



RULES & REGULATIONS

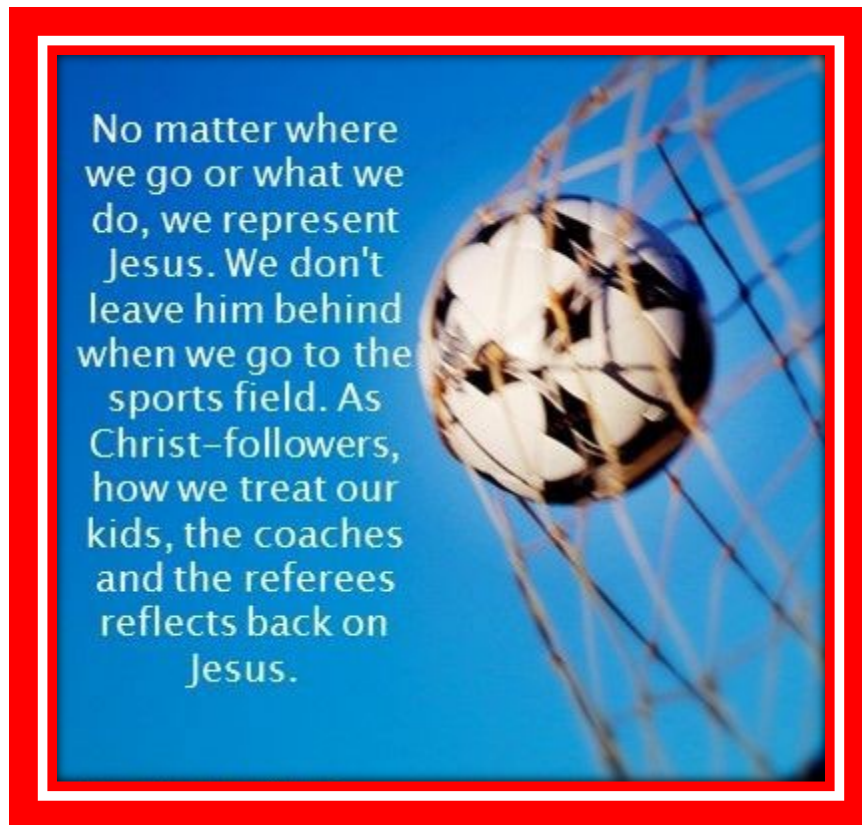
2024

1 Corinthians 15:58

“Therefore, my beloved brothers, be steadfast, immovable, always abounding in the work of the Lord, knowing that in the Lord your labor is not vain.”

INTRODUCTION

The purpose of this supplement is to clarify and elaborate on the Rules & Regulations for participating in the Grace Youth Soccer (hereinafter “GYS”) program. This is the 2024 Edition. This supplement supersedes any previous versions and clarifies all of the rules as they pertain to Divisions 1 – 4. Our Mission at **GYS is to honor Christ by making disciples and teaching them to love God and people.** We believe that our mission will help make soccer at GYS the best possible soccer experience for all families. This supplement is for distribution to all coaches and parents who participate in the GYS program.



I. MATCH CONDUCT

GYS matches shall be conducted in accordance with the current Rules and Regulations.

A. COMPETITION

1. Coaches, officials, Parents, and spectators shall not enter the field of play unless requested by the referee, or in some cases the Head Coach.
2. Except for Division 4 (Micro) a scheduled match shall not commence nor be continued unless both teams can field the minimum number of players.

B. DURATION OF MATCHES

1. Matches shall be of two equal halves, not to exceed the following maximum durations:

Division	Maximum Duration of Half
Division 1	35 minutes (17.5-minute quarters)
Division 2	30 minutes (15-minute quarters)
Division 3	20 minutes (10-minute quarters)
Division 4	6 - Seven Minutes Periods

2. Except for Division 4 (Micro), half-time periods shall be a minimum of five and a maximum of ten minutes as designated by the referee.
 3. Player Safety is paramount. Water breaks beyond that of halftime, are allowed at the referee's discretion when heat conditions warrant this consideration.
 4. Where necessary due to scheduling time constraints, the duration of the two halves may be reduced by an equal amount to allow for substitution in accordance with Article I.C.1.
-

