crescent Intermediate School and in the individual bins located at each of the various CHSA's playing fields. Equipment will always be kept under lock and key.
- D. The field setup routine is as follows:

#### **FIELD PREPARATION:**

- 1. Set up goal-posts (if required)
- 2. Hang goal nets.
- 3. Set out corner-flags.
- 4. Set out litter barrels with plastic liners installed.
- 5. Chalk or paint fields (if required).

#### **SECURING FIELDS:**

- 1. Take down nets, flags, and goal posts (if required).
- 2. Police area for trash and empty litter barrels.
- 3. Place equipment in proper containers.
- 4. Store away and lock up all equipment.
- A. Maps of field locations, layouts, and sizes will be prepared will be prepared by the Director of Fields and distributed by the Director of Coaches.

No game equipment except for goal posts may be used for practices.

### **25. PRACTICE FIELD SCHEDULE AND RESERVATION**

- A. All practice fields must be reserved through the Director of Scheduling or Board designee. He/she will schedule all unlighted and lighted practice fields.
- B. Coaches may make their reservations as designated by the Director of Scheduling.
- C. Prior to the start of the season, each team will be allotted one weekend practice and two weekday practices. Weekend assignments only prior to start of games.
- D. No team may practice on unreserved fields. (Disregard for this rule could result in the loss of association field permits.)
- E. The Director of Scheduling or Board designee must approve changes or exchanges of practice fields or times.
- F. A list of fields and reserved times will be provided by the Director of Scheduling.

G. No school field may be used on OUSD play days and no conflict may occur with school programs. Check with the Director of Scheduling for possible conflicts.

## **26. CHSA UNIFORMS**

A. The CHSA shall issue each player the following official uniform equipment:

1. Jersey with number and CHSA name where possible.
2. Shorts.
3. Strikers or socks.

A player's uniform shall consist of the above plus appropriate shoes and shin guards (provided by the player).

NOTE: Shin guards are required under FIFA Law for all games and practices at all levels of play.

Standard baseball, football, or track shoes with metal spikes, shoes with front toe cleat, street shoes with leather or hard rubber soles are prohibited.

A. Goalkeepers on each team are required to wear a contrasting uniform easily distinguishable by the referee from the rest of the team. Contrasting goalkeeper shirts will be provided by CHSA.

B. All uniforms are and shall remain the property of CHSA until the end of the season. Replacement of uniforms shall be the responsibility of the player. The use of the uniform during practice is strictly forbidden. Players shall not wear any part of their uniform to any outside activities until the player season has ended.

C. Team colors shall be as follows:

1. Each team's uniform color shall be distinctive and shall not be similar to another team's uniforms within the same division.
2. Color of strikers or socks shall complement or match uniform colors.
3. In case of similar colors, overlays must be worn by the home team and will be provided by CHSA.

D. Players may not wear:

1. Long pants (other than the goalkeeper) except in foul weather and then must be worn under team shorts. Colors may not match or be confusing with opposing team colors. This is subject to referee approval.
2. Items that may be dangerous to themselves or other players as judged by the referee (i.e. Jewelry, watches, ear rings, etc.)

E. Additional approval uniform markings may include:

1. League patch.
2. Players name.
3. All-Star patch.
4. Team award patches (less than 1" in diameter only on the front left pant leg at hem line).
5. All additional markings including the above are subject to approval of the Board of Directors.

- F. Jerseys must be numbered and may not be duplicated within a team. Player's numbers shall be worn on the back of the jersey. Numbers must be at least six (6) inches in height and contrast with the jersey color.
- G. Uniforms must be worn neat, clean, and in good repair.
- H. A player may wear a stretch headband for hair control only.
- I. Goalkeepers may wear goalie gloves.

## **27. OWNERSHIP AND RESPONSIBILITY FOR UNIFORMS AND EQUIPMENT**

Goalie jerseys, medical bags, and all other league issued equipment must be returned to the Director of Equipment immediately following the end of the regular season, unless participating in post season play (i.e., All-stars, Commissioner's cup), and shall be returned upon completion. All equipment issued shall remain the property of Canyon Hills Soccer Association. Ownership of regular season uniforms will revert to the players at the end of the playing season. Inter-city All-star uniforms will remain the property of CHSA and must be returned upon completion of All-star play.

## **SECTION 6 GAMES**

### **28. GAME SCHEDULING**

Game schedules will be provided for coaches and players. Games will be played Saturdays all day, Sunday afternoons after 12:00pm and weekday evenings after 5:00pm. There will be a total of ten (10) to sixteen (16) regular season games depending upon the number of teams per division. It is anticipated that each team may have some free weekends during the season. No regular season games will be scheduled for the Thanksgiving weekend.

### **29. INCLEMENT WEATHER**

- A. In case of inclement weather, call the Anaheim Parks "mud line" 714.765.5242 for a voice message that will indicate the status of the fields and games.
- B. If the Director of Fields has not previously canceled the game, both teams must field a team in uniform. The scheduled referee only shall be the arbitrator of whether or not the game will be played.
- C. A game may also be canceled because of restriction by the authority in charge of the playing field such as the school district or the parks department.
- D. Scheduled games may not be moved to another field except by the Director of Fields or his designated representative, but shall be rescheduled by the Director of Scheduling to a later date.
- E. A game which is cancelled after the first half is completed will be considered a complete game, the score at the time the game is cancelled will stand.
- F. The Director of Scheduling shall reschedule any game canceled by the referee before completion because of inclement weather such as rain, smog, wind, etc.

### **30. GAME RESCHEDULING**

In case a regularly scheduled game is not played, an official report on the referee game card must be completed and forwarded to the Director of Referees who will then notify

the Board of Directors. The report must contain enough information for the Board to determine whether the game should be rescheduled or forfeited.

In case of postponed games, for any reason whatsoever, the Board of Directors shall have full authority to reschedule the date of such games are to be played. The same team shall remain the home team.

### **31. GAME STARTING TIMES, GAME CARDS, AND GAME BALL**

- A. All games should start at the scheduled time.
- B. The home team will supply the referee a game card(s) and the game ball and game fees prior to the start of each game. Each coach prior to the start of the game will accurately complete roster and team information on the game card(s).

