

Franklin Township Soccer Club



Laws of the Game/Recreation League Rules

Based on FIFA Laws of the Game with local exceptions

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Philosophy

The philosophy of the Franklin Township Soccer Club has two tenets: first, we believe we should develop the skills of the youth athlete; second, we believe they should have fun during this process both in practice and at the game. Therefore, the focus of all coaching activities is to cultivate a love of the game in each player and setting an example to their players by his or her actions and common sense.

Under these policies every coach is obligated to make adjustments to his/her line up when it is apparent that his/her team's skill proficiency is superior to the opponent's. No coach or team player may intentionally demean, degrade, or otherwise dilute the enthusiasm of the opposing team or players for the purpose of achieving or sustaining a superiority status in the division.

Law 1 – The Field of Play

Dimensions

The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. (See Law 1/Local Exception 1)

Length:	minimum 90m (100 yds)	maximum 120 m (130 yds)
Width:	minimum 45 m (50 yds)	maximum 90 m (100 yds)

Law 1/Local Exception 1

Pee-Wee Divisions

<i>Length:</i>	<i>minimum 35 yds</i>	<i>maximum 50 yds</i>
<i>Width:</i>	<i>minimum 20 yds</i>	<i>Maximum 25 yds</i>

Junior Divisions 1-2

<i>Length:</i>	<i>minimum 50 yds</i>	<i>maximum 80 yds</i>
<i>Width:</i>	<i>minimum 30 yds</i>	<i>maximum 50 yds</i>

Junior Divisions 3-6

<i>Length:</i>	<i>minimum 50 yds</i>	<i>maximum 100 yds</i>
<i>Width:</i>	<i>minimum 30 yds</i>	<i>maximum 60 yds</i>

Field Markings

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

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

All lines are not more than 12 cm (5 ins) wide.

The field of play is divided into two halves by a halfway line.

The center mark is indicated at the mid point of the halfway line. A circle with a radius of 9.15m (10 yds) is marked around it.

The Goal Area

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

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

Law 1/Local Exception 2

PeeWee Division fields are not required to have a designated goal area.

Junior and Senior fields may adjust the goal area in perspective to its adjusted field size. This is allowed as long as the size change represents the intent of the goal area for which the spirit of this rule was intended.

The Penalty Area

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

Two lines are drawn at right angles to the goal line, 16.5m (18 yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5m (18 yds) and are drawn with a line 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 11m (12 yds) from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 9.15m (10 yds) from each penalty mark is drawn outside the penalty area.

Law 1/Local Exception 3

Junior and Senior fields may adjust the penalty area in perspective to the adjusted field size. This is allowed as long as the size change represents the intent of the penalty area for which the spirit of this rule was intended. This also includes the distance for the penalty mark.

Flagposts

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

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

The Corner Arc

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

Goals

Goals must be placed on the center of each goal line.

They consist of two upright posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar.

The distance between the posts is 7.32m (8 yds) and the distance from the lower edge of the crossbar to the ground is 2.44m (8 ft).

Law 1/Local Exception 4

PeeWee, Junior 1 and 2 fields may utilize goals different in size than what is described above. The division will determine goal size and size of field of play but sizes are not to exceed dimensions described above.

Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm (5 ins). The goal lines are the same width as that of the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.

Law 1/Local Exception 5

Width of goals may be smaller than 12cm (5 ins) but shall not exceed that width. Goal lines shall not exceed the above standard and are allowed to be smaller in width. Goals do not need to be white.

The goalposts and crossbars must be white.

Safety

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

Law 2 – The Ball

Qualities and Measurements

The ball is:

- spherical
- made of leather or other suitable material
- of a circumference of not more than 70 cm (28 ins) and not less than 68 cm (27 ins)
- not more than 450 g (16 oz) in weight and not less than 410 g (14 oz) at the start of the match
- of a pressure equal to 0.6-1.1 atmosphere (600–1100 g/cm²) at sea level (8.5 lbs/sq in-15.6 lbs./sq in)

Law 2/Local Exception 1

The Nippers and PeeWee Divisions practice and compete with a Size 3 soccer ball.

The Junior 1-4 Divisions practice and compete with a Size 4 soccer ball.

The Junior 5-6 and Senior Divisions practice and compete with a Size 5 soccer ball.

Replacement of a Defective Ball

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

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the first ball became defective

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.

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.

Law 3/Local Exception 1

The number of players at the start of the match is listed under Game Players. An adjustment to the number of game players is allowable if both coaches, the division coordinator, and the referee agree to this. The referee has the final decision in this matter.

<u>Division</u>	<u>Minimum</u>	<u>Maximum</u>	<u>Game Players</u>
<i>PeeWee</i>	4	6	6
<i>Junior 1,2, 3, and 4</i>	6	11	8
<i>Junior 5 and 6</i>	6	11	11
<i>Senior</i>	7	11	11

If a team has fewer than the maximum allowed number of players then the available options are:

- the team with the most players may “lend” players to the short team*
- the short team may decline to “borrow” players and play short-handed*
- the team with the most players may play with any number up to the maximum amount of “Game Players” or maximum amount of “Game Players” agreed upon prior to the match*
- no team with the maximum numbers of players allowed (Game Players) should have to play less than that number. The nature of these options is not to penalize the children on the team with the greater number of players by making them sit when they would otherwise be playing*

No player in the PeeWee or Junior 1-4 Divisions may be allowed to play at the goalie position for more than one half of the game.