C. PLAYING TIME AND SUBSTITUTION

1. Except as noted in Article I.C.3 all eligible team members in attendance at GYS matches must play at least half of the match, excluding overtime. Such participation is controlled as follows:
 - a. Substitutions are allowed only during a regular stoppage in play, and the match will resume with the appropriate restart (i.e. throw-in, goal kick, corner kick, kick-off, free kick, penalty kick or dropped ball). Only the **team with possession of the ball**, during regular game play, may request a substitution.
 - b. Substitutions may also be made at half-time and at the start of any overtime periods, at the coaches' discretion.
 - c. During such stoppages, the coach of each team may substitute as many team members, or none, including previously substituted team members, as long as all eligible team members meet the minimum playing requirements.
 - d. The referee shall allow for any time lost due to substitution or other cause by stopping his/her watch or adding playing time.
 - e. Goal Keepers are only allowed to play two quarters during regular match time and that does not include overtime.
 2. Substitution for injury:
 - a. If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the beginning of the next "quarter".
 - b. The coach may choose to not substitute and "play short" thereby allowing the injured player to return during the "quarter" in which he or she was injured.
 - c. The player must receive a signal from the referee in order to return to the match.
 3. Late arriving team members: Playing time & Substitution.
 - a. If the team member arrives "late" during the first "quarter", the team member must play a minimum of two of the remaining three "quarters".
 - b. If the team member arrives during the second or third "quarter", the team member must play a minimum of one "quarter".
-

D. OFFICIATING

1. Referees shall officiate in accordance with the current versions of Grace Youth Soccer's *Rules & Regulations* and any other Rules and Regulations for Youth Soccer not covered in these Rules and regulations.

E. DUTIES AND RESPONSIBILITIES OF COACHES, REFEREES, OFFICIALS, OTHER VOLUNTEERS, SPECTATORS, TEAM MEMBERS AND OTHER PARTICIPANTS

1. It shall be the duty of each parent, guardian, coach, referee, official, volunteer, spectator, team member, and any other participant to:
 - a. Conduct himself/herself in a manner becoming of a member of GYS and consistent with the GYS philosophies and demonstrate the highest standards of conduct.
 - b. Work together as a team in support of the children playing the match and to promote a safe, fair, fun environment.
 - c. Encourage clean competition and good sportsmanship.
 - d. Abstain from making negative comments & complaints about officiating.
 - e. Present a healthy and safe athletic environment for team members, including but not limited to Not doing any of the following: the consuming any alcoholic beverage, using tobacco products, smoking or simulating smoking, or using tobacco products during practices or matches or in the immediate vicinity of any of the soccer fields.
 2. It shall also be the duty of each coach to:
 - a. Remain within the coaches' area (Article I.G.2) during the match.
 - b. Limit his/her sideline participation during GYS matches to comments that are positive and/or encouraging.
 - c. Coaches are expected to turn in a completely filled out game card to the referee 15 minutes before game time. Each player shall be listed in order of jersey number with the first and last name. If a player is absent, the player should still be on the card with a notation in the quarters played area i.e. sick or absent.
-

- d. The **coach is responsible for the conduct of the spectators supporting his or her team**. Although we enjoy the competitive nature of the game at GYS, we also want to make sure God is glorified in all that is said and done on the field and on the sidelines.
- e. If the coach has a problem with or a question about the referee's call, he or she can discuss it with that referee after the game, or briefly at the halftime. If the coach needs further clarification or discussion, then they can contact the either the head referee, their Division General Manager, or the League Director.
- f. If a coach has any challenge or issue with a player, parent, or other coach, they should speak with their respective Division General Manager. The Division General Manager should be able to address the issue. However, the Division General Manager may, at his or her discretion, request that the issue be addressed by the League Director (example: the issue is with the Division's General Manager's child, family, etc.).

