



Rule Book

Whatcom County Youth Soccer Association A Handbook for Parents, Coaches, Players & Referees



Revised August 2017

www.whatcomsoccer.com

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point where the ball crosses the touchline. The throw in is awarded to the opponents of the team that last touched the ball before it went out of bounds.

Time - Teammates will tell each other “time” indicating that there are no players in the near vicinity and they have time to dribble.

Touchline - The boundary lines which parallel each side of the playing field. The touchlines are usually marked with paint, lime or WOS markers and are considered part of the area they enclose.

Trapping - Gaining controlled possession of the ball that is coming at a player by using any part of the body except the hands and arms.

Ungentlemanly Conduct - Unsportsman like conduct not in the spirit of the game.

USSF - United States Soccer Federation.

USYSA - United States Youth Soccer Association.

Volleying - Kicking the ball while it is in flight. Half volley is kicking a ball as it bounces off the ground.

Wall Pass - The first player makes a short pass to a teammate, and then sprints into open space to receive a return pass. Also called “give-and-go.”

WCASA - Whatcom County Adult Soccer Association.

WCSRA - Whatcom County Soccer Referee Association.

WCYSA - Whatcom County Youth Soccer Association.

Rangers Development Program (RDP) - WFC Rangers in house competitive league for Boys & Girls U11-U12. Players try out and a selection process takes place. Equal teams are formed & players play a longer season in a more competitive league without having to travel.

Wing - Any player playing a position near the touchline. Right wing, left wing etc.

World Cup - The prize given to the best national soccer team in the world every four years.

WSC - Whatcom Sports Commission.

WSYSA - Washington State Youth Soccer Association.

Yellow Card - Issued by the referee for infractions. Players must immediately leave the field when issued a yellow card but can return on the next permissible substitution. Two yellow cards in a game constitute a red card and the player must then remain off the field and cannot play again until a judicial hearing takes place. Can also be issued to coaches.

Zone defense - A defensive strategy where each player covers specific areas of the playing field instead of guarding one individual player.

ACKNOWLEDGMENT

US Youth Soccer - The Game For Kids, C.1994.

US Youth Soccer - Parent/Coach Primer, C.1992.

Washington State Youth Soccer Association - Administrative Handbook, C.1996-97.

Washington State Youth Soccer Association - Team Kit, C. 1996-97.

James B. Gardner -Illustrated Soccer Dictionary For Young People - C.1976.

SVJSA – Handbook - C. 1997

Revised May 2015

more game suspensions. Red cards can also be issued to coaches for inappropriate behavior from the coach or his sideline spectators.

Referee - One referee is appointed for each match. The Referee has the authority to ensure that the “Laws” of the game are being adhered to. A referee’s discretion is a big part of the calls they make. Everyone may have a different viewpoint, however, keep in mind that the referee’s view point is the only one that counts.

Registration - Is considered complete when a registration form (intent to play) has been signed by a parent or legal guardian, proof of age has been submitted to the Club (hospital, baptismal and religious birth certificates are not valid) and fees have been paid.

Rostering - The process of placing players on a team. A team roster is a list of all the players for that specific team. Players can only play for the one team they are rostered to.

Save - A defensive maneuver performed by a goalie or his teammate, which prevents the ball from entering the goal.

Score - The record of goals in a match. One point is awarded for each goal.

Scrimmage - A practice game between two teams.

Select Soccer - Players try out and are chosen to be on a competitive traveling team. Whatcom County’s select soccer Club is the Whatcom FC Rangers.

Shoes - Most soccer shoes have leather uppers and molded soles. Cleats or studs are permitted as long as they are no more than 1/2 inch in diameter or in length. Baseball and Football cleats are not permitted.

Shin guards - Protective pads worn by players between the shin and socks. Shin guards are mandatory and must be completely covered by socks regardless of the type of shin guard.

Shooting - The act of kicking the ball at the goal.

Shoot out - During tournament play a game that still ends in a tie after sudden victory, will go to a shoot out. This is a one on one with the goalie and players. The team that scores the best 3 out of 5 wins the game.

Sliding Tackle - A desperation attempt to gain possession of the ball. A defensive player slides on the ground, using an extended leg to knock the ball from an opposing player. An infraction occurs if the ball is missed and the opposing player is touched instead. (Note: There is no slide tackling permitted in the Whatcom County Recreational or Competitive Youth league. Slide tackling occurs at the FC Ranger level of play)

Square - A pass directly across the field to a running player.

Stopper - The defenseman who plays in the area of the field near the center and in front of the fullbacks.

Striker - A center forward whose main objective is to attack and take the scoring opportunities.

Substitution - When a player waiting on the sideline replaces a teammate with the referee’s permission during a dead ball.

Sudden Victory - Also known as sudden death. At the end of a tie game (during tournaments) teams will play another “x” number of minutes until there is one goal scored. This determines the winner.

Support - Helping a fellow player by moving towards him.

Sweeper - A defensive player that is behind the full backs and in front of the goalie. He “sweeps” in front of the goal area from touchline to touch line to get the ball away from the attackers.

Switch - The act of crossing the ball to the opposite side of the field or exchanging positions with another player.

Throw in - A two handed over head pass made with both feet on the ground from the

Whatcom County Youth Soccer Association

Whatcom County Youth Soccer Association (WCYSA) is comprised of ten recreational clubs and one Select club. WCYSA is affiliated with Washington State Youth Soccer Association who in turn is affiliated with US Youth Soccer, US Soccer, and ultimately with FIFA (the international governing body for soccer).

Whatcom County is fortunate to have Northwest Soccer Park where youth can play their soccer games. Years ago soccer was played all over the county at various schools and parks. Today children (and parents) can enjoy one grand location thanks to the Whatcom Sports Commission.

WCYSA Mission Statement

Whatcom County Youth Soccer Association is a non-profit organization that creates positive experiences with the game of soccer, leaving people with a life long appreciation of the game.

Objective

To serve youth soccer players ranging from recreational to elite level players

Goals

- To work with coaches, referees parents and fans to provide a fund, challenging and safe environment for participants to interact, exercise and develop in soccer.
- To implement proper age and ability specific programs in a patient problem solving manner
- To interact with local soccer bodies to create a club atmosphere to serve soccer families
- To foster the physical, mental and emotional growth of the players touches by our association.

WCYSA Board and Association Club Information

WCYSA Executive Board

President Mark Lackey

Vice President Vacant at time of printing

Treasurer Andy Asbjornsen

Secretary Charlene Kintzele

WSC Rep Chet Lackey

Referee Rep Brad Kollmyer

WCYSA Staff Call 676-1919 and then hit the correct extension

WCYSA Director

WCYSA Registrar John Ayre Ext 104 or johna@whatcomsoccer.com

WCYSA Development Marc Ronney Ext 105 or marcr@bellingshamsportsplex.com

Club Presidents Club information—go to www.whatcomsoccer.com and click on the Club Information Page

Blaine Soccer Club: Kirk Kamrath

Mt. Baker Soccer Club: Dana DeVries

Eastside Soccer Club: Chris Knudsen

Nooksack Soccer Club: Dave Gebhardt

Ferndale Soccer Club: Pete Sim

Northside Soccer Club: Kevin Geraghty

Lakeside Soccer Club: Adam Sherwood

Southside Soccer Club: Jason Strayer

Lynden Soccer Club: Brad Kollmyer

WFC Rangers: Brad Swanson

Meridian Soccer Club: Denise Richter

For more information visit our website at www.whatcomsoccer.com

Introduction

As you spend time on the fields and around your soccer playing child and his or her friends, you'll find yourself attracted to the sport for the same reasons youngsters are: It's a free flowing, ever changing game, calling for constant problem solving by the players.

