



DYSA Handbook 2003 – 2004

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This handbook is published by Decatur Youth Soccer Association as an informational guide to the rules and policies for their recreational program.

It is intended that the information within this handbook will follow the policies of Alabama Soccer Association (ASA) and the United States Youth Soccer (USYS). More information on USYS may be found at www.usysa.org. ASA policies may be found at www.alabamayouthsoccer.org. Any discrepancies should be brought to the attention of the DYSA Board.

Please provide any comments or questions to a DYSA Board member, or contact 341-5888.

The DYSA website is <http://www.decateryouthsoccer.com/>.

Coaches Information

My Coordinator is:

Phone: _____

My team #: _____

MANDATORY COACHES MEETING ON SATURDAY, AUGUST 16 AT THE SPIRIT OF AMERICA SOCCER COMPLEX AT POINT MALLARD.

U-6 and U-8: 2:00 – 4:00

U-10 and above: 3:00 – 5:00

General Information:

A. Rescheduling of games:

1. Only games that will be rescheduled are those games postponed by the DYSA Board for weather or for significant school events. Make-up options include (in descending order of preference):
 - o Other weeknights (Monday, Tuesday, or Thursday).
 - o Extension of the season.
 - o Friday evenings.
 - o Saturday double-header.
 - o Sunday afternoons.
 - o Wednesday evenings.
 - o At a practice field without refs at a date and time agreed to by the 2 teams.
 - o Cancel the game.
2. If a coach needs to reschedule a game, they must contact their coordinator at least 2 weeks in advance in order to be rescheduled on a game field with referees. In general, games rescheduled with less than 2 weeks notice will be played at one of the team's practice times and locations, and without referees.
3. For other than weather reasons, the DYSA board will provide only one rescheduling. If this new time is not acceptable, then the teams will have to play at one of the team's practice times and locations, and without referees.
4. A minimum of 72 hours will be provided before the make-up game.
5. Saturday games may be delayed up to 2 hours if field conditions are marginal.

B. Weather:

1. Games will be played even when raining with the following exceptions:
 - a. At the first sign of lightening and/or thunder, games will be halted, and players sent to safe locations. There will be a 15-minute waiting period, after the

last instance of thunder or lightening, to see if the storm passes before the Board makes a final decision. The Board may decide to wait another 15 minutes, delay the game, postpone the game, or cancel the game.

- b. At the referee's discretion, play may be suspended or terminated for heavier rains.
 - c. Games may be terminated early if fields are holding water or are extremely wet, such that play on the fields could damage the fields or present a safety concern.
 - d. If less than half of the game has been played when terminated, it will be rescheduled.
2. **Call 341-5888 no more than 1 ½ hours before game time for weather updates.** The Board usually will NOT contact coaches regarding weather delays.
 3. When there are severe weather warnings in effect, practices shall be cancelled. At those times, please call for game status, as games will most likely be affected by the warning as well.
 4. When there are severe weather watches in effect, practices should be cancelled or delayed.

C. Fields:

1. **Premiere Fields.** Premiere fields include Spirit of America Soccer Complex at Pt. Mallard, and the Southwest Park off Modaus Road. Decatur Parks and Rec is responsible for maintaining and lining these fields. One or both of these fields may be closed by the City of Decatur if conditions warrant. Call 341-5888 to see if these fields are closed.
2. **City Fields.** City fields include Flint Park, Delano Park and the field next to TC Almon. Decatur Parks and Rec is responsible for maintaining

and lining these fields. DYSA can also line these fields if necessary. Coaches should use their best judgment as to whether the field condition is suitable for playing.

3. School Fields. School fields include all the fields located at elementary schools. The schools are responsible for maintaining the fields, but Decatur Parks and Rec will line them. DYSA can also line these fields if necessary. Coaches should use their best judgment as to whether the field condition is suitable for playing. We must abide by school rules when using these fields (such as no pets).

D. Information and recommendations for coaches:

1. Assign a "team mom" to handle the following:
 - a. Assign drinks and snacks to a family for each game
 - b. Collect money to get trophies for all players.
 - c. Plan a team party at the end of the season.
2. Establish a "calling-tree" or other method to quickly notify players of changes.
3. Perform evaluations before end of season, during games or practices, so we get an accurate evaluation.
4. Ensure you and your assistant coach have a copy of the signed medical release for each player with you at each practice and game.
5. Have a first aid kit and instant ice packs at each practice and game.
6. CHECK EMAIL OFTEN!! The easiest and most efficient way to get news out is by email. If you don't have email, find a family that does to provide you with updates. If all else fails, contact your coordinator to work out other arrangements.
7. COACHES WILL **NOT** BE NOTIFIED OF WEATHER CANCELLATIONS. There are entirely too many teams for the

Board to contact each coach when there has been a weather delay or cancellation. IT IS THE COACH'S (OR OTHER DESIGNATED PERSON'S) RESPONSIBILITY TO CHECK THE DYSA HOTLINE (341-5888), THE DYSA WEBSITE, AND/OR WITH THE COORDINATOR FOR ANY CHANGES. After updating the hotline, the DYSA board will attempt to contact the Coordinators with an update. If possible, the website will be updated. It is possible that the decision will be made on the field, which will delay updating the website. THE BEST PLACE TO FIND OUT THE STATUS IS BY CALLING THE HOTLINE AT 341-5888.