F. SIZE OF BALL

1. Ball size for each division shall be as follows:

Division	Size	Circumference	Weight
1	5	26.5-28.0 inches	14-16 oz.
2	4	25.0-26.5 inches	12-14 oz.
3	4	25.0-26.5 inches	12-14 oz.
4	3	23.0-25.0 inches	10-12 oz.

G. FIELD OF PLAY

1. The dimensions and markings of the field of play and goals shall be at the discretion of GYS. All field sizes are based on the division and available space. All fields will be clearly marked prior to opening day. Adjustments may also be made for goal size, goal box, and penalty box as appropriate.
 2. A coaches' technical area on each side of the halfway line shall be marked by two lines off the field of play and perpendicular to the touch line. The area shall be at least as long as the diameter of the center circle.
-

3. Spectators should keep at a distance of at least three yards from the touch line. Coaches and officials should help the spectators at this distance throughout the game.
4. Coaches and spectators shall not be allowed behind the goal lines or end line.

H. HEADING THE BALL

1. ***Consistent with the US Soccer mandates on heading the ball, heading is banned for all divisions in GYS.***
2. An indirect free kick will be awarded to the opposing team if any player deliberately touches the ball with his/her head during a match.
 - a. The indirect free kick is to be taken from the place where the player touched the ball with his/her head.
 - b. An indirect free kick awarded to the attacking team inside the opposing team's goal area, must be taken on the goal area line at the point nearest to where the player touched the ball with his/her head.
 - c. A goal may NOT be directly scored from an indirect free kick with out the ball touching another player first.

I. THROW-INS

1. Opposing players must be at least two yards from the ball until it has been thrown
2. Training in throw-in techniques may begin at age 7 and up.

J. GOALKEEPER PUNTS

1. At this time, GYS does not have any rules against a Goalkeeper punting the ball. Players downfield of a goalkeeper's punt are not allowed to head the ball as described in Article I.H.1.
-

II. TEAMS

A. TEAM PARTICIPATION

1. Teams shall participate only in GYS scheduled matches. No team of the GYS organization may play in any games or against any teams outside of the GYS Program.

B. TEAM SIZE

1. The following are the recommended team sizes:

Division	Maximum players per team on field	Minimum players per team on field to start a game
1	10 + Goalie	7 + Goalie
2	9 + Goalie	6 + Goalie
3	8 + Goalie	5 + Goalie
4 (MICRO)	2 or 3 + Goalie	2 + Goalie

2. With the exception of Division 4 (micro), teams may compete in a match that has less players than the maximum number of players allowed on the field, but equal to the minimum number of players. The opposing team is only **REQUIRED** to reduce the number of players on the field by 1 player. At the discretion of the opposing team's coach, the opposing team may continue to reduce the number of players in an effort to allow for a more even level of play.
 3. Each player is still **REQUIRED** to play at least two quarters each game. Under the following exceptions playing time can be reduced:
 - a. **Discipline** – If such reduction in playing time is a part of a GYS approved discipline, and it has been decided prior to the game's time and it has been fully explained to the referee and approved by either the Division General Manager or League Director
 - b. **Health and/or Safety** – If a player is injured or if a player has some other type of health problem, i.e. asthma attack, he or she may be removed from a game. At the coach's discretion, and if necessary the additional parent or guardian's consent, the player may re-enter the game in either the same
-

- quarter, or later in the game.
- c. If the player does not return, as a direct result of this injury, until a point later in the game, but yet not early enough to still be able to play two full quarters, this player is exempt from the playing ½ the game requirement.
4. Substitute players from other teams within the same division may be allowed provided that:
 - a. The player is a registered GYS player
 - b. The substitute players' parents have been notified and approve of the request.
 - c. The substitute players have either a bye week for that game day or has had (or will have) sufficient time to rest either after their previous game or prior to their regularly scheduled game. (ex: at least 20 min.)
 - d. The substitute player may only play as a defensive player. They may NOT play as a goalie, mid-fielder or forward.
 - e. Play-ups are allowed, however, the player may only play as a defensive player. They may NOT play as a goalie, mid-fielder or forward.
 - f. Play-downs from other divisions are not allowed.
 - g. This substitution may only occur if the substitution itself is necessary for the team requesting the substitution to compete due to its inability to reach the minimum number of players.