An informed fan is an appreciative fan and the more you know and appreciate the game, the easier it is to help your child become a better player. The following is basic soccer information, registration information, modified "LAWS" of the game and Northwest Soccer Park rules. This information is for parents, coaches, players and referees.

The "Basics"

In soccer, two teams face each other trying to put the ball in the opponent's net without using their hands or arms. The game is played on a level field, (similar to a football field), equally divided with goals at each end. The maximum number of players per team on the field at one time is 11. Each team is comprised of: Goalies, Defenders, Midfielders and Forwards. In standard play, the time is divided into two equal halves. Game time is kept solely by the referee. The "kick off" officially begins the game/and or each half. A coin toss decides who starts the game and who defends which goal. The ball must roll forward to start the game. The action is continuous until a goal is scored, an infraction (foul) occurs, or the ball goes out of bounds. Play is reinstated with either a throw in, a goal kick, a free kick or a corner kick.

All players must develop offensive and defensive skills and every player has the potential to be a scorer. There is no such thing as a fixed space or position in soccer. Players may interchange positions according to the flow of the game.

Soccer requires very little special equipment; a ball, jersey, shorts, socks, running type shoes and shin guards (which are mandatory and must be covered entirely by socks.) Soccer shoes are optional, but recommended for older age groups.

Unlike all other sports, who have rules, soccer has "Laws". The referee manages the soccer match to ensure that the "Laws" are being adhered to. Sometimes there are infractions of those "Laws" and the referee will call a foul on the offending party. The referee retains the option of ignoring a foul. If, in his or her opinion, the team that was fouled would lose an advantage; a quick counterattack or a good shot on goal.

FIFA LAWS are the world wide official soccer rules. W.C.Y.S.A. has modified some rules to better meet the needs of the individual age groups. Please read the WCYSA MODIFIED "LAWS" OF SOCCER section for complete rules in specific age groups.

Frequently Asked Questions

At what age can my child play soccer?

Whatcom County Youth Soccer is available for children ages 5 to 18.

- Children ages 5-11 (U6-U12) can join the recreational league (5yr olds must be registered for fall Kindergarten)
- Children ages 12-13 (U13/U14) & recreational HS players register for the Rangers Middle School League (MSL) & Rangers High School League (HSL)
- Children ages 10-11 (U11/U12) can try out for the Rangers Development Program
- Children ages 11-18 (U12-U19) can try out for the Whatcom FC Rangers Select Club

When is soccer available?

There is a Spring season and Fall Season for the recreational and development league. The WFC Rangers play in the state and district leagues in either the Fall or Spring. The recreational and WDL play on Saturdays, the Whatcom FC Rangers play Saturday or Sunday depending on the age group.

- The Fall Season generally starts the first weekend after labor day in September and Spring season begins in late March. The recreational league season, and Rangers MSL & HSL season is 8 weeks.
 - The WFC Rangers Club season generally runs from Sept-Dec. for all boys teams and GU12-GU14 girls teams. GU15-GU19 teams play from Feb. to June.
- The playing age for players is determined by WSYSA rules and if you play U10 in the fall that is the age group you play with in the Spring.

and parents. It is also the hearing process for referee abuse.

Juggling - Keeping the ball continuously in the air using feet, thighs, and head.

Kick off - Every game is started by taking a place kick from the center spot into his opponent's half of the field. Every player must remain in his own half of the field until the ball is kicked and has moved at least the distance of its circumference. Players of the opposing team must stay at least 10 yards from the ball until it has been kicked. A goal may not be scored directly from a kick off. The kick off takes place after each goal is scored and at the beginning of the second half.

Linesmen - (Now called Referee Assistants) Two linesmen assist the referee by indicating:

1. Offside
2. When the ball is out of play
3. Which team is entitled to a corner kick or throw in.

Mark up - To guard an opposing player like a shadow.

Man on - A term used to let the player with the ball know, that an opposing player is fast approaching.

Medical Insurance - WSYSA provides secondary medical insurance (\$150.00 deductible) to all properly registered players. A player is insured from the time they leave their home to the time they arrive back home. Coverage is for practices as well as games.

MLS - Major League Soccer in the United States.

Near Post - (as opposed to Far Post) post nearest to the kick.

Nutmeg - The act of passing the ball through the opponent's legs.

Obstruction - When a defensive player deliberately uses his body as an obstacle to keep an opponent from getting possession of the ball. A penalty will ensue.

Offense - The team in possession of the ball.

Offside - A player is considered offside unless there are two opponents between him and the goal he is attacking. A player cannot be offside if he is in his own half of the playing field, during goal kicks, corner kicks, throw ins, and drop ball situations. As long as the ball is between a player and the goal he is attacking, he does not need to worry about being offside.

Pass - The act of transferring the ball from one player to another by propelling the ball with the foot, head or the body.

Penalty Kick - A direct free kick taken from the penalty spot, awarded for a foul inside the penalty box. A goal can be scored directly. Except for the keeper, who must remain between the goal posts on his own goal line while the kick is being taken, all players must be outside of the penalty area and the penalty arc and behind the penalty spot until the ball is in play.

Pitch - A British term for the "playing field".

Push up - Usually spoken to the fullbacks when their team is in the opponents half of the field. This reminds them to move up closer to the halfway line, not allowing opposing players to position themselves close to their goal as the opposition cannot be behind the defense (see offside)

Pack ball - Also known as bumble bee soccer or bunch ball. Usually seen in the age groups U6 and U7, where the team travels in one bunch rather than spread out. Very common for this age group.

Recreation - Amusement; play. To play for pleasure or enjoyment.

Red Card - Issued by the referee for serious infractions. Players must leave the field and cannot play again until they have had a judicial hearing. They may be subject to

Dead ball - When the ball goes out of the playing field or when the referee blows the whistle and play stops.

Defense - A term used to describe the team not in possession of the ball.

Direct free kick - A penalty kick (taken from the spot where the infraction occurs) awarded to one team when a member of the other team commits a personal foul. When awarded inside the penalty area, the ball is kicked from the penalty mark. All other players must stay outside the penalty area and at least ten yards from the ball. A goal can be scored directly from this kick.

Dribbling - The means by which a player propels the ball in a desired direction by a series of short controlled kicks.

Drop - "You've got a drop", lets the player with the ball know that they have the option of passing the ball behind to a teammate.

End line - Also known as the goal line. The boundary lines which mark each end of the playing field. The goal lines are considered part of the goal area they enclose.

Fake - Also called a feint, a move made by a player to fool the opponent.

Field Marshals - Volunteers from each club, trained to oversee the soccer complex. Field Marshals will answer your questions and help enforce park rules to ensure everyone's safety.