Official Competitions

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

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

Other Matches (See Law 3/Local Exception 2)

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

- the teams concerned reach agreement on a maximum number
- the referee is informed before the match

If the referee is not informed, or if no agreement is reached before the start of the match, no more than three substitutes are allowed.

All Matches

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

Law 3/Local Exception 2

Unlimited substitution is allowed at the discretion of the referee. The intent of this rule is to allow a coach to substitute whenever it would not interfere with the opposing team's attack. Substitutes include any member of the team playing in the match, whether present at the start of the match or arriving late.

Substitution Procedure

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

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

Law 3/Local Exception 3

A player may be replaced with a substitute:

- *when the referee stops the match midway through the first or second half to allow substitutes. The referee will only stop the PeeWee and Junior Division matches at this time provided that both coaches and referee prior to the start of the match decided to have a stoppage of play. If no discussion of stoppage of play is conducted prior to the match, no stoppage will occur*
- *at half time*
- *before the substituting team takes a throw in*
- *before a goal kick*
- *when the referee stops the game due to an injury on either team, the injured player may be substituted. The opposing team is allowed a one-for-one substitution.*
- *after either team scores a goal*
- *PeeWee Division only, a coach may substitute at any stoppage of play*

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 referees permission:

- play is stopped
- the substitute is cautioned, shown the yellow card and required to leave the field of play (See [Law 12/Local Exception 3](#) on warnings)
- play is restarted with a dropped ball at the place it was located when play was stopped

If a player changes place 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 (See Law 12/Local Exception 3 on warnings)

For any other infringements of this Law:

- the players concerned are cautioned and shown the yellow card (See Law 12/Local Exception 3 warnings)

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 Substitutions 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.

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).

Law 4/Local Exception 1

Nothing shall be worn or carried in pockets that could injure a player if hit with the ball or if the object would strike someone; no ear rings, hard head bands, bracelets, beads in hair, watches, keys in pockets, etc. The referee has final say on any questionable equipment item.

Billed caps are not allowed. Casts on arms or legs are not allowed.

Medical or religious medallions are acceptable as long as they are underneath the uniform and secured (taped) to the player’s body. Medical or religious wristbands are acceptable as long as they are secured (taped) to the player’s wrist. Religious head wear is acceptable as long as there are no hard surfaces.

A player that wears glasses should wear safety glasses, sports glasses, or glasses with unbreakable lenses. All glasses must be worn with a safety strap.

The referee has the final say as to what player equipment is acceptable for match play.

It is recommended that all players wear mouthpieces.

Basic Equipment

The basic compulsory equipment of a player is:

- a jersey or shirt

Law 4/Local Exception 2

A player’s team jersey or shirt will not be covered by another garment. Long sleeved shirts or sweatshirts are allowed under the team jersey or shirt.

- shorts-if thermal under shorts are worn, they are of the same main color as the shorts

Law 4/Local Exception 3

Shorts are suggested for warmer weather and thermal under shorts or sweat pants by themselves are allowed for cooler weather. Thermal shorts and/or sweat pants, if worn, do not need to be the same main color as the shorts.

- stockings
- shin guards
- footwear

Law 4/Local Exception 4

Players shall wear soccer cleats. Baseball shoes and football shoes are not allowed. Nippers may wear sneakers for the instructional portion of the program but will need to wear soccer cleats for matches at the end of the program.

Shin Guards

- are covered entirely by the stockings

Sweatpants, rather than stockings, may also be used to cover shin guards.

- are made of 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

Infringement/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 referees permission
- the referee checks that the player's equipment is correct before allowing him to re-enter the field of play
- the player is only allowed to re-enter the field of play when the ball is out of play

A player who has been required to leave the field because of an infringement of this law and who enters (or re-enters) the field of play without the referee's permission is cautioned and shown the yellow card. (See Law 12/Local Exception 3 on warnings)

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: (See Law 5/Local Exception 1)

- enforces the Laws of the Game
- controls the match in co-operation with the assistant referees and, where applicable, with the fourth official
- ensures that any ball used meets the requirements of Law 2
- ensures that the players equipment meets the requirements of Law 4
- acts as timekeeper and keeps a record of the match
- stops, suspends or terminates the match, at his discretion, for any infringements of the Laws. (See Law 5/Local Exception 2)
- stops, suspends or terminates the match, because of outside interference of any kind. (See Law 5/Local Exception 2)
- 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 offense 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 obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may at his discretion, expel them from the field of play and its immediate surroundings. (See Law 5/Local Exception 1)
- acts on the advice of assistant referees regarding incidents that 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 that includes information on any disciplinary action taken against players, and/or team officials and any other incidents that occurred before, during, or after the match

Law 5/Local Exception 1

The referee's main responsibility is the safety of all players while on the fields of play.