C. TEAM NAMES & COLORS

1. Generally, the team colors will be chosen at the first coaches meeting based on what is available from the vendor.
 2. Generally, the coach will have the team vote on a team name at the first practice. Prior to that the team (in TeamSnap®) will be designated either "Team "1", or the "Coaches Name" Team. Once the name is decided upon, TeamSnap® will be updated.
 3. When allowing the players to vote on a name the coach should keep Grace's Statement of Faith and the leagues Christian values in mind. "Blue Lightning", "Bumble Bees", Red Warriors" and the like would all be acceptable names. Names such as "Red Devils", "Satan's Marauders", "The Blue Demons" and the like would not be acceptable. Coaches should guide their players appropriately.
-

III. REGISTRATION

A. REGISTRATION AGE

1. The standard age divisions for the Boys and Girls programs are as follows:

Division	Age*
1	11, 12 & 13
2	9 & 10
3	7 & 8
4	4, 5 & 6

** Players may play up a division with GYS league approval*

B. The cut-off date for age determination is either September 1st or the date the league is set to begin.

1. The effective date of age determination shall be determined by GYS and may change year to year. These requirements are typically determined before GYS registration is open to the public or before online registration opens up.
2. The date is designed so that in the example “7-8 Age Group” a player would be a minimum of 7 years old when the league begins, and not yet 9 years old on that same date.
3. Additionally, the maximum age of a player, in a particular age group, may be adjusted to ensure that age, skill level, grade level, potential injury to others and fairness are maintained.

IV. TRANSFER OF TEAM MEMBERS

A. PLAYER TRANSFER

1. After players have been assigned to a team as determined by the GYS team drafts, players may be reassigned to another team to help accommodate practice schedules or other family requests. Transfers are not guaranteed and need to be approved by the Division General Manager AND the League Director.
-

V. DURATION OF REGISTRATION

A. TIME

1. The period of time allotted for open registration is determined solely by the GYS League Director and may change year to year.
2. Registration after the date of closure can occur, however the cost of registration has generally increased, and the costs of uniforms and equipment may be more to accommodate rushed production and shipping.

VI. EQUIPMENT

A. PLAYER EQUIPMENT

1. GYS will provide for each team member to wear a matching team uniform consisting of a jersey, shorts, and socks.
 2. Athletic footwear (with or without cleats) is permissible in all GYS competitions subject to the referee's approval regarding their safety. Cleats CANNOT have a single cleat or stud at the toe (such as football or baseball cleats). No steel cleats are allowed.
 3. Team members must wear shin guards that provide a reasonable degree of protection, and that are completely covered by their socks, to participate in any practice or match. Shinguards are required, and a player may NOT play if they are not wearing Youth Soccer, US Soccer, MLS, or FIFA approved type shin guards. Shinguards should be made of plastic, rubber, or similar suitable materials.
 4. Team members shall not be allowed to practice or participate in any match with any type of cast or splint. The intentional removal of any type of cast or splint on the field or surrounding area in order to participate shall disqualify the team member from practice or match participation for a period of 48 hours.
 5. Players shall not wear anything that is dangerous to either themselves or another player, such as any jewelry during games, including but not limited to earrings, necklaces of any kind, or anything a referee considers an issue.
 6. Ponytails MUST be held back with a soft rubber band or scrunchies (no hard
-

objects or clips)

VII. INCIDENTS AND INJURIES

1. All incidents, injuries or property damage involving an GYS participant or occurring at an GYS event shall be immediately, or within a reasonable amount of time, reported to the Division General Manager or League Director, or any assigned Safety Director. Any injury requiring more than minor first aid, general soreness, or the application of "ben-Gay®", would qualify as a reportable injury. Severe sprains, transport to a dr. or hospital, Loss of Conscious (LOC) and severe bleeding are all examples of incidents needing immediate reporting.

VIII. GAME SCHEDULE

1. Due to rainouts or other unforeseen circumstances, changes may be made to the game schedule in order to ensure a balanced rotation throughout the season. These changes can be made at the sole discretion of the League or Division General Manager or League Director.