FIFA - Federation International Football Association. Soccer's worldwide ruling body.

Formation - How you start your players on the field. For instance you can have 3 full backs, 4 halfbacks and 4 forwards - or - 4 fullbacks, 4 halfbacks and 3 forwards etc.

Forwards - Players positioned at the front of the formation. Generally they are the scorers.

Fullbacks - Also known as defenders. They are usually nearest to the goalie when starting your formation. Their main job is to break up a scoring drive, gain possession of the ball and clear it to their teammates.

Goal - A goal is scored when the entire ball completely crosses the goal line, passing within the goal posts and below the cross bar.

Goal kick - A kick taken by the defending team from the goal area when the ball crosses the goal line (not into the goal), having last been touched by a member of the opposing team.

Goalkeeper - The goalie, also known as the keeper, is stationed in front of the goal. It is the goal keeper's job to keep the ball out of the goal. Goalies are the only players who are allowed to touch the ball with their hands or to advance the ball within the penalty area by bouncing it between steps.

Halfbacks - Also known as midfielders. They are responsible for the action at midfield. They are the connecting links between the fullbacks and the forwards. They strive to get and keep the ball from the opposing team and set up their forwards.

Handball - When a player intentionally handles the ball with their hands or arms. Using the hands or arms to protect the body is also illegal.

Heading - The technique of using the flat, center part of the forehead to propel a ball in midair.

Indirect free kick - A free kick is awarded to one team when a member of the other team commits an illegal action. The kick is taken from the spot of infraction. A goal cannot be scored directly from this kick.

Infraction - Action that goes against the "Laws" of the game. A penalty will ensue.

Judicial - The hearing process used for red or yellow cards issued to players, coaches

How Do I Register for the Recreational League?

Generally, public announcements are made in the Community Sports Section of the Bellingham Herald several months before registration deadline. Online registration begins June 1st for Fall and January 1st for Spring. Online Registration is available at our website: www.whatcomsoccer.com. If you don't have internet access, paper registration forms are available the Sportsplex as well as throughout Whatcom Co. Early registration is the first two months, following registration is subject to \$10 late charge starting the 3rd month of registration.

Registration is considered complete when an online registration (or form) is complete, a copy of participants birth certificate is on file (Note: WSYSA will not accept Baptismal, Hospital or Religious birth certificates) and fees have been paid. When registration is completed, a player is considered properly registered, insurance coverage is now in place and the player can practice and play only with the team to which they have been rostered.

Please do not give payment or forms to coaches—they are not allowed to collect any money or registration forms.

Which Club Do I Register With?

Players wishing to participate in the recreational league **must** register with the Club in their residential area. This is based on where you live and **not** what school you attend.

Blaine Club - players residing in the Blaine School area.

Ferndale Club - players residing in the Ferndale/Custer School area.

Meridian Club - players residing in the Meridian School area.

Mt. Baker Club - players residing in the Mt. Baker School area.

Eastside Club - players residing in the Silverbeach, Roosevelt, Northern Heights School area.

Lakeside Club - players residing in the Geneva and Carl Cozier, Kulshan MS area.

Lynden Club - players residing in the Lynden area.

Southside Club - players residing in the Happy Valley, Lowell & Wade King, Fairhaven MS.

Nooksack Club - players residing in the Everon/Nooksack area attending Nooksack Schools

Northside Club - players residing in Parkview, Alderwood, Columbia, Birchwood, Sunnyland Cordata & Shuksan MS area.

*Under exceptional circumstances players may be permitted to play for a club outside of their area. A formal written request must be made to the WCYSA Office. A player may be authorized to play outside their area by the WCYSA Executive Director or his designated agent and both of the affected clubs. If a player is found to be playing out of club boundaries without proper authorization, the player may be removed from his or her team by the WCYSA Executive Director. If possible, the player shall be placed on a team within the boundaries of the club in which the player resides.

For more information you can contact the association registrar at 676-1919 Ext 104.

How Are Recreational Teams Formed Each Year?

Your Club Registrar (a volunteer) is responsible for forming teams. Registrars are authorized by the State of Washington Youth Soccer Association to form teams and they do so according to the Rules and Regulations of the State Association. Teams are formed by age groups, determined by the player's birth date. Date cut off is from August 1 to July 31 as follows: Under 6 - cannot be 6 prior to August 1 of seasonal year, etc. Note: Seasonal year runs from September 1, through August 31.

WCYSA recreational teams are to be formed in an effort to create teams of reasonably equal playing ability and competitiveness in order to have fair and competitive competition for the enjoyment of the game. If a team is found by the WCYSA Executive Director and the WCYSA Coaching Director to be intentionally "stacking" or selecting the stronger players to be on one recreational team, the WCYSA Coaching Director and WCYSA Executive Director are permitted to redistribute players within a club, to achieve a more competitive balance among teams of the same age level within the club. A coach, parent or club administrator has the right to appeal the redistribution of players to the Executive Committee of the WCYSA Board of Directors.

A player can be rostered to only one team at any given time. Players registered to one team and playing on another team are considered to be playing for two teams. Teams found to be playing illegal players will forfeit their games.

There are absolutely no guarantees of any player being on the same team each season. The registrar will form teams to the best of his/her ability. The coach cannot recruit players or promise a player that they will be on his/her team. (This would be considered a select team) The coach should always refer new players to the Club.

Teams are registered by age group, according to the oldest player on the team. If a question arises as to the age of a particular player to the WCYSA Office, WCYSA staff is permitted to request verification (birth certificate or passport) of the player's age. If the player is registered to the incorrect age group the player will be moved to a different team within the club that is the players' proper age group.

How Are Recreational League Schedules Prepared?

Club Registrars provide the WCYSA Director of Development with a list of all the teams that will be playing each season. WCYSA then hosts a beginning of the season jamboree for U8 only in the Fall to help evaluate the level of each team's ability the U8 season schedules are then done of the remainder of the season for the second week of games. All other ages the schedule for the season is then produced prior to the first games of the season and is subject to adjustment based on coach request and to provide balanced competition. Schedules are available 3 to 4 days before the season begins online at www.whatcomsoccer.com.

Is There A More Competitive League in Bellingham?

The Rangers Development Program (RDP), offers boys and girls ages 10 - 11 (U11/ U12) the opportunity to compete with teams of the same caliber without having to travel throughout Washington State. The games will be played at Northwest Soccer Park.

Players living in any area will try out in the Spring to be evaluated, and a selection process will take place. There will be 6 teams in each of the following age groups, BU11/12, GU11/12, from Whatcom County. A maximum of 13 players will be chosen for each team. These teams will play an 8 game season, ending with an in house tournament. The cost will be slightly higher than the Recreational league.

Tryout announcements are generally published in the Soccer Newsletter to all registered players as well as handed out during the Spring season to players in the qualifying age groups. The RDP tryout results will be posted online within 72 hours after the 2nd try out.

Is There Select & Premier Level Soccer In Bellingham?

The WFC Rangers are the highly competitive, select soccer teams for WCYSA. Players living in any area who are interested in a much higher level of competition can try out to be on one of these select (traveling) teams.