8. The goal of DYSA is **NOT** to see how many goals you can score. Let all players have an opportunity to be in a scoring position. If you are ahead by more than 2 points, require your players to pass the ball to their teammates.
9. U-8 and above: GAME GOALS MUST BE ANCHORED BY SANDBAGS (1 per U-8 goal, 2 per U-10+ goal).
10. Unless instructed otherwise, GAME GOALS MUST BE REMOVED FROM THE FIELD WHEN FINISHED. Leaving goals on the field may result in loss of field privileges, to include loss of use.
11. Practice goals for U-10 and above goals should be anchored. Most have been provided with a chain and hasp. Please ensure the chain is connected to the ground anchor.

DYSA Policies

The following paragraphs are taken from the DYSA Policies. Only those paragraphs that have a direct impact on the coaches have been provided below.

ARTICLE I. INTERNAL MANAGEMENT

See Policies

ARTICLE II. EDUCATION:

- A. The coaches shall be encouraged to attend a coaching clinic each year prior to the season beginning. The President shall be responsible for contacting AYSA for dates of this training, and advising the Coordinators of the information. The President may determine that a local clinic be held using the DYSA Executive Board and other long-term participants in DYSA. The President shall prepare an outline of all pertinent issues to be covered by this clinic. A listing of the training level of all coaches shall be maintained by the Secretary.
- B. A mandatory coaches meeting will be held before the season. Coaches must attend this meeting prior to conducting any practices.

ARTICLE III. GENERAL MEMBERSHIP:

A. REGISTRATION

See Policies

B. DRAFT

See Policies

C. GAMES AND PRACTICES:

a. PLAYING SEASON:

- 1. Practices can start as soon as the teams have been drafted.

Teams shall have at least 4 weeks of practices.

- 2. Matches for the Fall Season shall start the first weekend after Labor Day. Matches for the Spring Season shall start the first weekend in April. Matches will not be scheduled for the weekend of Fall Break.
 - 3. Generally, matches in the Fall Season shall end by the beginning of November and matches in the Spring Season shall end by June 1.
 - 4. No practice games or scrimmages may occur between two teams within the first two weeks after the draft.
- b. Scores and standings will not be kept.
 - c. Tournaments shall not be held unless unanimously approved by the Board, and must include all players and age groups. Spring Season MAY participate in a season-end event, determined by agreement of board members and coaches, which consists of teams playing several short games on the same day. Points are awarded to teams based on the following:
 - U-6 and U-8
 - o 0 points for a loss
 - o 1 point for a tie
 - o 3 points for a win
 - U-10 and above
 - o 0 points for a loss
 - o 3 points for a tie
 - o 6 points for a win
 - o 1 extra point for a shutout (A 0-0 tie would result in 4 points per team)
 - o 1 point for each goal scored up to a maximum of 3 (A 3-0 win would be 10 points for the winner, 0 points for the loser. A 5-2 win would be 9 points

for the winner, 2 points
for the loser)

Total points will be determined for each team, and the ranking will be posted. Ties in total points may be resolved by a shoot-out. Trophies will not be provided by DYSA for this event, and trophies provided by the coaches shall not indicate the team's "place" based on this event.

- d. Practices shall be limited as follows:
1. U6: Maximum of 2 hours per week. Games are considered to be 1 hour. Therefore, weeks with 1 game can have 1 practice not to exceed 60 minutes. Outings may end no later than 7:00 p.m.
 2. U8: Maximum of 3 hours per week. Games are considered to be 1 hour. Outings may end no later than 8:00 p.m.
 3. U10: Maximum of 3 ½ hours per week. Games are considered to be 1-¼ hours. Outings may end no later than 8:00 p.m.
 4. U12: Maximum of 4 hours outings per week. Games are considered to be 1-¼ hours. Outings may end no later than 8:00 p.m.
 5. U14 and above: Maximum of 4-½ hours per week. Games are considered to be 1-½ hours. Based on field schedules, one of these outings may require 15 minute warm-up period without a field. Outings may end no later than 9:00 p.m.
 6. Exception: One additional outing per 2 week period may be added to make up for practices that were not held due to weather or vacations (for U-8 and above, a maximum of 7 outings could be held in a 2 week period).
- e. Typically, practices (especially for older age groups) will be assigned to 3 different fields per week and 3

different times per week (Fall Season). While we understand that this is more difficult to follow than having the same field and time, it provides equity for all since we have players from all parts of the city, and also allows all teams to have time on some of the better fields.

- f. It is recommended that for the first week, ball handling skills are emphasized and fields with goals be avoided, and absolutely no scrimmages between teams be performed.
- g. Assigned practice fields may not be used by another team without first obtaining approval from assigned team. Coaches should inform their Coordinator when fields are changed. Coaches may hold practices at other locations, which are not assigned, as long as the practice time is kept within time limits above.
- h. Practices may not be held after 5:00 p.m. on Wednesdays or on Sundays except between 2:00 and 5:00.
- i. Matches for age groups up to U-12 shall be played on Saturday mornings with some evening games during the week. Above U-12, most matches will be weekday evenings.
- j. Since scores and standings are not kept, there will be no overtime periods or other activity to resolve a perceived tie unless specifically allowed elsewhere in this handbook.
- k. Stoppage time may be added at the discretion of the referee to offset delays in the match.
- l. Matches must begin within 5 minutes of scheduled start time or within 5 minutes after conclusion of the previous match, whichever is

later. The match may start with the number of players present. If less than 50% of the players are present, the coaches and/or officials may decide that the game can not be played. **The other coach may play NO MORE than 1 player more than the other team.** (This does not apply in a situation where a team is down players due to disciplinary reasons.) When additional players arrive, they may be added to the match upon approval of the referee. The other team may add a player(s) at the same time.