IX. 2024 SUPPLEMENT TO RULES:

Play-offs & Championship Games

Any portion of this section that conflicts with any other section of these rules; this section shall prevail.

A. OVERTIME

1. If a playoff game ends in a tie score at the end of regulation time, the game will be extended for a 10-minute overtime consisting of two five-minute periods.
 2. This overtime period is NOT a "sudden-death, first-goal-wins" format. The full 10-minute overtime will be played. The referee may allow a three-minute break before the start of overtime, and two-minute breaks before a second OT period and again before the beginning kicks from the penalty mark.
 3. All players are eligible to play in the overtime period, irrespective of the amount of playing time in regulation. No substitutions will be allowed during overtime play except in the case of injury. Substitutions may be made
-

before the start of an overtime period.

4. If the game is still tied at the end of overtime, the game will then be decided by a Shoot-Out.
5. Players injured during regulation play, and removed (and have not subsequently returned) are allowed to play in the OT period; however a coach should look cautiously at this player's request to play, as they were just previously unable to return to the game prior to OT.

B. SHOOT-OUTS

1. Both teams will use the same goal, which will be chosen by the referee.
 2. Each team will select 5 players who will take one kick each in the first round. The players need not have been in the game when regulation time ended. Goalkeepers can also be kickers.
 3. Players not participating in shoot-out should be on the sideline.
 4. The team to kick first will be decided by a referee coin toss. The teams will shoot alternately, with the team winning the coin toss going first.
 5. Goalkeeper substitution is allowed. The referee should be notified of the substitution.
 6. The kicker **MUST** wait for the referee to signal (generally a whistle) before taking the shot. Kicks taken prior to the referee signal will not count and will be replayed.
 7. The goalkeeper must start on the goal line and can move laterally along the goal line. The goalkeeper must remain between the goal posts on their goal line until the ball has been kicked. The keeper can jump in place, wave their arms, move side to side along the goal line, or otherwise try to distract the shooter. Each team is responsible for setting the order in which its eligible players take kicks. Only after the ball is kicked is the goalkeeper allowed to move forward, toward the kicker.
 8. There are no rebounds or second shots. The player taking the shot gets only one kick at the ball; a "swing-and-a-miss" counts as an attempt. Kicking the ball directly out of bounds, never touching a player or the goal posts, is a miss and counts as a kick.
 9. If, after each team has taken their shots in the first round and the game is still tied, additional rounds of one shot each will commence. Each team will select a new player to have one kick, starting with the team that kicked first, continuing with new players until one team has scored and the other team
-

has failed to score with the same number of attempts.

10. No player on a team can take a second shot until all players on the roster have taken at least one shot. If still tied after the roster of shooters is depleted, players will start over in the same order.
11. If a team has an insurmountable advantage during the first 5 kicks, such as a 3-0 lead after 3 attempts per side, then there is no need for the remaining kicks to be taken.

C. WEEKLY GAMES, PLAY-OFF GAMES, and CHAMPIONSHIP GAME TIMES, SCORE, OR DECISION DISCREPANCIES.

1. Any discrepancies in a decision, the score, remaining or available time or a player's eligibility shall be decided by the League Director, and those decisions shall be final.
 - a. **Exception:** if the Director's child or relative is a participant of the game in question, then the League Director's decision may be appealed to (or initially given over to the authority of) the unanimous vote of the two most available Division General Managers, or a majority vote of three Division General Managers; and said decision shall be final.

X. D4 – 2024 MICRO SOCCER RULES.

A. Most Important:

1. The most important part of Micro Soccer is to make sure that the kids are having a great time. While the rules of the game are very important for uniformity on the field, it is just as important to keep the game moving in an enjoyable manner. Probably the one thing that gets the kids the most excited on the field is when their parents are cheering them on from the sidelines, and not from their chairs on the opposite sides of the field. GYS wants to encourage the coaches to tell the parents that it is OK to be on the sidelines rooting for their kids. Below are listed a few of the more important basic Soccer rules we would like to have taught and followed.