At times there may be up to 3 teams in any one age group. The strongest team in any one age group will usually play in the Washington State Youth League (WSYL) in either Division 1, 2 or 3 depending on how they do in the League Placement Tournament (held the first two weekends in June). While the other two teams will usually play in the District League in either the Gold or Silver divisions. Teams may compete all over Washington State.

There is a much higher level of commitment required in the WFC Ranger program such as more practices, more games, more traveling and more costs. Ranger teams attend tournaments throughout the summer, as close as their home field at Northwest Soccer Park, or as some teams have done in the past, as far away as Europe.

overtime play. If the game is still tied, it goes to a shoot out.

SHOOT OUT - FIFA rules shall apply. Goalkeeper shall be the same keeper who was on the field at the end of overtime. Shooters shall be chosen only from players on the field at the time overtime ends. Each team shall select 5 players to shoot. Teams will alternate taking shots on goal with the team that did not kick off in overtime shooting first. The team with the most goals after 5 shots will be the winner. If the game is still tied, each team will take one shot until the tie is broken. Teams shall use all players who were on the field at the time overtime began before they may begin repeating shooters.

SHOOTOUTS - If your game is tied after the Overtime period, a shoot out will be conducted on your field of play.

SCORES - Please report your scores immediately following your game to the score reporting box under the covered area.

AWARDS - Awards will be presented to first and second place teams in each division. We will try to present the awards at your field immediately following your championship game. However, we may ask that you move to the concession area for the presentations.

RULES - Except as otherwise noted, the modified rules of WCYSA shall apply.

Glossary

Advantage Rule - Applied by the referee when, in his/her judgment, penalizing an infraction would give an advantage to the offending team. Play is continued, and no penalty is Called.

Attacker - The player who has the ball and is trying to make a goal.

Ball - Used to play soccer. Younger players use a size 3, graduating to a size 4 and ultimately playing with a size 5. FIFA approved soccer balls are to be used in games.

Banana Kick - A kick that makes the ball bend or swerve in the air instead of going straight.

Breakaway - When an attacking player gets control of the ball and manages to get past defensive players without the help of his teammates, heading towards the opponents goal.

Carded - Also known as a Caution, when a player has been shown a yellow or red card by a referee.

Chip pass - When a player passes a stationary ball into the air to the intended party.

Clearing - Throwing (by the goalkeeper only), kicking, or heading the ball high and wide to move it out of the goal area or penalty area.

Club - An area within an Association, governed by a board, that registers and rosters players. For recreational league play the geographical area which you *live* in determines where you will register to play (and not what school you attend). Blaine school area - Blaine Club, Ferndale school area - Ferndale Club, Meridian/Lynden/Everson school area - Meridian Club, Mt Baker school area - Mt Baker Club, Roosevelt & Silverbeach school area - Eastside Club, Geneva & Carl Cozier school area - Lakeside Club, Birchwood, Sunnyland, Columbia, Parkview & Alderwood school area - Northside Club, Happy Valley, Larabee & Lowell school area - Southside Club.

Club Registrar - A volunteer who ensures that all players are properly registered according to the Washington State Youth Soccer Association rules. Club Registrars are the only persons authorized by the State office to roster players to teams. (form teams)

corner kick - A corner kick is a direct free kick taken from the corner area by the attacking team when the ball goes over the goal line (not between the goal posts) and was last touched by a member of the opposing team.

Dangerous Play - A play that is too rough and might harm another player.

Southside etc, can only play for their recreational club. However, if a Ranger player's home club does not have a recreational squad they can receive permission from their home club president to play with another club as long as they do not have more than four (4) Ranger players on the receiving team.

4. Practice Guidelines— U6 and U7 for once a week for 45 min. to 1 hour; U8 and U9 once a week for 1 hour to 1 1/4 hours; U10 to U12 Twice a week for 1 hour to 1 1/4 hours; U14 and High school twice a week for 1 1/2 hours.
5. WSYSA rules prohibit players playing “down” into a lower age bracket. Special permission can be obtained only with the submission of a doctors note to the WCYSA Registrar.
6. In the course of play, if any team gets a lead of 5 goals the opposing team is permitted to add a field player to their team. If the score drops lower than 5 goals separating the two teams, the extra player must come off the field.

Spectators

1. Spectators shall stand on their respective touchline (sideline) at least one yard back from the touchline and not closer than 10 yards to the goal end.
2. There will be no one permitted behind the goal line.

Players

1. Players MUST be properly registered before they can begin to practice or play with any team.
2. Proper registration is when your club (not your coach) has received a parent/guardian signed registration form along with fees and a copy of participant's legal birth certificate.
3. Players can only play with one team - the team that they have been rostered to.

Coaches

1. NO ONE shall coach a team or assist in coaching a team unless they have filled out, signed and returned to WCYSA a Washington Youth Soccer Back Ground Clearance Form and a Washington State Youth Soccer Association Disclosure form.
2. Coaches should remain on the sidelines. U6-7 coaches are allowed on the field during the first three games of each season only.
3. Giving instructions to one's team regarding direction of play is permitted provided neither mechanical nor electronic devices are used and the tone of voice is informative and positive.

Safety

Slide tackles are prohibited in the Recreational and Development Leagues.

Scores

Scores shall be reported online after the match at www.whatcomsoccer.com.

WFC Rangers

Shall abide by the rules and regulations outlined in the Washington State Youth Soccer Association manual.

GAME TIME - Tournament games shall consist of two - 25 minute halves. If the score is tied at the end of regulation time, a sudden victory overtime period will be played, which will begin immediately (once both teams are ready). While teams are getting ready (moving to their respective sides of the field) the referee will randomly pick one player from each team and flip a coin. The player in the darker colored shirt will call heads or tails. The team winning the toss shall kick off for the start of overtime play. The overtime period will end 10 minutes after the end of regulation time. (The clock for overtime will start as soon as regulation time ends regardless if teams are ready to continue to play or not) Get started ASAP to maximize length of

The playing season for the Rangers is all year round based upon league programs and play. This is often followed by the State Cup Tournament.

Tryouts for the Rangers are usually held starting in March. There is an evaluation of players and a selection process takes place. Team ages are from U12 through U19. Tryout announcements are published in the Soccer Newsletter to all registered players and announcements are also in the Bellingham Herald.

In general players trying out for the WFC Rangers will find out if they have made a team within 72 hours after the last tryout in their age group. They will be notified by their coach soon afterwards and informed on practice days, registration fees, uniform fees etc. For more information please go to the WFC Ranger website: www.wfcrangers.com

Injuries and Insurance Coverage

If a player appears to be seriously hurt during a game at Northwest Soccer Park, please call for a Field Marshal right away. DO NOT ATTEMPT TO MOVE THE PLAYER. Field Marshals have a two way radio and can call for 911 help. Parents will decide if they want 911 called and are responsible for the costs incurred. If a parent is not available, the Field Marshal will contact WCYSA Staff who will then assess the situation.

A player's insurance coverage is in effect once the registration process is completed and covers the player from the time they leave the house for a game or practice to the time they return home. Insurance coverage is secondary coverage with a deductible of \$150.00 (subject to change) Insurance coverage is in effect for all WSYSA sanctioned games.

In the event that your child does get hurt in a practice or game, please contact the WCYSA soccer office - not the State office. We will provide you with the necessary paperwork to start the insurance process.