E. PLAYER ASSESSMENT (RATING):

- a. Player assessment shall be conducted in one of three ways:
 1. By the player's coach from the previous season.
 2. By the assessment committee during registration.
 3. By representatives during the British Soccer Camp.
- b. Players without ratings will be grouped into a "grab-bag" group for the draft. The larger this group, the more likelihood for unbalanced teams.
- c. The rating criteria to be used is as follows:
 1. Contributes little to the game.
 2. Fair player, lacking in ball control, somewhat timid.
 3. Good player, average ball control, speed, and aggression.
 4. Very good player, fast and aggressive with good ball control.
 5. Great player, dominates, best player in his/her age group.
- d. One decimal place may be added to the ratings above to distinguish between 2 similar players.
- e. Skills to be assessed include:

1. Speed.
2. Dribbling.
3. Passing.
4. Shooting.
5. Aggressiveness.

- f. Evaluations must be turned in to the DYSA Board within 30 days of the end of the season, unless otherwise informed by the Board.

ARTICLE IV. RULES OF PLAY:

A. LAWS OF THE GAME:

- a. The rules of play will be the "Laws of the Game" as published by FIFA with those modifications stated within the rules published by DYSA. The DYSA rules are contained within this document.
- b. DYSA follows the philosophy of the "short sided game".
- c. It is the responsibility of all Board members and coaches to be familiar with these laws and rules. It is also recommended that they be discussed with the parents.

B. SAFETY CONCERNS:

- a. Players wearing orthopedic casts, air splints, or metal splints will not be eligible to participate in any match without parental permission and prior inspection and approval of the officiating referee. Any hard cast or splint will have to be wrapped with a soft foam covering.
- b. All players will be required to wear protective shin guards (to be worn beneath their game socks, except as noted below) at all times while actively participating in a game or practice. Such shin guards will be of the type and style of protective athletic equipment specifically designed to protect the players'

lower leg (shin bone). Sock-style shin guards may be worn over or without socks as long as the actual shin guard is totally covered.

- c. No jewelry of any kind shall be worn by players during a match. Jewelry should be held by the parents, not coaches or other league personnel.

injured player. Person(s) entering the field of play for any other reason may be asked to leave.

- i. Any person who engages in unacceptable behavior on multiple occasions will have the associated player(s) removed from the league without refund.

C. ADULT BEHAVIOR

- a. Coaching during a match by a coach and/or assistant coach is permitted in accordance with the DYSA rules.
- b. No amplification or mechanical devices are used for coaching during the match.
- c. The tone of the voice is informative and not a harangue.
- d. Comments are constructive in nature, and are pertinent to improving the quality of play.
- e. No coach, assistant coach, player, substitute, parent, or spectator is to make derogatory remarks or gestures to the referees, other coaches, players, parents, or spectators. Any person guilty of this activity will be asked to leave.
- f. No coach, assistant coach, player, substitute, parent, or spectator is to use profanity. Any person who uses profanity will be asked to leave.
- g. No coach, assistant coach, player, substitute, parent, or spectator is to incite, in any manner, disruptive behavior of any kind. Any person guilty of this behavior will be asked to leave.
- h. Coaches, assistant coaches, parents, or others are not allowed on the field of play during the match for any reason other than to care for an

DYSA Rules

Applicable FIFA rules along with DYSA modifications are provided below. FIFA rules may be found at www.fifa.com. Diagrams are taken from: "The Rules of Soccer: Simplified" by Larry Maisner and Bill Mason, 1998-1999 Edition, published by Youth Sports Publishing; 21730 Nordhoff Street; Chatsworth, CA 91311; (800) 297-6386.

Law 1 - The Field of Play

- a) Field sizes through U-12 shall be as shown in appendix A. Field sizes for ages over U-12 shall be per FIFA.
- b) A goal may be scored from within the goal area. Offensive players do NOT have to be outside of the goal area to make a goal.

Law 2 - The Ball

- a) A size 3 soccer ball will be used for U-6 and U-8.
- b) A size 4 soccer ball will be used for U-10 and U-12.
- c) A size 5 soccer ball will be used for U-14 and above.

Law 3a. - Number of players – U-6 and U-8

- a) Each U-6 team will field 3 players.
- b) Each U-8 team will field 4 players.
- c) There will be no goalkeepers.
- d) Every squad member MUST play a minimum of 2 quarters and a maximum of 3 quarters. If fewer than 5 players (U-6) or 6 players (U-8) are present, every squad member MUST play a minimum of 3 quarters. Players may not be penalized game time for not attending practices. If a player routinely misses practice, the DYSA board should be notified so appropriate action may be taken.
- e) An attempt shall be made to ensure that all squad members have the opportunity

to play the same number of quarters across the season. In addition, squad members shall be given the opportunity to play each position.

- f) If your team chooses to play someone in the defender position directly in front of the goal, that person may play that position only 1 quarter in each game.
- g) Substitutions will be allowed at each quarter. Substitutions during a quarter will be allowed for injuries, after notifying the referee, or due to a shortage of players and only upon agreement of the coaches and referee prior to the start of the game. The referee may disallow substitutions during the quarter if, in his or her judgment, the substitution will result in a delay in the game.