XI. BUILDING A SUCCESSFUL TEAM ON THE FIELD

A. The Apples, Bananas, and Oranges:

1. Coaches should break up their team into three competing groups: they are the Apples, Bananas, and Oranges respectively.
-

2. Apples are the top 3-4 players on the field that day. The Bananas are your middle players and finally, the Oranges are your lower-level players.
3. The idea is to have like ability level players playing against each other.
Coaches: do not let your players know that a particular "choice of a fruit" means that one group is "better" than another - this is for your internal use only.
4. The best way to determine who is an A, B or O is to first pick your A's and then the O's. The players left over are your B's.
5. **Substitutions:** If by chance a player gets hurt or cannot finish a period, never sub an A for an O.
6. **Match Play:** The games will be played with 3-4 players on the field at a time per side, 1 goalie and 2-3 forwards. Players will stay in their given position for an entire period and cannot be changed or substituted during the period except for injury. Each player will rotate through the 3 positions and or sub during the course of the periods during the game. Coaches should do their best to have each player experience each position at least once for an entire 7-minute period. The use of a spread sheet and a clipboard will be very helpful.

B. MICRO FIELDS & MATCH PLAY – HOW TO

1. The MICRO (D4) Division has two fields (fields "A" and "B"). Field "A" is located nearest the street. Each weekly game is played on BOTH fields' "A" and "B" at the same time.
 2. **Players & Team Make-up:** A coach will divide his players into the three groups as noted above in section XI.A.1-4. The head coaches of each team will (prior to the game's start) decide which groups (i.e. the "Apples" & the "Bananas") will play against each other and on which field. Only players from the same group will play against each other (ex: apples vs. apples). So, by way of example, the Apples would play each other on field "A" and Bananas would play each other on field "B".
 3. **Resting Team:** The third, and remaining group (in this example the "Oranges") will sit out the first 7-minute period; and thus, would initially be referred to as the "resting team".
 4. **Logistics:** Each 7-minute period (there will be a total of six) will be overseen or officiated by the coaches themselves. Historically, the best way to accomplish this is to have the two head coaches take the 7-minute match on field "A", while the assistant coaches officiate the other 7-minute match on field "B".
 5. **The Resting Team cont'd:** It will be VERY HELPFUL if you have your team mom/parent coordinate and manage the resting group and prepare them to
-

play the next match. The better the resting group is managed, the faster the game will progress.

6. **Corralling the Resting Team:** Remember – the players in the resting group MAY NOT wander around while the other games are underway. Hint: There is a space between the two fields that can be used to “hold” the kids waiting their turn. The field’s white lines on both sides can help as an invisible fence line.
7. MICRO Division will play a total of 6 matches, each 7 minutes long – allowing for each group (as there are three) to each play two 7 min matches.

C. MATCH PLAY ON THE MICRO FIELDS:

1. **Use of Hands:** Goalies can use their hands anywhere inside the Goalie box, which for Micro is the back 25% of the field closest to the Goalies defending Goal. When a Goalie picks up the ball, he can either throw it or free kick it. Coaches encourage the kids to get rid of the ball quickly when they are the goalie.
 2. **Goal Kick:** A Goal kick is made when the opposing team kicks the ball out of bounds on the back line of the field. The Goalie can place the ball anywhere on the Goalie Box line. It is a placed kick not a free kick or throw when the ball goes past the back line. NOTE (If the ball goes out of the sidelines, this is a throw in not a Goal kick).
 3. **Corner Kick:** A corner kick is made when the defense team kicks the ball out of bounds on the back line. The offensive team receives the ball at the corner closest to the side of the field that the ball went out of bounds.
 4. **Thrown in:** When a ball is kicked out of bounds at the sidelines the team that kicks it out gives possession to the other team. The player throwing the ball in must keep both feet on the ground and throw the ball over their head. (**Lots of grace here**, while we want to teach the fundamentals of the game, do not call the play dead, and change possession if they do it wrong. Just instruct and keep the game moving).
 5. **Starting periods/scoring starts:** At the start of each period each team will take turns starting with the ball at midfield. When a goal is scored the defending team will take the ball from his or her goal and they will start at midfield.
 6. **Coaching & Dividing up the Groups:** Each group of A’s, B’s and O’s should have a coach/parent in charge of them with the desire to keep the game moving.
 7. **Resting vs. Playing:** When a group is resting, they must stay with their
-