### **32. RULES OF CONDUCT**

- A. These rules of conduct apply to all attendees at all CHSA activities,
- B. All attendees shall behave in a civil and positive sportsmanlike manner.
- C. Specifically prohibited are:
  - 1. Obscene language and/ or gestures.
  - 2. Personal attacks of a verbal or physical nature.
  - 3. Continued or excessive harassment of players or referees.
  - 4. Any form of intoxication or consumption of alcohol beverage.
- D. Attendees are responsible for maintaining a clean site policy, i.e., put trash in proper receptacles.
- E. Uphold all rules and regulations of CHSA and it's affiliates.

### **33. FAILURE TO COMPLY**

- A. Failure to comply with the preceding rules and regulations will be grounds for reprimand, suspension and/or dismissal from CHSA as decided by the Board of Directors.
- B. All allegations brought to the attention of the Board of Directors that a coach or assistant coach has failed to comply with any CHSA rules and regulations must be in writing and shall be handled in the following manner:
- C. The President, or his appointed representative of the Board of Directors will conduct an investigation into the incident to gather pertinent information concerning the incident.
- D. If merited, a formal meeting of the Board of Directors will be held at the earliest possible convenient date and the coaches involved will be invited to attend. Only persons invited by the Board of Directors may attend.
- E. During the meeting the allegations will be discussed giving those in attendance an opportunity to present their feelings and ideas. After thorough discussion, the coach or coaches will be excused and the Board of Directors will by majority vote take whatever action they deem necessary in accordance with the CHSA bylaws, rules, and regulations.
- F. The coach or coaches will be notified in writing of that decision of the Board. Copies of the letter will be delivered to the Director of Coaches of CHSA.
- G. If it is the decision of the Board that a formal meeting is not necessary, the person making the allegations will be notified in writing by the Director of Coaches.

H. If the normal course of action is in the form of a suspension by the league, the Board of Directors will follow the above steps to review the allegations. If it is the decision of the Board that the allegations are false then the board will appeal for reversal of the decision.

I. Any coach or administrator found guilty of coaching while on suspension shall be subject to a fine and/or an additional period of suspension and their team may be subject to forfeiture of game. To aid in the enforcement of this rule, coaching is defined as any interaction or communication of any kind with any player, any interaction or communication of any kind with opposing coach/team, and any interaction or communication of any kind with game officials, AND/OR being within visibility of the field and/or Complex on game day. Violation of any of the above will be in violation of the suspension.

### **34. COACHES EJECTION**

- A. Any coach ejected from a game for the first time shall automatically be suspended from coaching the next official league game. A second ejection will be cause for automatic suspension until reinstated by the Board of Directors. During suspension, the coach shall not coach or assist in any coaching in any CHSA game. If a coach designates someone to take his/her place on the sideline, the head coach is still responsible for taking the red card.
- B. In addition, any coach receiving two cards of any color during the season shall appear before a committee formed by the Board of Directors for disciplinary evaluation. Powers of the disciplinary committee shall be discretionary.
- C. The Director of Coaches will send notice of suspension in writing, by registered mail.

### **35. SPECTATOR CONDUCT, DUTIES, AND RESPONSIBILITY OF PARENTS**

- A. The coaches shall be held primarily accountable for the conduct of the spectators of his own team. Spectators must remain on their team's own side of the field at all CHSA fields. If a game is suspended by the referee due to spectator misconduct, the offending team will forfeit the game regardless of the score at the time of the suspension.
- B. At no time will foul or abusive language be permitted at any field. Noise makers are not permitted on/at the fields.
- C. It is the parent's duty to see that his/her child has transportation to and from practices, games, and other CHSA activities.
- D. Parents should encourage cooperation with coaches, assistant coaches and referees during practices and games.
- E. Parents should discourage foul play, bad language, etc. at all practices and games.
- F. No tobacco products, alcoholic beverages, or drugs may be brought to any practice or game at any time.

### **36. GAME PROTEST**

The CHSA Board of Directors will establish a protest committee for the purpose of reviewing any protest of games submitted by coaches throughout the season. This

committee will consist of the Director of Referees (acting as chair), the Director of Coaches, referee commissioner, a coach from a division other than the protested division and a referee from the referee pool. The committee shall have vested and sole power to determine if there has been misapplication of the rules by a majority vote of the committee members present.

All protesting coaches should carefully review the FIFA "Laws of Soccer" as well as the CHSA and CYSA-S interpretations of those Laws with emphasis on "Law 5" pertaining to the referee and his power and duties.

Protest Procedure

- A. NO PROTEST WILL BE ACCEPTED AFTER THE SIGNING OF THE GAME CARD.
- B. Protests are not allowed for judgment calls. Protests will only be considered for misapplication of "The Laws of Soccer."
- C. The protest shall be made and determined according to the following procedure:
- D. If a team chooses to protest a game, it will be the responsibility of the protesting coach, before signing the game card, to notify the referee and opposing team, that protest will be filed. The coach will make a notation on the game card at that time.
- E. The protest must be written and must describe in detail the grounds of the protest.
- F. The written protest must be submitted to the Director of Referees, or in his absence, the President or Secretary, along with \$40.00 protest fee within forty-eight (48) hours after the game.
- G. A hearing will take place within two (2) weeks of the protested game date. Both teams will be notified of the time and place of the hearing.
- H. Only one member of each team (coach or assistant coach) who was present at the protested game is to be present at the hearing. Each will have ample opportunity to present his/her arguments.
- I. The protest committee reserves the right to call the referee or other persons as witnesses as deemed necessary.
- J. The protesting team has the opportunity to withdraw the protest before the hearing and receive a full refund of the protest fee.
- K. The Director of Referees will notify both teams and the referee of the committee decision, in writing, within a reasonable length of time after the conclusion of the hearing.
- L. All decisions by the protest committee are final and no further action will be granted.
- M. The protest fee shall be retained by CHSA if the protest is not sustained and it will be returned if the protest is sustained.