Law 3b. – Number of players – U-10 and above

- a) Number of players on the field will be determined based on the roster size. For divisions with 12 players on a roster, games will be played with 8 players to include the goalkeeper. For divisions with 14 players on a roster, games will be played with 9 players to include the goalkeeper. For divisions with 13 players on a roster, games may be played with 8 or 9 players including the goalkeeper. This will be determined by the coaches and Board members at the draft.
- b) Above U-12, DYSA will play 11 v 11 on a full size field. Rosters in these age groups may contain up to 16 players.
- c) Every squad member MUST play at least ½ game unless injury prevents this, or if the player is sent off for disciplinary reasons. Players may not be penalized game time for not attending practices. If a player routinely misses practice, the DYSA board should be notified so appropriate action may be taken.
- d) Free substitutions will be allowed at goal kicks and kick-off. For throw-ins, the team with possession may substitute.

- e) Substitutions may be made only after the referee accepts the request for substitution.
- f) Substitutes shall wait at the center line, and may enter the field only after the player being replaced has left the field. The departing player shall exit the field at the nearest point. Play may resume as soon as the departing player has left the field.
- g) The goalkeeper may only be substituted once during the half, unless injured. The replacement goalkeeper should be prepared (proper jersey and gloves) prior to entering the field. Exception: the referee may allow additional goalkeeper substitutions provided the replacement goalkeeper is already prepared, with appropriate jersey and gloves (if desired) prior to entering the field, and is stationed near the corner arc waiting for the substitution.
- h) The referee may disallow substitutions if, in his or her judgment, the substitutions are causing a delay in the game.

Law 4 - Player's Equipment

- a) Every player MUST wear shinguards and soccer cleats to all practices and games. Baseball cleats are acceptable with the front cleat removed. Shinguards must be completely covered by the socks unless they are the sock type of shinguards, and the officials have approved the use of this type of shinguard without being covered by the socks.
- b) Every player must wear shorts and their team shirt.
- c) No jewelry of any kind will be allowed to be worn during the game.
- d) No food, candy, or gum may be consumed while playing.

Law 5. - The Referee

- a) U-6: One coach per team will be allowed on the field during the game to provide direction.

- b) U-8: A maximum of 2 coaches may give instructions from outside of the field of play along the side lines only. Both coaches must be on the same side of the field. It is preferable that the coach and team operate from the other side of the field from the spectators.
- c) U-10 and above: A maximum of 2 coaches per team may give instructions from outside of the field of play along the side lines. It is preferable that the coaches remain on their half of the field. Both coaches must be on the same side of the field. No coaches or parents may be behind the goal line.
- d) U-10 and above: Coaches and players shall locate on the opposite side of the field from the spectators to enable coaches to make substitutions.
- e) U-6 and U-8: One referee will be present except for unforeseen circumstances.
- f) U-10 and above: Two referees will be present except for unforeseen circumstances.
- g) The referee can award a goal, if in his/her opinion a player deliberately prevents a goal being scored by the use of his/her hands.
- h) The referee may change his or her decision provided play has not been restarted.
- i) The referee enforces the Laws, but may let play continue and not stop play if he or she thinks that it would be an advantage for the team that was fouled to allow play to continue. This is called the 'advantage clause'. The referee should signal and say "play on" when this occurs.
- j) The referee is the final authority on any play or action.

Law 6 - Assistant Referees

- a) No assistant referees, other than noted in Law 5, will be provided.

Law 7 - Duration of the Game

- a) U-6: The game will consist of four, 8 minute quarters, with a maximum 3-minute break between quarters 1 - 2 and 3 - 4, and a maximum 10-minute break at half-time (between quarters 2 - 3).
- b) U-8: The game will consist of four, 10 minute quarters, with a maximum 2-minute break between quarters 1 - 2 and 3 - 4, and a 5-minute break at half-time (between quarters 2 - 3).
- c) U-10: The game will consist of two, 25 minute halves, with a 5-minute half-time.
- d) U-12: The game will consist of two, 30 minute halves, with a 5-minute half-time.
- e) U-15/16: The game will consist of two, 35 minute halves, with a 5-minute half-time.
- f) U-18: The game will consist of two, 40 minute halves, with a 5-minute half-time.
- g) The referee(s) may extend each period of play to provide stoppage time, if, in his/her judgment, the ball was out of play for excessive periods of time due to injury, lost ball, or interruptions (such as dog/child/other ball on field). The referee must immediately notify all coaches when he/she has decided that play shall be extended. Maximum stoppage time shall be:
 1. U-6 & U-8: 1 minute per quarter
 2. U-10: 3 minutes per half
 3. U-12: 4 minutes per half
 4. U-14 and above: 5 minutes per half

Law 8 - Start and Restart of Play

PRELIMINARIES

- a) A coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the match.
- b) In the second half of the match, the teams change ends and attack opposite goals.

KICK OFF

- c) A kick off is taken at the center spot for the following reasons: to start a game, restart play after a goal is scored, or

start the second half (or new quarter) of a game. In U-6 and U-8, the team kicking off at the start of the game will kick off at the start of the third quarter. The team kicking off at the start of the second quarter will kick off at the start of the fourth quarter. In U-10 and above, the team that does not kick off at the start of the game will kick off at the start of the second half. This holds true even if a goal is scored at end of the period of play.