- coach or assist. coach(s) and cannot roam around the field. When a period ends the rested group should be ready to take the field; and please make sure the rested players know which position they will be in before the start of that period.
8. **Time limit:** Each period will last 7 minutes. A total of 6 periods (based upon times, heat index, and coach availability) will be played. A parent volunteer will be needed as a timekeeper. The breaks between periods should only take about 1 minute; try and keep the games moving with as little down time as possible. Both fields start at the same time.
 9. **Scoring:** Keeping score is not important. While scoring a goal is fun, we do not keep score at this level. Please do not emphasize the score only the goal at the time. This is instructional soccer, everyone wins!
 10. **Kicking at the Goalie:** When a Goalie reaches down for the ball the offensive players cannot continue kicking at the ball. This only applies when the Goalie is reaching down for the ball, and NOT if he/she too is trying to kick a ball that is still in play.
 11. **Hands Ball:** If a player other than the Goalie touches the ball with their hands "intentionally", play will be called dead and the opposing team will take possession of the ball at the point of contact with the hands. This will be a free kick. (There are NO penalty kicks in MICRO (D4) league).
 12. **Tripping:** If a player trips, pushes, or holds another player on purpose or on accident, play will be stopped, and a free kick will be awarded to the tripped player. Take a brief moment to explain to the offending player that he/she cannot grab, trip, push or pull on another player.

XII. BASIC RULES OF SOCCER – D1, D2, & D3

A. The Kickoff

1. A kick-off is the way a soccer game is started or restarted: at the start of a game, after a goal has been scored, at the start of the second half (or each quarter in younger ages), or at the start of each period of extra time, if used.
 2. The ball is placed in the center of the field. All players must be in their own half of the field and the opponents of the team taking the kick-off must be at least 10 yards from the ball. This distance is indicated by the center circle on the field and will vary with age. Normally the referee will blow his/her whistle to indicate they are ready for the kickoff. The ball is in play when it is kicked.
-

B. Throw in

1. A throw-in is taken when the ball crosses a sideline and leaves the field. The two basic soccer rules for a proper throw-in are to have both feet on the ground and to throw the ball with both hands over the head.
2. To clarify, both feet must be on the ground when the ball is thrown. The player can hop, run, or do cartwheels up to the point where the ball is released but not when the ball is released. Dragging the toes of one foot is considered legal.
3. Some people also have the impression that a properly thrown ball will not spin. This is not true. A good player can throw the ball with both hands over the head and make the ball spin by applying more or less force to one side of the ball.
4. As long as the motion is over the head and not to the side this is a completely legal throw. For teaching purposes, it is common to allow players under the age of 8 to take more than 1 attempt.

C. Corner Kick & Goal Kick

1. A corner kick or goal kick is taken when the ball leaves the field across a goal line, at either end of the field without a goal being scored.
2. If the offensive team kicks it out, play is restarted with a goal kick. If the defensive team kicks it out, play is restarted with a corner kick.
3. The goal kick is taken from anywhere inside the “goalie box” as it is affectionately called. It can be taken by any player, not just the goalkeeper.
4. Generally, the goal kick is taken on the same side of the net that the ball crossed the line. In an effort to keep the game moving, this is a guideline only.
5. The corner kick is taken from – yes, you guessed it – the corner nearest to where the ball left the field.
6. You may be confused at times in youth soccer games to see a **goal kick** retaken. This is because the FIFA soccer rules state that the ball is not back “in play” until it leaves the penalty area, the large box outside of the “goalie box”. If either team touches the ball before it leaves the penalty area the kick must be retaken, and if the ball is not kicked well enough to leave the area, the kick must be retaken.