Tentative protesting coaches should keep in mind that referees are human and mistakes will occur from time to time. Try to understand objectively, the difference between judgment calls and misapplication of the rule. Only a misapplication of a rule is the basis of protest.

### **37. FILLING OUT GAME CARDS AND TURN IN**

The following defines the process of completing a game card for CHSA league games.

Both teams are responsible to print Match Report from CHSA website. After the completion of the game, the referee completes scoring. Both Coaches and Referees sign the Match Reports. Each Coach responsible to hold the signed Match Report The Home and Visiting team coaches complete All-Star voting and BOTH sign the completed game card(s). The Winning team coach is responsible report the score by phone, per instructions provided.

### **38. STANDINGS**

- A. There shall be no standings kept for clinic teams.
- B. Game scores must be posted by winning team coach ASAP.
- C. The Director of Ratings and Draft will manage standings on the website.
- D. Tie Breaker for CHSA U7-U12 Recreation Season Competition (If tied in points)
  - 1. Head to Head
  - 2. Number of wins
  - 3. Goals Against
  - 4. Goals For (not more than 3 per game)
  - 5. Play-Off Game

### **39. TROPHIES**

- A. Trophies will be awarded to team members of division or bracket champions, first runner up, and second runner up teams (first, second) in all divisions except inter-city U19, U16, U14 and clinic. This shall be done so as recommended by the Direct of Coaches, the Director of Rating and Draft, and the Board of Directors, depending on the number of teams in the division. All other teams and their members shall receive a participation trophy. In no case will a player receive more than one trophy.

## **SECTION 7 POST SEASON PLAY**

### **INTRA CITY ALL-STARS (with-in own league)**

#### **40. ALL-STAR DETERMINATION – Intra City**

- A. A coach meeting will be announced for November. Each Team/Coach will nominate All Star selections and alternate nominations.
- B. Coaches will be informed of number of players they can select, by the Director of Coaches. The number of All-Star selections will be weighted according to final place of finish in the standings. The CHSA Board will decide parameters based on number of teams and players at each gender and age division.
- C. The Coaches will draft Intra-City All Star Teams.

#### **41. ALL-STAR PLAYER SELECTION - Intra City**

- A. All-Star Coaches will be given alternating opportunities to select All-Star players from the All Star Pool of players.
- B. Uniforms or T-shirts will be provided by CHSA for game use.
- C. The Inter-City All-Star team may not exceed the maximum players by division, all of which were selected to the CHSA Intra-League All-Star teams. The Director of Coaches must approve the All-Star team roster.

#### **42. ALL-STAR COACH DETERMINATION - Intra city**

- A. Intra-City All Star Coaches will be selected by a committee appointed by CHSA Board.
- B. If no committee has been formed, the Director of Coaches will select the Intra-City All Star coaches. All selected coaches must be approved the CHSA Board.

#### **INTER CITY ALL-STARS (against other leagues)**

#### **43. INTER-CITY ALL-STAR - Coach & Team Selection**

- A. Inter-City All Star Coaches will be selected by a committee appointed by CHSA Board.
- B. If no committee has been formed, the Director of Coaches will select the Intra-City All Star coaches. All selected coaches must be approved the CHSA Board.
- C. Inter-City All Star Teams will be selected by coaches from Intra City All-stars, with Director of Coaches, and Board approval.

#### **44. TURKEY SHOOT**

The Turkey Shoot is annual recreation tournament hosted by CHSA.

#### **45. COMMISSIONER CUP**

The coach will be notified by phone if their team has qualified to participate in commissioner cup tournament. The coach will be provided with game locations, dates, and times. Player cards are required at all game check-ins.

### **SECTION 8 The Laws of Soccer**

Preface

#### **Modifications**

Subject to the agreement of the national association concerned and provided the principles of these Laws are maintained, the Laws may be modified in their application for matches for players of under 16 years of age, for women “footballers” and for veteran “footballers” (over 35 years).

Any or all of the following modifications are permissible:

- size of the field of play
- size, weight and material of the ball
- width between the goalposts and height of the crossbar from the ground

- the duration of the periods of play
- substitutions

Further modifications are only allowed with the consent of the International Football Association Board.

Male and Female

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both males and females.

Key

Throughout the Laws of the Game the following symbols are used:

\* Unless covered by the Special Circumstances listed in Law 8 - The Start and Restart of Play

### **Law 1- The Field of Play**

Dimensions:

The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line.

Length: minimum 90 m (100 yds), maximum 120 m (130 yds)

Width: minimum 45 m (50 yds), maximum 90 m (100 yds)

International Matches

Length: minimum 100 m (110 yds), maximum 110 m (120 yds)

Width: minimum 64 m (70 yds), maximum 75 m (80 yds)

Field Markings:

The field of play is marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

All lines are not more than 12 cm (5 ins) wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 9.15 m (10 yds) is marked around it.

The Goal Area:

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

The Penalty Area:

A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, 16.5 m (18 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5 m (18 yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made 11 m (12 yds) from the

midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 9.15 m (10 yds) from each penalty mark is drawn outside the penalty area.

#### Flagposts:

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

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

#### The Corner Arc:

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

#### Goals:

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar. The distance between the posts is 7.32 m (8 yds) and the distance from the lower edge of the crossbar to the ground is 2.44 m (8ft). Both goalposts and the crossbar have the same width and depth which do not exceed 12 cm (5 ins). The goal lines are the same width as that of the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper. The goalposts and crossbars must be white.

#### Safety

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

#### Decisions of the International F.A. Board

1. If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If a repair is not possible, the match is abandoned. The use of a rope to replace the crossbar is not permitted. If the crossbar can be repaired, the match is restarted with a dropped ball at the place where the ball was located when play was stopped. \* (see preface)
2. Goalposts and crossbars must be made of wood, metal or other approved material. Their shape may be square, rectangular, round or elliptical and they must not be dangerous to players.
3. No kind of commercial advertising, whether real or virtual, is permitted on the field of play and field equipment (including the goal nets and the areas they enclose) from the time the teams enter the field of play until they have left it at half-time and from the time the teams re-enter the field of play until the end of the match. In particular, no advertising material of any kind may be displayed on goals, nets, flagposts or their flags. No extraneous equipment (cameras, microphones, etc.) may be attached to these items.
4. The reproduction, whether real or virtual, of representative logos or emblems of FIFA, confederations, national associations, leagues, clubs or other bodies, is forbidden on the field of play and field equipment (including the goal nets and the areas they enclose) during playing time, as described in Decision 3.