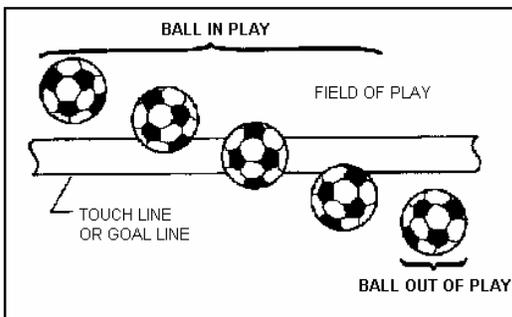
- d) After a goal is made, the team scored against kicks off unless the score is made as the last play in the period of play as described above.
- e) Players on the team not kicking off are to be at least 3 yards (U-6), 5 yards (U-8), or 8 yards (U-10 and above) from the ball (that is, outside the center circle).
- f) Players on both teams may move before the ball is kicked, but may not cross the center line until the ball has been put in play.
- g) Since there are not goalkeepers in U-6 and U-8, if the ball goes directly into the opposing team's goal without touching any other player on kick off in these 2 age groups, the score does NOT count and play is restarted with a goal kick. For U-10 and above, per FIFA, a goal may be scored on the kick off.
- h) The ball must go forward into the opponents' side of the field. If the ball goes directly to the side or back into the kicking team's side of the field, the kick off will be retaken. The ball no longer must travel one rotation, merely nudging the ball qualifies as a legal kick off.
- i) The player kicking off must not touch the ball again until it has been touched by another player (either team). If touched by the same player, the kick off is retaken.
- j) DROP BALL - when the referee stops play for a reason other than a rule being broken or time running out, the referee restarts play by dropping the ball at the location where the play was stopped.
- k) A drop ball is not in play until it has hit the ground. If touched by a player

before it has hit the ground, the ball must be dropped again.

- l) The first player playing the ball after it is dropped may touch the ball more than once in a row; therefore the player may dribble, pass, or shoot the ball.

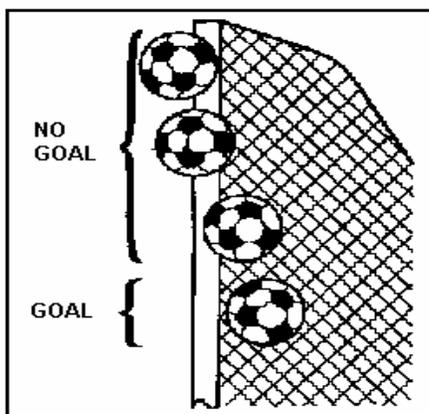
Law 9 - Ball In and Out of Play

- a) The ball is OUT OF PLAY when:
 - 1) All of the ball is completely outside the outside edge of the touch line (side line) or goal line (end line), either on the ground or in the air.
 - 2) The game is stopped by the referee.



- b) The ball is IN PLAY:
 - 1) At all times other than those described under OUT OF PLAY.
 - 2) When the ball bounces off a goal post, cross bar, or corner flag post and stays in the field of play.
 - 3) When it bounces off the referee or coach (U-6), when that official is in the field of play, and the ball stays in the field of play.
 - 4) After an assumed breakage of the rules, until the referee stops play.

Law 10 - Method of Scoring



- a) A goal can be scored only if all of the ball goes completely over the outside edge of the goal line, under the cross bar and between the goal posts, while it is legally in play.
- b) Any player on a team may score goals.
- c) Except when taking a free kick, throw-in, goal kick, or kick off, a ball played by a player directly into his or her own goal is a score for the opposing team.

Law 11 - Offside

- a) There is no Offsides in U-6 or U-8 soccer.
- b) FIFA Offsides rules apply in U-10 and above.
- c) Per FIFA, there is no Offsides if a player receives the ball directly from a goal kick, a throw-in, or a corner kick.

Law 12 - Fouls and Misconduct

- a) Defensive Slide Tackles are not allowed. After a first offense the player will be warned. If the same player repeats the offense, he/she will be removed from the field of play for the remainder of the quarter (U-6 and U-8) or half (U-10 and above). A substitute will be allowed to replace the player. If, during the tackle, significant contact was made with an opponent, a direct free kick will be awarded. Otherwise an indirect free kick will be awarded.
- b) The following actions may be called a foul by the referee, which will result in a direct free kick (U-10 and above). In U-6 and U-8 these will result in an indirect free kick (see Law 13):
 - 1) A tackle from behind.
 - 2) Kicking or attempting to kick an opponent.
 - 3) Tripping an opponent (whether or not the opponent falls down).
 - 4) Jumping at an opponent (whether or not contact is made).
 - 5) Charging an opponent
 - 6) Hitting or attempting to hit an opponent.
 - 7) Pushing an opponent.