Child Supervision

Children can get lost, hurt or damage property unless they are properly supervised. However, children have an uncanny way of “disappearing” during those few seconds their parent looked away. In the event that your child does get lost please contact a Field Marshal *right away*. Field Marshals will put in place their plan to help locate your child as quickly as possible.

Helpful tips for parents and children:

- Discuss and put in place a “what if I get lost” plan with your children, before you even get to the fields.
- Remind your child NEVER to go to the parking lots or leave the complex. Under no circumstance should they go to the parking lots alone or with a stranger.
- Accompany your young children to the restrooms. Often children will lose track of time or lose their sense of direction and end up playing, unsupervised.
- Help them identify a Field Marshal at their first game. (Field Marshals wear a white & green jacket with “Field Marshal” written on the back) Let your child know they can go talk to a Field Marshal if they do get lost. Field Marshals have two way radios and can act quickly.
- Parents get on your knees and see the Soccer Park from your child's eye level. Landmarks that adults see are not always visible to children. You can use the concession stand as a landmark for children and parents to walk towards when lost.
- Children and parents can go directly to the concession stand building, and notify the concession staff that also has a two way radio.
- Remind children that it's okay to “make a scene” if they are scared of a stranger.

Northwest Soccer Park has been a safe and fun place for children to play soccer. From time to time we've had to locate lost children and have always been able to do so in a timely manner. Let's continue to keep our children's safety at the top of our priority list when we come to Northwest Soccer Park.

WCYSA, WS&R, staff and board members will not be held responsible for your child's safety

Soccer Parent's Role

1. Register your child with the Club in your geographical area in a timely manner, providing the necessary forms, birth certificates and fees.
2. Provide transportation to and from all practices and games ensuring the player is prompt not only in arriving but also his departure from practices.
3. Whenever possible, stay and watch practices as well as games and lend the young players support in a positive manner. Do not point out mistakes, leave that up to the coach but dwell on their accomplishments as well as their efforts.
4. Be available to kick the ball around with your child when invited to do so.
5. Make fun your first priority
6. Avoid material rewards. Build an attitude of "the rewards lie in the fun of playing."
7. Allow your child to be a CHILD. Each child will have a different approach to soccer, allow them to enjoy the game "just for fun".
8. In Competition someone always loses. Encourage sportsmanship and winning gracefully. If you lose do not allow your child to become negative.
9. Your child's coach will need all the support and help you can offer. Please make yourself available and volunteer all the time you can spare.
10. Disagreements with the coach or officials do not belong on the public soccer field. Questions, input and positive suggestions should be voiced to the coach and/or club in an adult atmosphere. (Children should not be present.)
11. The overall purpose is to enjoy the game and the opportunity to be with your child.

Soccer Coaches Role

1. Make sure your **Coaching Application & Risk Management Application and Code of Conduct** paperwork has been turned in to your club or WCYSA before starting your practice or game schedule.
2. Players must be on your roster (given to you by your club registrar) to be able to play or practice with your team. This ensures that they are properly registered and covered by insurance.
3. Have medical release forms with you at all times. In the event that a player gets hurt at practice and you cannot reach the parents, you will need to provide a medical release form at the hospital.
4. Always inform parents of injuries players may have obtained during practices or games, even if the injury seems minor.
5. Know special needs of all players.
6. Do not leave children unattended after practice. Coaches should always make sure players are picked up by their parents, before leaving the premises.
7. Communicate with parents regarding practices and game times.
8. Supervise players, prohibiting unacceptable activities or behavior.
9. Make safety a top priority!
10. Make "FUN" your number one goal in recreational soccer.
11. Never place the value of winning over the safety and welfare of players.
12. Instruct players to play within the written laws of the game and within the spirit of the game at all times.
13. Do not seek unfair advantage by teaching deliberate unsportsmanlike behavior.
14. Coaches should never tolerate inappropriate behavior from players.
15. Demands on players' time should never be so extensive as to interfere with academic goals or progress.
16. Coaches should never encourage players to violate WSYSA recruitment, eligibility or players rules and policies.
17. Coaches should direct players to seek proper medical attention for injuries and to follow the physician's instructions regarding treatment and recovery.
18. Coaches should have the basic understanding of the fundamentals of soccer and be able to teach the team in a positive and fun environment.

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 center circle. The goalkeeper who is the kicker's team mate must remain on the field of play, outside the penalty area in which the kicks are being taken, behind the penalty area borderline which runs parallel with the goal line at least 10 yards from the penalty mark. Unless otherwise stated, the relevant laws of the Game and International FA Board Decision apply when kicks from the penalty mark are being taken.

* **For WCYSA Tournaments Only**
Regular season does not go to shoot out.

Law 18 – Common Sense

Common sense shall apply in all applications of the Law to the Spirit of the game for players, coaches, referees and spectators.

Additional WCYSA Rules

Teams

1. The first team listed on the schedule shall be considered home team and shall have choice of touchlines (sidelines).
2. The second team listed **MUST TAKE THE OPPOSITE TOUCH LINE (SIDELINE)** this includes all spectators.
3. In the spring season, WCYSA does permit WFC Rangers players (a Ranger player is defined as any player who participated in the Fall WFC Ranger season even if they have decided not to participate with Rangers the following fall—you are considered a Ranger player until August 31st) to participate in the recreational program. Due to the league structure that the WFC Rangers squads participate in it is now necessary for Ranger players wishing to participate in the Recreational season to petition the WCYSA office for permission to play in the recreational league. WCYSA players are only permitted to be registered to one league team at a time. Registration on a recreational team and a Ranger team constitutes registration on two teams. A petition form is available on the WCYSA website or by calling the office. **WCYSA will allow up to four (4) WFC Ranger players per team who are playing within their home club boundaries**, to participate on their club's recreational squad. By home club boundaries this means that WFC Ranger players who live within the club boundaries for Northside, Ferndale, and

goal kicks until ball is in play

Law 17 – The Corner Kick

A corner kick is a method of restarting play. 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 flag post. The corner flag post is not moved. Opponents remain at least 10 yards 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.

* **U6-U9** **Opponents at least 5 yds away.**
U10 & up **FIFA rules shall apply.**

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. If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred. A penalty kick is awarded if the infringement occurred inside the kicker's penalty area.

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. 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. For any other infringement the kick is retaken.

Kicks from the Penalty Mark (Shoot Out)*

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.

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

19. Coaches are responsible for showing up to their game on time, ensuring all their players are properly dressed and with all the equipment they need to play their game.
20. You must have a clear cut idea of what you want to achieve as a coach. Consider ideas like:
 - Winning vs. Losing
 - Teaching skills even though you are likely to lose games to teams that rely on playing physically. The skilled players will be better off in the long run.
 - Total development vs single position improvement
 - Relation of parents and spectators to players, referees and opponents.
 - Playing soccer vs. "Kick and Run"
 - Development of all players on your team.