5. A mark may be made off the field of play, 9.15 meters (10 yds) from the corner arc and at right angles to the goal line to ensure that this distance is observed when a corner kick is being taken.

CYSA-modification- None

CHSA (all ages)- modification

Nets and cornerflags are required. ALL GOALS MUST BE ANCHORED. White goals are not required.
U-19,16,14- modification- None
Field of Play- shall be 50 yds wide and 80 yds long
U-8- modification Field of Play- shall be 40 yds wide and 70 yds long

U-12- modification-None

U-9,10- modification

Goals- shall be 7 feet high by 7 yds wide

Goals- shall be 6 feet high by 6 yds wide

Law 2 - The Ball

Qualities and Measurements

The ball is:

- spherical
- made of leather or other suitable material
- of a circumference of not more than 70 cm (28 ins) and not less than 68 cm (27 ins)
  - not more than 450 g (16 oz) in weight and not less than 410 g (14 oz) at the start of the match
  - of a pressure equal to 0.6 - 1.1 atmosphere (600 - 1100 g/cm<sup>2</sup>) at sea level (8.5 lbs/sq in 15.6 lbs/sq in)

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a match:

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the first ball became defective \* (see preface)

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in:

- the match is restarted accordingly

The ball may not be changed during the match without the authority of the referee.

Decisions of the International F.A. Board

1. In competition matches, only footballs which meet the minimum technical requirements stipulated in Law 2 are permitted for use.

2. In FIFA competition matches, and in competition matches organized under the auspices of the confederations, acceptance of a football for use is conditional upon the football bearing one of the following three designations: the official "FIFA APPROVED"

logo, or the official "FIFA INSPECTED" logo, or the reference "International Matchball Standard"

3. Such a designation on a football indicates that it has been tested officially and found to be in compliance with specific technical requirements, different for each category and additional to the minimum specifications stipulated in Law 2. The list of the additional requirements specific to each of the respective categories must be approved by the International F.A. Board. The institutes conducting the tests are subject to the approval of FIFA.

4. National association competitions may require the use of balls bearing any one of these three designations.

5. In all other matches the ball used must satisfy the requirements of Law 2.

6. In FIFA competition matches and in competition matches organized under the auspices of the confederations and national associations, no kind of commercial advertising on the ball is permitted, except for the emblem of the competition, the competition organizer and the authorized trademark of the manufacturer. The competition regulations may restrict the size and number of such markings.

CYSA-modification- None

CHSA (all ages)- modification- None

### Law 3 - The Number of Players

U-19,16,14- modification- None

U-12- modification- Size 4 Ball

U-9,10- modification-Size 4 Ball

U-7,8- modification- Size 4 Ball

#### Players

A match is played by two teams, each consisting of not more than eleven players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players.

#### Official Competitions

Up to a maximum of three substitutes may be used in any match played in an official competition organized under the auspices of FIFA, the confederations or the national associations.

The rules of the competition must state how many substitutes may be nominated, from three up to a maximum of seven.

#### Other Matches

In other matches, up to five substitutes may be used, provided that:

- the teams concerned reach agreement on a maximum number
- the referee is informed before the match. If the referee is not informed, or if no agreement is reached before the start of the match, no more than three substitutes are allowed.

#### All Matches

In all matches the names of the substitutes must be given to the referee prior to the start of the match. Substitutes not so named may not take part in the match.

#### Substitution Procedure

To replace a player by a substitute, the following conditions must be observed:

- the referee is informed before any proposed substitution is made
- a substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee
- a substitute only enters the field of play at the halfway line and during a stoppage in the match
  - a substitution is completed when a substitute enters the field of play
  - from that moment, the substitute becomes a player and the player he has replaced ceases to be a player
  - a player who has been replaced takes no further part in the match
  - all substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not

#### Changing the Goalkeeper

Any of the other players may change places with the goalkeeper, provided that:

- the referee is informed before the change is made
- the change is made during a stoppage in the match

#### Infringements/Sanctions

If a substitute enters the field of play without the referee's permission:

- play is stopped
- the substitute is cautioned, shown the yellow card and required to leave the field of play
- play is restarted with a dropped ball at the place it was located when play was stopped \* (see preface)

If a player changes places with the goalkeeper without the referee's permission before the change is made:

- play continues
- the players concerned are cautioned and shown the yellow card when the ball is next out of play

For any other infringements of this Law:

- the players concerned are cautioned and shown the yellow card

#### Restart of Play

If play is stopped by the referee to administer a caution:

- the match is restarted by an indirect free kick, to be taken by a player of the opposing team from the place where the ball was located when play was stopped \* (see preface)

#### Players and Substitutes Sent Off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.

Decisions of the International F.A. Board

1. Subject to the overriding conditions of Law 3, the minimum number of players in a team is left to the discretion of national associations. The Board is of the opinion, however, that a match should not continue if there are fewer than seven players in either team.
2. The coach may convey tactical instructions to the players during the match. He and the other officials must remain within the confines of the technical area, where such an area is provided, and they must behave in a responsible manner.