- 8) Making contact with the opponent before contacting the ball during a tackle.
- 9) Spitting at an opponent.
- 10) Holding an opponent.
- 11) Deliberately handling the ball.
Hand-ball is a foul when a player touches the ball with any part of the hand or arm **while intending to control the ball**. In U-10 and above, a hand-ball committed by the defending team in their own penalty box will result in the attacking team being awarded a penalty kick.
NOTE: If a player is not trying to control the ball, or is instinctively protecting themselves from injury, the referee should not call the hand ball as a foul.
- c) The following actions can also be considered a foul, and may be called as such by the referee, which will result in an indirect free kick (all ages):
 - 1) Dangerous play, such as high kicking near another player's head.
 - 2) Fair charging (shoulder-to-shoulder contact without danger to either player) but with the ball out of playing distance.
 - 3) Impeding the progress of an opponent when the ball is not within playing distance.
 - 4) Goalkeeper takes more than 6 seconds before releasing the ball.
 - 5) Goalkeeper touches the ball with his hands after it has been deliberately kicked to him, or deliberately thrown to him, by a teammate.
 - 6) Any other reason, for which play is stopped, not listed above.
- d) Poor sportsmanship, if severe enough, can be considered as misconduct, and may result in the player being sent off for the rest of the quarter or half without replacement.

Law 13. - Free Kicks (U-6 and U-8). Free Kicks for U-10 and above will be per FIFA.

- a) All free kicks will be indirect.

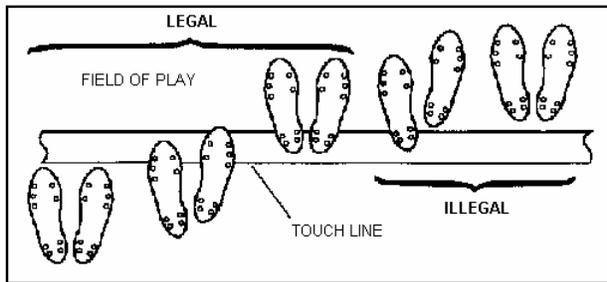
- b) The ball must be stationary when it is kicked.
- c) The kicker can not touch the ball again until the ball has touched another player.
- d) Indirect free kicks must touch another player (either team) before entering the goal. If the ball goes into the opposing team's goal without touching another player, the score will not count and play will be resumed with a goal kick. If it goes into the kicking team's goal without touching another player, the score will not count and play will be resumed with a corner kick by the opposing team.

Law 14 - Penalty Kick

- a) There are no penalty kicks in U-6 or U-8 soccer.
- b) Penalty kicks for U10 and above will be from the penalty spot.

Law 15 - Throw-In

- a) A throw-in is taken to restart the game after the ball goes out of play along the touch lines (side lines).
- b) For U-6 and U-8, improper throw-ins will result in the throw-in being retaken by the same player for a total of 3 chances for U-6 and 2 chances for U-8. For U-10 and above, improper throw-ins will result in the other team getting a throw-in from the same spot.
- c) The opposing player(s) must be at least 3 yards (U-6), 5 yards (U-8), or 8 yards (U-10 and above) from the ball.
- d) A throw-in may be made by the player as quickly as desired. The player does not have to wait for players on either team to be in position. The player will be asked to hold the throw-in if a substitute is being made.
- e) The player may be moving prior to the throw-in, however when the ball leaves the player's hands, some part of both feet must be on the touch line or outside the field of play. One or both feet may NOT be in the field of play during a throw-in (see illustration).



- f) The ball must be thrown with both hands in a continuous motion that starts behind the head and continues over the top of the head.
- g) The throw-in must be made with equal strength in both hands. Twisting of the ball during the throw-in is not allowed.
- h) The player performing the throw-in may not touch the ball until another player (either team) has touched it.
- i) A goal cannot be scored on a throw-in. If the ball goes into the opposing team's goal without touching another player, the score will not count and play will be resumed with a goal kick. If it goes into the kicking team's goal without touching another player, the score will not count and play will be resumed with an opposing team's corner kick.