If you're going to put some time into the development of young soccer players, you're also going to have to put some time into developing yourself. You'll have to gain insight into teaching methods, dealing with children, coaching developments, etc. The following are some suggestions:

- Attend coaching clinics whenever possible
- Read soccer books. The more opinions and methods you come across, the better.
- Watch higher levels of play. Go see college games in your area. View U19 and high school soccer games. If there is a professional team in your area, take your players to see as many games as possible. The better the picture you provide to your players, the better they will be able to learn what you teach.
- Ask and take advice of experienced coaches in your area. Realize that we don't teach 19 year olds the same as 16 year olds or 12 year olds the same as 6 year olds but here are similar principals.

**For more information contact the WCYSA Director of Development
676-1919 ext. 105.**

Soccer Player's Role

1. Attend all practices and games. Be on time. If you can't be there notify your coach ahead of time.
2. Wear proper gear. Bring extra clothes during practices, water bottle, ball etc.
3. Do your fair share. Help your team and your coach.
4. Display sportsmanship at all times. Learn from your mistakes and from others.
5. Play like a winner. A winner never quits and a quitter never wins.
6. Learn the rules of soccer. Soccer is easy to play when you know the rules.
7. When watching games be courteous. Do not interfere with the game.
8. Be an example to younger soccer players.
9. Encourage your teammates.
10. HAVE FUN! Oh, and did we mention HAVE FUN!

Referee's Role

Referees in the WCYSA soccer program are licensed referees (known as Registered referee). Licensed referees have taken the USSF course and exam and wear patches according to their level of refereeing ability. Licensed officials will referee all games at Northwest Soccer Park.

1. The referee is an invited guest to help the game flow and ensure the safety of players. The referee has to use a great deal of discretion in applying the laws of the game.
2. This is a not always an agreeable part of refereeing. Not everyone will agree with the referee's discretion, after all we all have our own opinions; however, the only opinion that counts during the game is that of the referee.

3. Abuse of the referees (physical or verbal) **will not be tolerated** under any circumstances. Please refrain from speaking to the referee. In the heat of the moment things get said that may not be said under normal conditions.
4. If you feel that a referee is in need of being assessed, please contact a Field Marshal who will locate the senior referee mentor. The senior referee can help answer your questions and evaluate the situation.
5. Referees are responsible for showing up to their game on time, properly dressed and with all the equipment they need to referee a game.

Field Marshal's At Northwest Soccer Park

Field Marshals are staff and volunteers who want to help keep Northwest Soccer Park a fun and safe place for children. Field Marshals are instructed on the rules of Northwest Soccer Park, field locations, general information and emergency procedures. WCYSA hires a couple of field marshals per Saturday and each club is assigned a weekend to provide a few volunteers to help.

Field Marshals, identified by their Red jackets with the words "Field Marshal" in white on the back have the authority to intervene where a problem or potential problem is occurring. They gently remind us of the Park rules and League rules. They help locate "lost parents" and "lost teams". In the event of an injury, a Field Marshal should be contacted, as they have two way radios and can get help in a fast and effective way. With the thousands of people that come out to the park on game day, Field Marshals really help keep things running smoothly.

Clubs will be assigned a specific day as their "Duty" day. The more volunteers for each game day, the less time any one person will be required to be at the fields. If you are interested in donating a few hours of your time please contact your club.

Getting Involved

The success of Whatcom County Youth Soccer Association is due to all the volunteers who have taken the time to get involved. The success of your Soccer Club depends on your support. You can help in areas from serving on your Club board, in charge of equipment, fundraising, field marshaling, coaching, or simply registering your child on time.

Whatcom Sports & Recreation

The Whatcom Sports Commission (WSC) a non-profit organization, providing enjoyable recreational programs for Whatcom County and surrounding area residents. It is our goal to provide a safe, fun and healthy environment where the community can enjoy a wide range of unique recreational programs and activities. The WSC is the organization that governs Northwest Soccer Park and develops, maintains and rents the fields for Youth and Adult play.

WS&R Board

President:	Chet Lackey	Secretary:	Dave Miller
Vice-President:	Kerry Thalhofer	Treasurer:	Brad Killmer
Board Members:	Gary Barnett	Karen Hoffman	
Josh Barrett	Tim Krell	Victor Boulos	Rob Fix
Eric Morgan	Ali Taysi	Cynthia Ridings	Chris Fowler
Bruce Smith	Martin Spencer	Megan Jensen	Scot Swanson
Mark Lackey	Todd Squilante		
Executive Director:	Lance Calloway		

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. 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. 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.

Law16 – 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. If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred. A penalty kick is awarded if the infringement occurred inside the kicker's penalty area.

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. 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. For any other infringement of this Law the kick is retaken.

***WCYSA Rule U8-U9 Players take goal kick from the top of the penalty box.**

***WCYSA Rule U6-U10 Opposing team's players must go to the mid-field line on goal kicks until the ball is in play.**

***WCYSA Rule U11/12 Opposing team's players must go the retreat line on**

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. 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. 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.

Law 15 – The Throw In

A throw in is a method of restarting play. 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 touchline, uses both hands, and 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 it enters the field of play.

Infringements/Sanctions

- * **U6-U7** In place of throw ins, a kick in will be used to put the ball into play
- U8-U9** Improper throw ins are permitted. The referee may explain the proper method of doing a throw in and permit players to retake the throw in.(there is no loss of possession)
- U10** The referee may explain proper throw in techniques. Players may retake an improper throw in (no loss of possession for an improper throw in) during the first half of the season. During the second half of the season the referee may allow the opposition possession for an improper throw in.
- U12 & up** FIFA rules shall apply.

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 touched another player, an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred. If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred. A penalty kick is awarded if the infringement occurred inside the thrower's penalty area.

Throw in taken by the goalkeeper



NORTHWEST SOCCER PARK

Northwest Soccer Park (NWSP) Rules

NO PETS ALLOWED AT NWSP

Even if on a leash (exception: Service animals for the physically & visually impaired)
For the safety of children & pets as well as sanitary reasons, please leave *all* pets at home.

NO ALCOHOLIC BEVERAGES TO BE CONSUMED AT NWSP

This is in compliance with the Whatcom County Ordinance and WSYSYA.

NO SMOKING AT NWSP

For Safety and sanitary reasons please limit smoking to your vehicles.

PARK AT YOUR OWN RISK

Anyone improperly parked, blocking roadways or obstructing traffic will be towed at owner's expense. Vehicles may be damaged by soccer balls. Please drive slowly due to children running through the parking lots.

KEEP OFF THE GOALS & NETS

The goals and nets are not intended to be used as climbing apparatus for children.

NO UNAUTHORIZED USE

Fields are not available to the public for soccer use unless proper authorization has been obtained through the WSC Director.

WSC reserves the right to refuse park access to anyone.



HAMMERS FC ACADEMY

Summer Soccer Camps and Small Group Training

The Bellingham United FC Academy is designed to service the needs of local players, giving back to the soccer community. Each summer there are three 4 day camps held at Northwest Soccer Park. Registrations and more information for the camps in June, July & August are available at the soccer office and at www.whatcomsoccer.com. HFCA small group trainings are available at the Sportsplex. The curriculum, created by the WCYSA Director of Development is proven to increase player's skill level and build his or her confidence as a person and a player.

WCYSA General Rules

Shin guards are mandatory and must be completely covered by socks. **All jewelry including taped earrings or dangerous equipment is prohibited during the game.** No player shall play in a cast or splint - even if the cast or splint is covered.