CYSA-modification

Substitutions shall be unlimited (see exceptions by division). Substitutions may be made with the consent of the referee, at the following times:

- At any stoppage of play

CHSA (all ages)- modification All players are entitled to minimum 50% playing time; coaches in violation will be brought before the CHSA Board for suspension hearing
U-19,16,14- modification Free substitution, game time is (U-19/90 minutes) (U-16/80minutes) (U-14/70 minutes). Each player is recommended to play half of the game.
U-12- modification Free substitution, game time is 60 minutes. Each player is required to play 30 minutes of the game.
U-9,10- modification A match shall be played with no less than six (6) and no more than eight (8) players. Game time is four 12½ minute quarters, game time is 50 minutes. Substitutions at Quarters only. Each player must participate in a minimum of 3 quarters per game.
U-8- modification 2006/2007 A match shall be played with no less than five (5) and no more than eight (8) players.
Law 4 - The Players' Equipment

Game time is four 12½ minute quarters, game time is 50 minutes. Substitutions at Quarters only. Each player must participate in a minimum of 3 quarters per game. Unless roster size limits substitution; in that circumstance, coaches are required to provide similar total play time for all players

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewelry).

Basic Equipment

The basic compulsory equipment of a player is:

- a jersey or shirt
  - shorts - if thermal under-shorts are worn, they are of the same main color as the shorts
  - stockings
    - shinguards
    - footwear
  - Shinguards
    - are covered entirely by the stockings
    - are made of a suitable material (rubber, plastic, or similar substances)
  - provide a reasonable degree of protection
    - Goalkeepers
      - each goalkeeper wears colors which distinguish him from the other players, and referees.
- Infringements/Sanctions

For any infringement of this Law:

- play need not be stopped
- the player at fault is instructed by the referee to leave the field of play to correct his equipment
- the player leaves the field of play when the ball next ceases to be in play, unless he has already corrected his equipment
  - any player required to leave the field of play to correct his equipment does not re-enter without the referee's permission
  - the referee checks that the player's equipment is correct before allowing him to re-enter the field of play
  - the player is only allowed to re-enter the field of play when the ball is out of play A player who has been required to leave the field of play because of an infringement of this Law and who enters (or re-enters) the field of play without the referee's permission is cautioned and shown the yellow card.

Restart of Play

If play is stopped by the referee to administer a caution:

- the match is restarted by an indirect free kick taken by a player of the opposing side, from the place where the ball was located when the referee stopped the match \* (see preface)

New Decision of the International F.C. Board  
(effective July 1, 2002)

Decision 1

- Advertising is permitted only on the players' jerseys. It may not be worn on shorts, stockings or footwear.
- Players must not reveal undershirts, which contain slogans or advertising. A player removing his jersey to reveal slogans or advertising will be sanctioned by the competition organizer.

- JERSEYS MUST HAVE SLEEVES. (No tanks, no scrunchies, etc.)
- CYSA-modification  
No toe cleated shoes. No hard splints or casts in practice or games.

CHSA (all ages)- modification No toe cleated shoes. No hard splints or casts in practice or games. Nothing that would be of harm to the player or other players. No gum. Scrunchies allowed for intra-city recreation games.
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U-19,16,14- modification- None
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Law 5 - The Referee
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U-12- modification- None

U-9,10- modification- None

U-8- modification- None

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

### Powers and Duties

The Referee:

- enforces the Laws of the Game
- controls the match in co-operation with the assistant referees and, where applicable, with the fourth official
- ensures that any ball used meets the requirements of Law 2
  - ensures that the players' equipment meets the requirements of Law 4
  - acts as timekeeper and keeps a record of the match
  - stops, suspends or terminates the match, at his discretion, for any infringements of the Laws
  - stops, suspends or terminates the match because of outside interference of any kind
  - stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted.
  - allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
  - ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
  - allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time
  - punishes the more serious offence when a player commits more than one offence at the same time
  - takes disciplinary action against players guilty of cautionable and sending-off offences. He is not obliged to take this action immediately but must do so when the ball next goes out of play

- takes action against team officials who fail to conduct themselves in a responsible manner and may at his discretion, expel them from the field of play and its immediate surrounds
- acts on the advice of assistant referees regarding incidents which he has not seen
- ensures that no unauthorized persons enter the field of play
- restarts the match after it has been stopped
- provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occurred before, during or after the match

#### Decisions of the Referee

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

#### Decisions of the International F.A. Board

A referee (or where applicable, an assistant referee or fourth official) is not held liable for:

- any kind of injury suffered by a player, official or spectator
- any damage to property of any kind
- any other loss suffered by any individual, club, company, association or other body, which is due or which may be due to any decision which he may take under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match.
  - This may include:
    - a decision that the condition of the field of play or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
- a decision to abandon a match for whatever reason
  - a decision as to the condition of the fixtures or equipment used during a match including the goalposts, crossbar, flagposts and the ball
    - a decision to stop or not to stop a match due to spectator interference or any problem in the spectator area
    - a decision to stop or not to stop play to allow an injured player to be removed from the field of play for treatment
    - a decision to request or insist that an injured player be removed from the field of play for treatment
    - a decision to allow or not to allow a player to wear certain apparel or equipment
    - a decision (in so far as this may be his responsibility) to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
    - any other decision which he may take in accordance with the Laws of the Game or in conformity with his duties under the terms of FIFA, confederation, national association or league rules or regulations under which the match is played

In tournaments or competitions where a fourth official is appointed, his role and duties must be in accordance with the guidelines approved by the International F.A. Board.

Facts connected with play shall include whether a goal is scored or not and the result of the match.

CYSA-modification

Substitution exceptions noted in Law 3. Game must be played with a net.

CHSA (all ages)- modification Play is to be stopped immediately for serious injury, safety over advantage. Coaching permitted, outside of the touchline, within the 18 yd lines.
U-19,16,14- modification- None
Law 6 - The Assistant Referees

U-12- modification- None

U-9,10- modification- None

U-8- modification- None

Duties

Two assistant referees are appointed whose duties, subject to the decision of the referee, are to indicate:

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

Assistance

The assistant referees also assist the referee to control the match in accordance with the Laws of the Game. In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.

CYSA-modification

CHSA (all ages)- modification

At least one USSF Grade 8 certified center referee, preferring two adults of the three referees. Club Linesman allowed, if necessary.
U-12- modification- None
Law 7 - The Duration of the Match

U-19,16,14- modification

U-9,10- modification- None

U-8- modification- Not applicable. One referee system.