Law 16 - Goal Kick

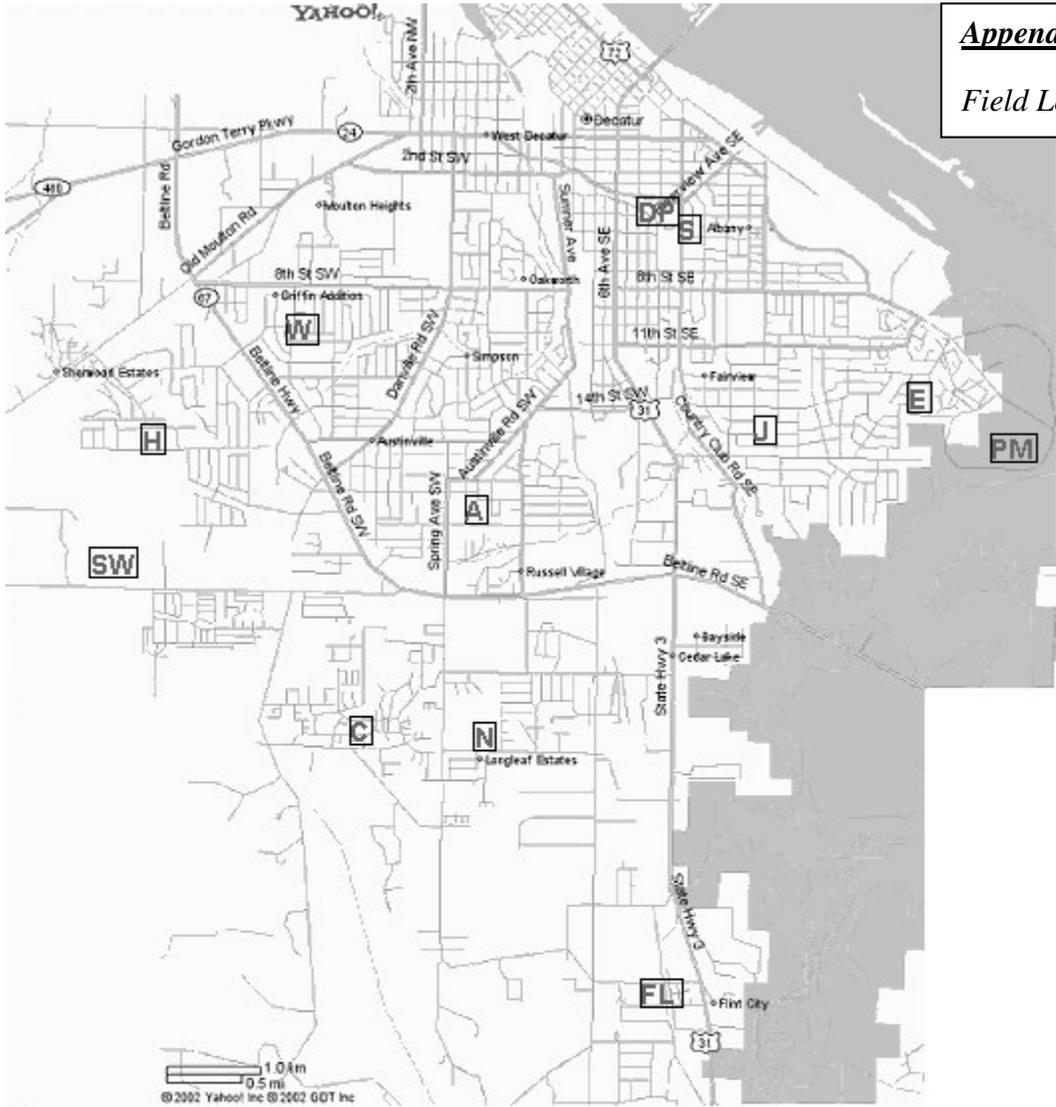
- a) The opposing player(s) must be at least 3 yards from the ball (U-6), or outside of the penalty box (U-8 and above).
- b) Player(s) on the team taking the goal kick may be in the penalty area, but may not touch the ball until it has passed beyond the penalty area.
- c) The goal kick may be performed from anywhere in the goal area, to include on the line around the goal area. The ball may be in the field of play as long as some part of the ball is on the line.
- d) The player performing the goal kick may not touch the ball until another player (either team) has touched it.
- e) A goal may be scored directly from a goal kick, but only against the opposing team.

- f) A goal kick is taken by any defending player to restart the game after the ball goes out of play past the goal line (end line) (unless it is a valid goal) when it was last played or touched by an attacking player.
- g) The ball must be stationary when it is kicked.
- h) The ball is in play when it has passed beyond the penalty area.

Law 17 - Corner Kick

- a) A corner kick is taken by any attacking player to restart the game after the ball goes out of play past the goal line (end line) (unless it is a valid goal) when last played or touched by a defending player.
- b) The ball must be stationary when it is kicked.
- c) The opposing player(s) must be at least 3 yards from the ball.
- d) Corner flags may not be moved to perform a corner kick.
- e) The ball must be placed completely within the corner arc or touching the arc on the side of the field where the ball went out of play.
- f) The player performing the corner kick may not touch the ball until another player (either team) has touched it.
- g) Per FIFA, a goal may be scored directly from a corner kick, but only against the opposing team.

Appendix 2
Field Locations



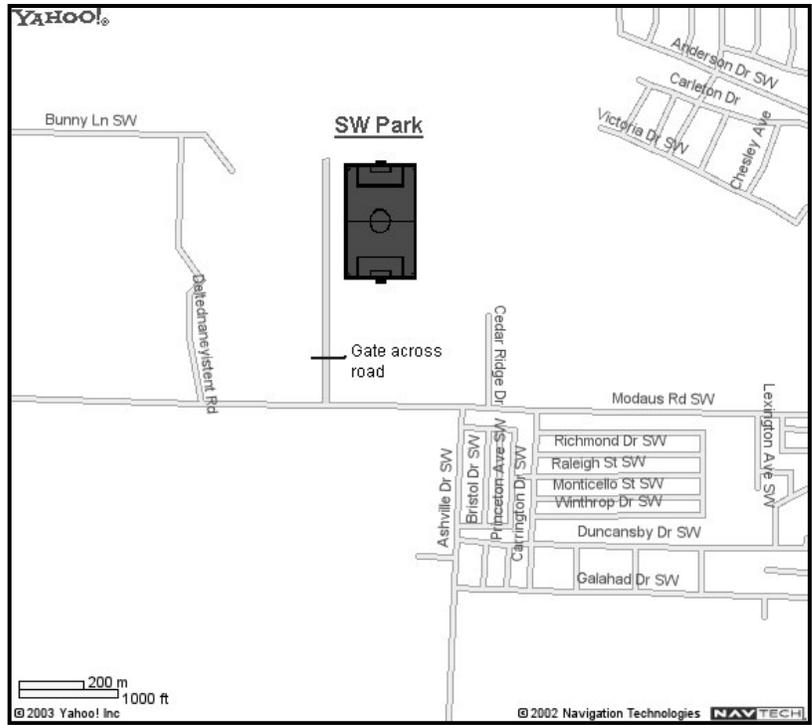
Schools (future soccer fields noted by *)