D. Direct & Indirect Free Kicks

1. Direct and indirect kicks are two primary ways that play is restarted after the referee stops play for an infraction. For both of these the ball must be
-

stationary before it is kicked, and the opposing players should be a minimum of 10 yards away. The 10-yard allowance is often reduced for the smaller age groups and is left up to the discretion of the referee.

2. **The difference between the two** is this:
 - a. **Direct kick:** you can score by kicking the ball directly into the goal.
 - b. **Indirect kick:** you cannot score in that fashion; the ball must be touched by another player before it can go into the goal.
 - c. **Referee:** for an indirect kick, the referee will hold one arm straight up in the air until the second person touches the ball. If no arm is placed in the air, it's a direct kick.
 - d. **Cause:** There are many soccer rules around what causes a direct or indirect kick. In general, a direct kick comes from a contact foul or hand ball. Everything else is indirect.

E. Penalty Kick

1. A penalty kick results from a contact foul or hand ball by the defending team within the penalty area – the large box on either end of the field. So, it's a type of direct kick also. The ball is placed on the penalty spot or mark, 12 yards in front of the center of the goal.
2. All players must remain outside the penalty area and the penalty arc until the ball is kicked.
3. **Goalkeeper:** The goalkeeper must have both feet on the goal line until the ball is kicked.
4. If after the ball is kicked, it rebounds off of the keeper or the goal posts and stays on the field, the ball is "live" and anyone can play it.
5. **Exception:** If after the ball is kicked, it rebounds off of the goal and stays on the field, the ball is "live" and anyone EXCEPT THE PERSON WHO KICKED IT can play it.

F. MISCELLANEOUS:

1. **Dropped Ball:** A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game. The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point
-

- nearest to where the ball was located when play was stopped. Play restarts when the ball touches the ground.
2. **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, or when play has been stopped by the referee
 3. **Ball in Play:** The ball is in play at all other times, including when: it rebounds off a goalpost, crossbar or corner flag post and remains in the field of play, or it rebounds off either the referee or an assistant referee when they are on the field of play.
 4. **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.
 5. **Understanding the Offside Position:** It is not an offence in itself to be in an offside position. A player is in an offside position if he is nearer to his opponents' goal line than both the ball and the second to last opponent (goalie counts as one). The offense occurs when the ball is kicked in the direction of the "offending" player, AND the player is 1. Interfering with play, 2. Interfering with an opponent, or 3. Gaining an advantage by his position.
 - a. 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 – when the ball is kicked.
 - b. A player can NOT be offside during a goal kick, throw in, or corner kick.
 6. **Cautionable Offenses (Yellow Card):**
 - a. A player, coach or parent is cautioned and shown the **yellow card** if he commits any of the following offences: 1. unsporting behavior 2. dissent by word or action (including foul language), 3. persistent infringement of the Laws of the Game, 4. delaying the restart of play, 5. failure to respect the required distance when play is restarted with a corner kick, free kick, or throw-in, 6. entering or re-entering the field of play without the referee's permission, 7. deliberately leaving the field of play without the referee's permission.
 7. **Sending Off Offense (Red Card):**
 - a. A player, coach, or parent is sent off and shown a **red card** if he commits any of the following offences: 1. serious foul play, 2. violent conduct, 3. spitting at an opponent or any other person, 4. denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to
-

a goalkeeper within his own penalty area), 5. denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick, 6. using offensive, insulting or abusive language and/or gestures, 7. receiving a second caution in the same match.

8. **Uniform Colors:**

- a. **Uniform items and accessories** shall be in the same color spectrum as that of the team's uniform (headband, wristbands, etc.). Remember the official has final say as to the item's safety.
 - b. **Undergarments:** If undergarments are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt. If undershorts, long johns, or tights are worn, they must be of the same color as that of the primary color of the uniform shorts.
 - c. **Goal Keeper's Colors:** Keepers shall wear a goalie uniform jersey, a colored top, over jersey or shirt that is unmistakably different from that of both that player's team, and that of the opposing team. Goalkeepers wearing an overshirt, over sash, colored top, etc. must be able to remove said cover if the goalie is "pulled" to play upon the full field by a coach's decision. The goalie may not leave the penalty area to play on the field while wearing his goalie colors.
-