Periods of Play

The match lasts two equal periods of 45 minutes, unless otherwise mutually agreed between the referee and the two participating teams. Any agreement to alter the periods

of play (for example to reduce each half to 40 minutes because of insufficient light) must be made before the start of play and must comply with competition rules.

#### Half-Time Interval

Players are entitled to an interval at half-time. The half-time interval must not exceed 15 minutes. Competition rules must state the duration of the half-time interval. The duration of the half-time interval may be altered only with the consent of the referee.

#### Allowance for Time Lost

Allowance is made in either period for all time lost through:

- substitution(s)
- assessment of injury to players
- removal of injured players from the field of play for treatment
  - wasting time
  - any other cause

The allowance for time lost is at the discretion of the referee.

#### Penalty Kick

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

#### Extra Time

Competition rules may provide for two further equal periods to be played. The conditions of Law 8 will apply.

#### Abandoned Match

An abandoned match is replayed unless the competition rules provide otherwise.

#### CYSA-modification

None

CHSA (all ages)- modification Minimal time will be added, only as a result of serious injury or stalling. The half-time interval must be 10 minutes. No regular season games will have overtime periods or Shots from the Penalty mark to determine a winner. Tie games are reported and used for standings. An abandoned CHSA match (U7-U12) that completed greater than 50% of the game time is a completed match.
U-19,16,14- modification Game time is (U-19/90 minutes) (U-16/80minutes) (U-14/70 minutes).
U-12- modification Free substitution, game time is 60 minutes.
U-9,10- modification time is four 12½ minute quarters, game time is 50 minutes.
U-8- modification Game time is four 12½ minute quarters, game time is 50 minutes.
Law 8 - The Start and Restart of Play

#### Preliminaries

A coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team which wins the toss takes the kick-off to start the second half of the match. In the second half of the match the teams change ends and attack the opposite goals.

## Kick-off

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

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
  - at the start of each period of extra time, where applicable A goal may be scored directly from the kick-off.

### Procedure

- all players are in their own half of the field
  - the opponents of the team taking the kick-off are at least 9.15 m (10 yds) from the ball until it is in play
- 
- the ball is stationary on the center mark
    - the referee gives a signal
    - the ball is in play when it is kicked and moves forward
    - the kicker does not touch the ball a second time until it has touched another player
- After a team scores a goal, the kick-off is taken by the other team.

### Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred\* (see preface)

For any other infringement of the kick-off procedure:

- the kick-off is retaken

### Dropped Ball

A dropped ball is a way of restarting the match after a temporary stoppage which becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

### Procedure

The referee drops the ball at the place where it was located when play was stopped.\* (see preface)

Play restarts when the ball touches the ground.

### Infringements/Sanctions

The ball is dropped again:

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

### Special Circumstances

A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area.

An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

A dropped ball to restart the match after play has been temporarily stopped inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.

CYSA-modification- None

CHSA (all ages)- modification- None

#### Law 9 - The Ball In and Out of Play

U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification- None

Ball Out of Play

The ball is out of play when:

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

Ball In Play

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

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

CYSA-modification- None

CHSA (all ages)- modification- None

#### Law 10 - The Method of Scoring

U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification- None

Goal Scored

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

Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Competition Rules

For matches ending in a draw, competition rules may state provisions involving extra time, or other procedures approved by the International F.A. Board to determine the winner of a match.

CYSA-modification- None

CHSA (all ages)- modification- None

U-19,16,14- modification- None

Law 11 - Offside

U-12- modification- None

U-9,10- modification- None

U-8- modification- None

Offside Position

It is not an offence in itself to be in an offside position. A player is in an offside position if:

- he is nearer to his opponents' goal line than both the ball and the second last opponent

A player is not in an offside position if:

- he is in his own half of the field of play or
  - he is level with the second last opponent or

- he is level with the last two opponents

Offence

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

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

No Offence

There is no offside offence if a player receives the ball directly from:

- a goal kick or
- a throw-in or
- a corner kick

Infringements/Sanctions

For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.\* (see preface)

CYSA-modification- None

CHSA (all ages)- modification- None

Not applicable. Consistent coaching of offsides will not be tolerated. In the case of persistent "Cherry Picking," 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

U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification

Fouls and misconduct are penalized as follows:

### Direct Free Kick

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

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

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

- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
  - handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from where the offence occurred.\* (see preface)

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### Penalty Kick

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

### Indirect Free Kick

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

- takes more than six seconds while controlling the ball with his hands before releasing it from his possession (new rule in 2000)
- touches the ball again with his hands after it has been released from his possession and has not touched any other player
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
  - touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

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

- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
  - commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.

The indirect free kick is taken from where the offence occurred. \* (see preface)

### Disciplinary Sanctions

## Cautionable Offences

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

- is guilty of unsporting behavior
- shows dissent by word or action
- persistently infringes the Laws of the Game
  - delays the restart of play
  - fails to respect the required distance when play is restarted with a corner kick or free kick
  - enters or re-enters the field of play without the referee's permission
  - deliberately leaves the field of play without the referee's permission

## Sending-Off Offences

A player is sent off and shown the red card if he commits any of the following seven offences:

- is guilty of serious foul play
- is guilty of violent conduct
- spits at an opponent or any other person
  - denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
  - denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
  - uses offensive, insulting or abusive language
  - receives a second caution in the same match

## Decisions of the International F.A. Board

1. A penalty kick is awarded if, while the ball is in play, the goalkeeper, inside his own penalty area, strikes or attempts to strike an opponent by throwing the ball at him.
2. A player who commits a cautionable or sending-off offence, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.
3. The goalkeeper is considered to be in control of the ball by touching it with any part of his hand or arms. Possession of the ball includes the goalkeeper deliberately parrying the ball, but does not include the circumstances where, in the opinion of the referee, the ball rebounds accidentally from the goalkeeper, for example after he has made a save. The goalkeeper is considered to be guilty of time-wasting if he holds the ball in his hands or arms for more than 6 seconds.
4. Subject to the terms of Law 12, a player may pass the ball to his own goalkeeper using his head or chest or knee, etc. If, however, in the opinion of the referee, a player uses a deliberate trick while the ball is in play in order to circumvent the Law, the player is guilty of unsporting behavior. He is cautioned, shown the yellow card and an indirect

free kick is awarded to the opposing team from the place where the infringement occurred. \* (see preface)

5. A tackle from behind which endangers the safety of an opponent must be sanctioned as serious foul play.
6. A player using a deliberate trick to circumvent the Law while he is taking a free kick, is cautioned for unsporting behavior and shown the yellow card. The free kick is retaken.
7. In such circumstances, it is irrelevant whether the goalkeeper subsequently touches the ball with his hands or not. The offence is committed by the player in attempting to circumvent both the letter and the spirit of Law 12.
8. Any simulating action anywhere on the field, which is intended to deceive the referee, must be sanctioned as unsporting behavior.