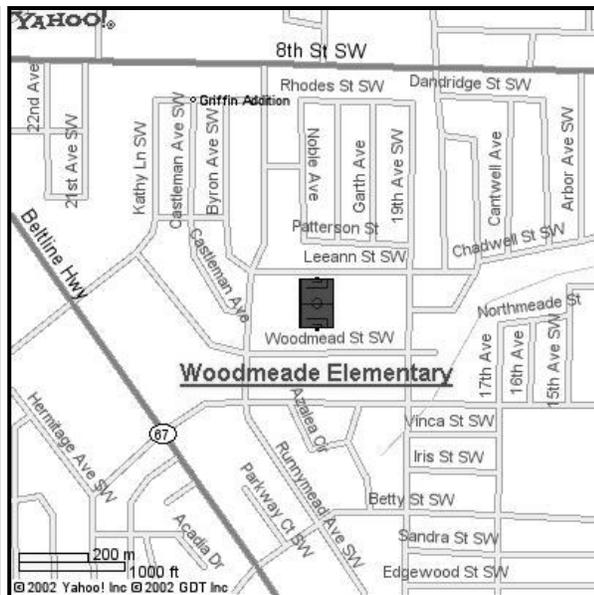
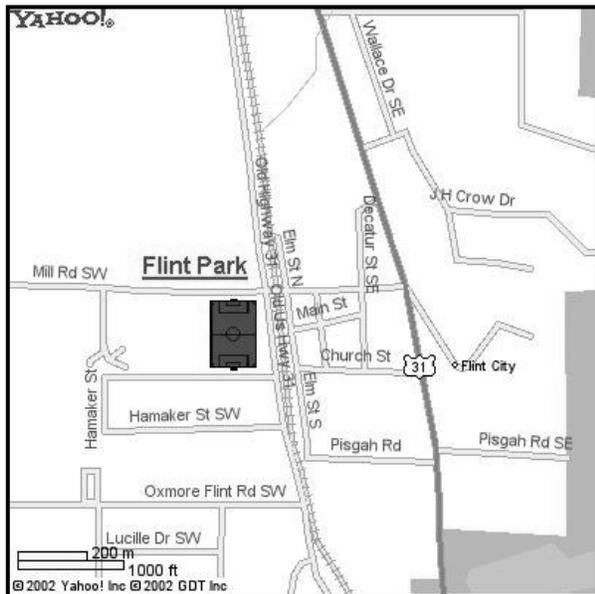
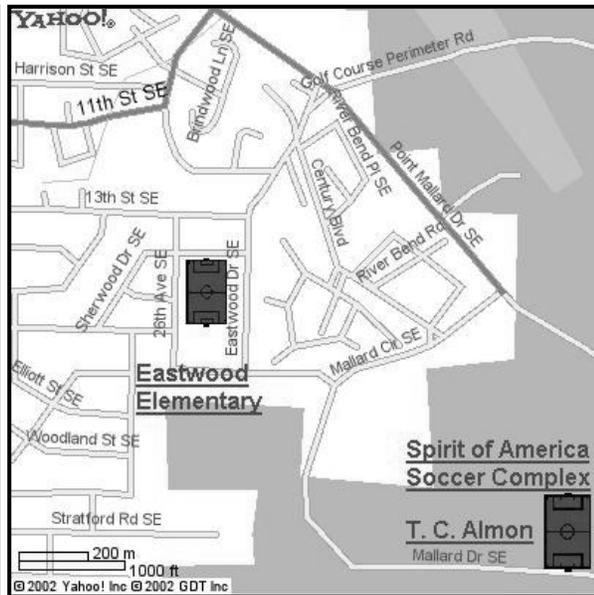
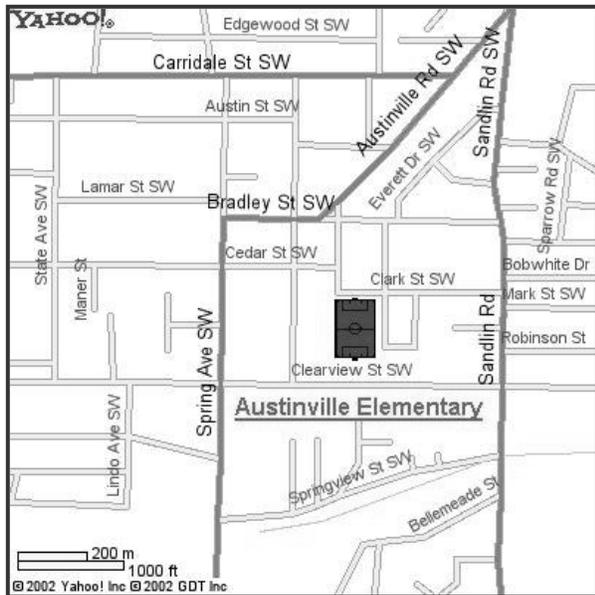
- A Austinville Elementary
- C Chestnut Grove Elementary *
- E Eastwood Elementary
- H Julian Harris Elementary *
- J Walter Jackson Elementary *
- N Francis Nungester Elementary
- S Somerville Road Elementary
- W Woodmeade Elementary

Parks

- DP Delano Park
- FL Flint Park
- SW Southwest Park
- PM Point Mallard (Spirit of America Soccer Complex) & T.C. Almon

North is at the top of the map for all maps in Appendix 2.





Appendix 3

Spirit of America Soccer Complex at Pt. Mallard