Prior to the start of the season, all coaches are required to complete a risk management clearance application either on line with WSYSYA or the paper form to be submitted to WCYSA.I

Boys & Girls Small Sided Jamboree U6 & U7

This program centers on a jamboree format each Saturday for 8 weeks. The U6 teams play 3V3 and the U7 teams play 4V4. Players arrive at the field and their team is divided in half. Each half of your team is assigned a field and an initial opponent. Games are 12-minutes long, split into four, three-minute periods signified by a horn. These short breaks are taken to allow rotation of the substitutes into the game. After 12-minutes of play, teams switch fields and play another opponent. No scores are kept and players are given just enough instruction to keep the game flowing. The emphasis in Micro Soccer is lots of playing time, lots of touches on the ball, and lots of fun.

Coaches stay on the sidelines organizing player rotation and encouraging their team. Players do take corner kicks, free kicks, goal kicks and throw ins.

FIFA Rules Apply unless modified by The Whatcom County Youth Soccer Association

***Denotes modification**

Law 1—The Field of Play

Dimensions*

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

Length:	minimum 100 yards	maximum 130 yards
Width:	minimum 50 yards	maximum 100 yards
* U6	20 yards x 30 yards	
U7	25 yards x 40 yards	
U8	30 yards x 50 yards	
U9-U10	40 yards x 70 yards	
U11-U12	50 yards x 90 yards	
U14-HS	70 yards x 110 yards	

Field Markings*

The field of play is marked with lines. These lines belong to the areas of which there are boundaries. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. All goal lines are not more than 5 inches 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 10 yards is marked around it.

* **U6-U12** **Field may be lined with Disc markers Center mark, half way line and center circle may not be marked (Referees will estimate these areas)**

WDL, U14, HS **FIFA rules shall apply**

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; 6 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 6 yards 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.

* **U6-U12** **Undefined within the penalty area**
WDL, U14, HS **FIFA Rules shall apply**

The Penalty Area*

A penalty area is defined at the end of the field as follows:

Two lines are drawn at right angles to the goal line 18 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 18 yards 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 12 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 10 yards from each penalty mark is drawn outside the penalty area.

* **U6-U7** **4 yard line box**
* **U8-U9** **6 yard line box**
U10-U12 **15 yards penalty box**
U14, WDL, HS **FIFA rules shall apply**

(U8-U9 goal kicks taken from the top of the box)

ball before it has touched another player, a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred. A penalty kick is awarded if the infringement occurred inside the kicker's penalty area. **Free kick taken by the goalkeeper.** If, after the ball is in play, the goalkeeper touches the ball 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. 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 is to be taken from the place the infringement occurred. An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred.

Law 14 – The Penalty Kick*

A penalty kick is awarded against a team which commits one of the ten offenses for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

* **U6-U9** **No penalty kicks.**
U10 & up **FIFA rules shall apply.**

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 10 yards 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 teammate of the player taking the kick enters the penalty area or moves in front of or within 10 yards 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. A teammate of the goalkeeper enters the penalty area or moves in front of or within 10 yards of the penalty mark: The referee allows the kick to proceed. If the ball enters the goal, the goal is awarded. If the ball does not enter the goal, the kick is retaken. A player of both

The Direct Free Kick*

If a direct free kick is kicked directly into the opponent's 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.

*	U6-U9 U10 & up	No direct free kicks. FIFA rules shall apply.
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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 opponent's goal, a goal kick is awarded. If an indirect free kick is kicked directly in 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 10 yards from the ball. 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 10 yards 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.

*	U6-U9 U10 & up	Opponent at least 5 yards away and taken from the nearest point on the 6 yard line. FIFA rules shall apply.
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Free kick outside the penalty area*

All opponents are at least 10 yards from the ball until it is in play. The ball is in play when it is kicked and moves. A free kick is taken from the place where the infringement occurred.

*	U6-U9 U10 & up	Opponent at least 5 yds away. FIFA rules shall apply.
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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. If, after the ball is in play, the kicker deliberately handles the

Flag-Posts*

A flag-post, not less than 5 ft high, with a non-pointed top and flag is placed at each corner. Flag-posts may also be placed at each end of the halfway line, not less than one yard outside the touchline.

*	U6-U7 U14, WDL, HS	No flag-posts used FIFA rules shall apply
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The Corner Arc

A quarter circle with a radius of 1 yard from each corner flag-post 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 flag-posts and joined at the top by a horizontal crossbar. The distance between the posts is 8 yards and the distance from the lower edge of the crossbar to the ground is 8 feet. Both goalposts and the cross bar have the same width and depth which do not exceed 5 inches. 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.

*	U6-U7 U8-U9	small 4'X6' goals. 5 feet x 15 feet.
*	U10-U12 U13 & up	6 1/2 feet x 18 feet FIFA rules shall apply.

Safety

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

Decisions of the International FA Board

Decision 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.

Decision 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.

Decision 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 reenter the field of play until the end of the match. In particular, no advertising material of any kind may be displayed on goals, nets, flag-posts or their flags. No extraneous equipment (cameras, microphones, etc.) may be attached to these items.

Decision 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.

Decision 5

A mark may be made off the field of play, 10 yards from the corner arc and at right angles to the goal lines to ensure that this distance is observed when a corner kick is being taken.

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 28-inches and not less than 27 inches, not more than 16 oz. In weight and not less than 14 oz. At the start of the match of a pressure equal to 8.5lbs/sq In. 15.6/sq. in at sea level.

*	U6-U7	size 3 or 3.5
	U8-U12	size 4
	U13 & up	size 5

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of the match, the match is stopped. The match is restarted by dropping the replacement ball at the place where the first ball became defective. 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 FA Board

Decision 1*

In competition matches, only footballs which meet the minimum technical requirements stipulated in law 2 are permitted for use. 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" 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 FA Board. The institutes conducting the tests are subject to the approval of FIFA. National association competitions may require the use of balls bearing any one of these three designations. In all other matches the ball used must satisfy the requirements of Law 2.

* **FIFA rules shall apply as per safety and condition of the ball.**

Decision 2

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

Sending Off Offenses*

A player is sent off and shown the red card if he commits any of the following seven offenses: Is guilty of serious foul play, is guilty of violent conduct, spits at an opponent or any other person, denies an opponent 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 players' goal by an offense punishable by a free kick or a penalty kick, uses offensive, insulting or abuse language, receive a second caution in the same match

*	U6-U9	Any player guilty of numerous and or serious fouls may be asked to leave the playing field for a two or five minute time out, at the referee's discretion.
	U10 & up	FIFA rules shall apply.

Decisions of the International FA Board

Decision 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.

*	U6-U9	No penalty kicks.
	U10 & up	FIFA rules shall apply.

Decision 2

A player who commits a cautionable or sending off offense, either on or off the field of play, whether directed towards an opponent, a team mate, the referee, and assistant referee or any other person, is disciplined according to the nature of the offense committed.

Decision 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.

Decision 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. 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. In such circumstances, it is irrelevant whether the goalkeeper subsequently touches the ball with his hands or not. The offense is committed by the player in attempting to circumvent both the letter and the spirit of Law 12.