USSF 2002 INFORMATION, INSTRUCTIONS AND DIRECTIVES  
(effective July 1, 2002)

- Simulation- there was unanimous support for a high profile publicity campaign to be organized by FIFA against players guilty of this offense. Referees are instructed to take strong action against simulation and players guilty of simulation must be cautioned for unsporting behavior.
- Players Delaying the Restart of Play- serious concern was expressed at the number of players who delay the restart of play. The Laws of the Game are very clear on this matter and the Board insists that Referees must apply them.

USSF Advice to Referees: The Board has emphasized the importance of properly handling these two areas of misconduct. Referees must not permit the game to be brought into disrepute by allowing players to fake fouls or injuries or to fake the seriousness of a foul or injury. Referees are reminded that, just as players who delay restarts (particularly free kicks) should be dealt with appropriately, so also referees themselves must not unnecessarily delay restarts through their own action.

CYSA-modification- None

CHSA (all ages)- modification

Zero tolerance of “unsporting behavior” from any person attending a CHSA game. Referee option: cautioned (yellow carded) players to be substituted, for a period of five minutes and then the next permissible substitution.
U-19,16,14- modification- None
None
U-9,10- modification- None
None
U-8- modification No sending off (red cards) except for violent behavior (striking/spitting/fighting). The referee can recommend a coach remove a dangerous player. All fouls are Indirect Free Kicks (even in the Penalty Area). <b>NO PENALTY KICKS.</b>
Law 13 - Free Kicks

U-12- modification- None

### Types of Free Kicks

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.

#### The Direct Free Kick

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

#### The Indirect Free Kick

##### Signal

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

#### Ball Enters the Goal

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

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

#### Position of Free Kick

##### Free Kick Inside the Penalty Area

Direct or indirect free kick to the defending team:

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

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- all opponents remain outside the penalty area until the ball is in play
- the ball is in play when it is kicked directly beyond the penalty area
  - a free kick awarded in the goal area is taken from any point inside that area

Indirect free kick to the attacking team:

- all opponents are at least 9.15 m (10 yds) from the ball until it is in play, unless they are on their own goal line between the goalposts
  - the ball is in play when it is kicked and moves
- an indirect free kick awarded inside the goal area is taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the infringement occurred

##### Free Kick Outside the Penalty Area

- all opponents are at least 9.15 m (10 yds) from the ball until it is in play
  - the ball is in play when it is kicked and moves
- the free kick is taken from the place where the infringement occurred

##### Infringements/Sanctions

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

- the kick is retaken

If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly into play:

- the kick is retaken

Free kick taken by a player other than the goalkeeper

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred\* (see preface)
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Free kick taken by the goalkeeper

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred\* (see preface)

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

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

CYSA-modification- None

CHSA (all ages)- modification- None

All fouls are Indirect Free Kicks. No Penalty Kicks. ALL FOULS ARE INDIRECT FREE KICKS.
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Law 14 - The Penalty Kick
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U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification

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

A goal may be scored directly from a penalty kick.

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

Position of the Ball and the Players

The ball:

- is placed on the penalty mark

The player taking the penalty kick:

- is properly identified

The defending goalkeeper:

- remains on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker are located:

- inside the field of play
  - outside the penalty area
- behind the penalty mark
  - at least 9.15 m (10 yds) from the penalty mark

The Referee

- does not signal for a penalty kick to be taken until the players have taken up position in accordance with the Law
- decides when a penalty kick has been completed

Procedure

- the player taking the penalty kicks the ball forward
- he does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward
  - When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:
    - the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper

Infringements/Sanctions

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

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

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the kick is not retaken

The goalkeeper infringes the Laws of the Game:

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded

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

A team-mate of the player taking the kick enters the penalty area or moves in front of or within 9.5 m (10 yds) of the penalty mark:

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken

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

- if the ball rebounds from the goalkeeper, the crossbar or the goal post and is touched by this player, the referee stops play and restarts the match with an indirect free kick to the defending team.

A team-mate of the goalkeeper enters the penalty area or moves in front of or within 9.15 m (10 yds) of the penalty mark:

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded

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

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

- the kick is retaken

If, after the penalty kick has been taken:

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- the kick is retaken

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

- the referee stops play

- play is restarted with a dropped ball at the place where it touched the outside agent \* (see preface)

CYSA-modification- None

CHSA (all ages)- modification- None

No Penalty Kicks. NO PENALTY KICKS.
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Law 15 - The Throw-In
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A throw-in is a method of restarting play.
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U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification

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

A throw-in is awarded:

- when the whole of the ball passes over the touch line, either on the ground or in the air
- from the point where it crossed the touch line
- to the opponents of the player who last touched the ball

Procedure

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- uses both hands
  - delivers the ball from behind and over his head

The thrower may not touch the ball again until it has touched another player.

The ball is in play immediately when it enters the field of play.

Infringements/Sanctions

Throw-in taken by a player other than the goalkeeper

If, after the ball is in play, the thrower touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

Throw-in taken by the goalkeeper

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred \* (see preface)
  - an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred \* (see preface)

If an opponent unfairly distracts or impedes the thrower:

- he is cautioned for unsporting behavior and shown the yellow card
- For any other infringement of this Law:

- the throw-in is taken by a player of the opposing team  
CYSA-modification- None

CHSA (all ages)- modification- None

NO SECOND CHANCES OR "RE-DO'S"

U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification- None

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Law 16 - The Goal Kick  
A goal kick is a method of restarting play.

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

A goal kick is awarded when:

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- the ball is kicked from any point within the goal area by a player of the defending team
  - opponents remain outside the penalty area until the ball is in play
- the kicker does not play the ball a second time until it has touched another player
  - the ball is in play when it is kicked directly beyond the penalty area

Infringements/Sanctions

If the ball is not kicked directly into play beyond the penalty area:

- the kick is retaken

Goal kick taken by a player other than the goalkeeper

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)
  - a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Goal kick taken by the goalkeeper

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred \* (see preface)
  - an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred \* (see preface)

For any other infringement of this Law:

- the kick is retaken
- CYSA-modification- None

CHSA (all ages)- modification- None

A corner kick is a method of restarting play.

U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification- ALL FREE KICKS ARE INDIRECT FREE KICKS. NO PENALTY KICKS.

Law 17 - The Corner Kick

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

A corner kick is awarded when:

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- the ball is placed inside the corner arc at the nearest corner flagpost
  - the corner flagpost is not moved

- opponents remain at least 9.15 m (10 yds) from the ball until it is in play
    - the ball is kicked by a player of the attacking team
    - the ball is in play when it is kicked and moves
    - the kicker does not play the ball a second time until it has touched another player
- Infringements/Sanctions  
 Corner kick taken by a player other than the goalkeeper  
 If, after the ball is in play, the kicker touches the ball a second time (except with his hands), before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)  
 If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:
- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)
  - a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Corner kick taken by the goalkeeper

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred \* (see preface)

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

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred \* (see preface)
  - an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred \* (see preface)

For any other infringement:

- the kick is retaken

CYSA-modification- None

CHSA (all ages)- modification- None

Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a match has been drawn

U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification- None

Kicks from the Penalty Mark

Procedure

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss takes the first kick
- The referee keeps a record of the kicks being taken
  - Subject to the conditions explained below, both teams take five kicks
  - The kicks are taken alternately by the teams
  - If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
  - If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper who is the team mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.

CYSA-modification- None

CHSA (all ages)- modification- Regular season games can end with tie score. No “Kicks from the Penalty Mark” to determine the winner of a regular season game.

Other Decisions Taken by the International F.A. Board
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U-19,16,14- modification- None

U-12- modification- None

U-9,10- modification- None

U-8- modification- None

1. Use of two referees IFAB has authorized FIFA to conduct an experiment in which two referees officiate on the field at the same time. The IFAB sub-committee will draw up the

technical conditions for the experiment in April and FIFA will then choose the league(s) in those national associations in which the experiment will be carried out.

National associations are reminded that no experiment of this kind may be made in any match without prior written permission from FIFA.

2. Fouls and misconduct The International Football Association Board wishes to draw your attention to the decision passed at its meeting on 6 March 1998:

A tackle from behind, which endangers the safety of an opponent, must be sanctioned as serious foul play.

IFAB has noticed that many tackles from behind have not been punished by the referee in the way dictated by this decision. Instructions will therefore be issued for referees to be monitored and any referee who does not apply this decision will be sanctioned.

3. Method of injured players leaving the field of play The Board reiterated that if an injured player is able to walk off the field of play, he should be encouraged to do so, especially if close to the boundary lines (it is therefore unnecessary to carry him off the field of play on a stretcher in these circumstances).

The Board also confirmed that when returning to the field of play, an injured player can enter the field from any point on the boundary lines if the ball is out of play. If the ball is in play, the player may only re-enter the field of play from a touch line. In each case he must await the referee's signal.

Booklet "Additional Instructions for Referees" The Board took the decision to update and publish at a later date the memorandum "Additional Instructions for Referees" in the form of a separate booklet. The said publication will be approved by the Board at its 1999 meeting in Wales.

2004/2005 Revisions

Clinic (Under 6) Soccer

Laws of the Game

4 v 4 Soccer

- Recommended Roster – 10 children
- Ball size – 3

- Shin Guards are required. No toe cleated shoes.
- Field Size – 30 yards by 20 yards, rectangular in design with touchlines, half way line and proportional goal areas.
- Goals will be no larger than 6 feet wide and 4 feet high, (Hockey style design).
- No Goalie for either team. No player can pick up the ball with their hands.
- The game will be played with a 5 v 5 (2006 season) format. Each team will create (2) teams of 5 players per team. (Two Games for One Format). Mandatory play time will be 75% of the total game time. Each game will consist of (4) ten minute quarters, a five minute break at half and a 1 minute break between other quarters.
- Start of Play – All players must be in their own half of the field with home team kicking off first half, visitor kick off second half. Opponents must be 3 yards from the center mark at kick off.
- No Offsides in Clinic

- Throw In – Has been replaced by the “Kick-In.” When the ball goes completely outside either touchline, the opposing team will kick the ball back into play from where the ball crossed the touchline. The opponent must be at least 3 yards away.
- Goal Kicks – If the team attempting to score a goal, kicks the ball over the goal line outside the goal posts, the opposing team puts the ball back into play with a goal kick. Place the ball anywhere inside goal area. The opposing players must be 3 yards away.
- Corner Kicks- If the team defending the goal kicks the ball over their goal line, outside the goal posts, the opposing team puts the ball back into play with a corner kick. Place the ball within one yard of the corner, the opposing players must be 5 yards away.
- A “Game Director” will assist the players to keep the ball in play- Goal Kicks, Corner Kicks and Kick In. Their job is to keep the playing environment fun, safe and focused on the child.

Repetition is an important aspect over the long term process in the acquisition and development of soccer playing ability. The small-sided game enables this to occur naturally:

Fast, action-oriented game. Player participation is maximized.

Remember, the FUN of the game is movement of the ball. When everyone has to stop to restart the game, the FUN has left the game for that moment. Try to keep the ball moving and not be too eager to call the ball out of play.

City of Anaheim Mudline - 714.765.5242

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