Law 13 – Free Kicks

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.

Law 12 – Fouls and Misconduct

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 offenses in a manner considered by the referee to be careless, reckless or using excessive force: Kicks or attempts to kick an opponent, trips or attempts to trip an opponent, jumps at an opponent, charges an opponent, strikes or attempts to strike an opponent, or pushes an opponent. A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses: 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 offense occurred.

* **U6-U9** **All fouls result in an indirect free kick.**
U10 & up **FIFA rules shall apply.**

Penalty Kick*

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

* **U6-U9** **All fouls result in an indirect free kick.**
U10 & up **FIFA rules shall apply.**

Indirect Free Kick*

An indirect free kick is awarded to the opposing team if a player, in the opinion of the referee, commits any of the following three offenses: Plays in a dangerous manner, impedes the progress of an opponent, prevents the goalkeeper from releasing the ball from his hands. An indirect free kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following five offenses: Takes more than four steps while controlling the ball with his hands, before releasing it from his possession, touches the ball again with his hands after it has been released from his possession and has not touched any 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 it has received it directly from a throw in taken by a team mate or wastes time. The indirect Free kick is taken from where the offense occurred.

* **U6-U9** **Opponent at least 5 yards away.**
U10 & up **FIFA rules shall apply.**

Disciplinary Sanctions

Cautionable Offenses*

A player is cautioned and shown the yellow card if he commits any of the following seven offenses: 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 reenters the field of play without the referee's permission, deliberately leaves the field of play without the referee's permission.

* **U6-U9** **Any player guilty of numerous and or serious fouls may be asked to leave the playing field for a two or five minute time out, at the referee's discretion.**
U10 & up **FIFA rules shall apply.**

organizer and the authorized trademark of the manufacturer. The competition regulates may restrict the size and number of such markings.

Law 3 – The Number of Players

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.

U6-U7 **Max. players on the roster shall not exceed 10/12.**
U6 Teams with 7 or less players will be considered a 1/2 team
U7 Teams with 9 or less players will be considered a 1/2 team

U8 **Max. players on the roster shall not exceed 9.**
U9-U10 **Max. players on the roster shall not exceed 11.**
U11-U12, RDP **Max. players on the roster shall not exceed 13.**
U14,HS **Max. players on the roster shall not exceed 16.**

U6 **Max. players on the field at any one time 3.**
U7 **Max. players on the field at any one time 4.**
U8 **Max. players on the field at any one time 5.**
U9-U10 **Max players on the field at any one time 7.**
U11-U12, RDP **Max. players on the field at any one time 9.**
U14, HS **Max. players on the field at any one time 11.**

U6-U7 **Min. number of players to start a game is 3/4.**
U8-U9-U10 **Min. number of players to start a game is 4.**
U11-U12, RDP **Min. number of players to start a game is 6.**
U14, HS **Min. number of players to start a game is 7.**

Official Competitions*

Up to a maximum of three substitutions 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 competitions must state how many substitutes may be nominated, from three up to a maximum of seven.

* **Unlimited substitution with referee permission.**

Other Matches*

In other matches, up to five substitutes may be used, provided that the teams concerned reach agreement on a maximum number and 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.

* **Unlimited substitution with referee permission.**

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.

* **Substitute names are not required to be given to referee prior to 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, he 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.

* **U6-U7** **Player rotation after every horn sounds**
U8 & up **Unlimited substitutions permitted at any stoppage of play with referee permission**

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 are required to leave the field of play. Play is restarted with a dropped ball at the place it was located when play was stopped. 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.

* **U6-U9** **No cards shown.**
U10 & up **FIFA rules shall apply.**

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.

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.

* **Players sent off for a red card offense shall not be replaced. Players shown a yellow card must leave the field of play.**
Players shown a yellow card can be replaced and can re-enter the field of play with referee permission.

Decisions of the International FA Board

Decision 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.

Decision 2

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.

Law 9 – The Ball In and Out of Play

Ball Out of Play - The ball is out of play when: It has wholly crossed the goal line or touch line whether on the ground or in the air. Play has been stopped by the referee.

Ball in Play - The ball is in play at all other times, including when: It rebounds from a goalpost, crossbar or corner flag-post and remains in the field of play. It rebounds from either the referee or an assistant referee when they are on the field of play.

Law 10 – The Method of Scoring

Goal Scored

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

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 FA Board to determine the winner of a match

Law 11 - Offside

Offside Position*

It is not an offense 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.

* **U6-U8** **There is no offside - look to the spirit of the game for player positioning (ie. No cherry picking).**
U9 & up **FIFA rules shall apply.**

Offense

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

There is no offside offense if a player receives the ball directly from: A goal kick or a throw in or a corner kick.

Infringements/Sanctions

For any offside offense, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

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.

* **There shall not be any allowance for time lost.**

Extra Time*

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

* **There shall not be any extra time (over time) played.**

Abandoned Match*

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

* **The Director of Development will evaluate each individual situation to determine whether the match will be replayed.**

Law 8 – The Start and Restart of Play

A coin is tossed and the team who 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 10 yards 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.

* **U6-U9 Opponents are at least 5 yards from the ball until it is in play.**

U10 & up FIFA rules shall apply.

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. For any other infringement of the kick off procedure, the kick off is retaken.

Dropped Ball

A dropped ball restarts 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. 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

Law 4 – The Player's Equipment

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

Shin guards

Footwear

* **Footwear can be running type shoes. Cleats must be soccer cleats or any rubber type molded cleat that does not have a center toe cleat. Thermal shorts do not have to be the same color as team shorts.**

Shin guards

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, the referee and the assistant 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 reenter the field of play. The player is only allowed to reenter 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 reenters) 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.

Law 5 – The Referee

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 cooperation with the assistant referees, and where applicable, with the fourth official. Ensures that the all meets the requirements of law. 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. 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 offense has been committed will benefit from such an advantage and penalizes the original offender if the anticipated advantage does not ensue at that time. Punishes the more serious offense when a player commits more than one offense at the same time. Takes disciplinary action against players guilty of cautionable and sending off offenses. He is not obligated 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 surroundings. 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.

***The referee is encouraged to explain infractions to the offending player.**

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 FA Board

Decision 1

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 conditions of the fixtures or equipment used during a match including the goalposts, crossbar, flag-post 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 other media representatives) to be present in the

vicinity of the field of play. Any other decisions 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.

Decision 2

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 FA Board.

Law 6 – The Assistant Referees

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.

*** When no assistant referees are assigned to matches, the referee may request assistance of a club linesman to help with the ball in and out of play.**

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.

Law 7 – The Duration of the Match

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.

*	U6-U7	The jamboree consists of four 12 minute games.
	U8-U10	The game shall consist of two equal halves of 25 Minutes each with a 5 minute break in between.
	U11-U14 & RDP	The game shall consist of two equal halves of 30 minutes each with a 5 minute break in-between.
	HS	The game shall consist of two equal halves of 35 minutes each with a 5 minute break between.
	U6 – HS	Each player must play at least half of each game.

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.

*** Half time interval shall be no longer than 5 minutes.**

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 or any other cause. The allowance for time lost is at the discretion of the referee.

*** There shall not be any allowance for time lost.**

Penalty Kick*