The referee will conduct a pre-game instruction with coaches and players from both teams. The purpose of his pre-game instruction will include;

- *explanation of any local rules requiring clarification*
- *referee expectations of coaches and players*
- *equipment check of players*

The referee will wear the required referee uniform as deemed appropriate by the club's head referee.

Law 5/Local Exception 2

The referee, prior to taking action other than issuing a warning against a player, coach, or spectator, shall stop the match and contact the Head Referee, Division Coordinator, and/or another Executive Board member (Gold Shirt).

In all matters when a referee decides that a match may possibly be terminated, the Head Referee, Division Coordinator, and/or Executive Board member must be contacted and advised of the situation for possible alternative solutions other than a termination of a match.

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final.

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

Law 6 – The Assistant Referee

Duties (See Law 6/Local Exception 1)

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

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

Assistance

The assistant referee also assists 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 6/Local Exception 1

The Center Referee may ask coaches to provide a volunteer linesman for their respective sideline. This is if no assistant referees were assigned to act as linesmen for this match by the league.

When there is only one referee and no assigned assistant referees, the Center Referee may ask coaches to provide a volunteer linesman for their respective sideline.

Parental volunteer linesmen will only be responsible to acknowledge when the whole of the ball has gone completely out of bounds.

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.

Law 7/Local Exception 1

Each child must play one half of each game, unless injury or an unsportsman like infraction prevents this application.

For all divisions, the referee may stop the game at a natural stopping point (throw-in, free kick, injury, place kick etc.) halfway through each half to allow substitutions to enter. Both coaches and the referee before the beginning of the match must agree to this stoppage. Time will not stop during this mid-half substitution. (See Law 3/Local Exception 3)

PeeWee 1 through 4 Division

- *All games are two, twenty five-minute halves with a five-minute rest between halves*

Junior 1 and 2 Division

- *All games are two, thirty-minute halves with a five-minute rest between halves*

Junior 3 through 6 Division

- *All games are two, thirty five-minute halves with a five-minute rest between halves*

Senior Division

- *All games are two forty five-minute halves with a ten-minute rest between halves*

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. (See Law 7/Local Exception 1)

The duration of the half-time interval may be altered only with the consent of the referee.

Allowance for Time Lost (See Law 7/Local Exception 2)

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

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

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

Law 7/Local Exception 2

Generally, a normal game will not be extended but, at the discretion of the referee, a game may be extended provided it does not interfere with the game that follows. Therefore, each extended match must conclude fifteen minutes prior to the scheduled start of the next match on the same field.

Penalty Kick (See Law 7/Local Exception 2)

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

Extra Time (See Law 7/Local Exception 2)

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

Abandoned Match (See Law 7/Local Exception 3)

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

Law 7/Local Exception 3

The abandoned match may be replayed at the discretion of an executive board vote. This vote must be made in accordance with the By Laws of the Franklin Township Soccer Club. The purpose for this vote is to insure that the match to be replayed is recognized by the league as an official match, to determine the need for the match to be replayed, to ensure the match is properly supervised, to ensure the match is covered under the insurance provisions of the soccer club, and to provide the match with scheduled referees.

Law 8 – The Start and Restart of Play

Preliminaries

A coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the match.

Law 8/Local Exception 1

The team winning the coin toss shall have the option to choose which goal it will attack in the first half of the match or may elect to kick-off.

The other team takes the kick-off to start the match.

Law 8/Local Exception 2

The team that lost the coin toss shall have opposite of what the team that wins the coin toss decided.

The team which wins the toss takes the kick-off to start the second half of the match.

Law 8/Local Exception 3

The team that did not kick off the start of the match shall 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 half of the field
- the opponents of the team taking the kick-off are at least 9.15 m (10 yds) from the ball until it is in play.
- the ball is stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker does not touch the ball a second time until it has touched another player

After a team scores a goal, the kick-off is taken by the other team.

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

Procedure

The referee drops the ball at the place where it was located when play was stopped.

Play restarts when the ball touches the ground.

Infringements/Sanctions

The ball is dropped again:

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

Special Circumstances

A free kick is 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 flagpost and remains in the field of play
- it rebounds from either the referee or an assistant referee when they are on the field of play

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 F.A. Board to determine the winner of the match.

Law 11 – Offside

Offside Position

Law 11/Local Exception 1

PeeWee Division players are not subject to the offside rule.

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

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.

Law 12 – Fouls and Misconduct

Fouls and misconduct are penalized as follows:

Law 12/Local Exception 1

Only **INDIRECT** free kicks are awarded within matches for all PeeWee Divisions and in Junior 1 and 2 Divisions
This includes penalty kicks.

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
- 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.

Penalty Kicks

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 of the ball, provided it is in play.

Indirect Free Kick

An indirect free is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following five offenses: (See Law 12/Local Exception 3)

- 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 other player
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate
- wastes time.

Law 12/Local Exception 3

Within the PeeWee Divisions, it will not be an infraction of the Laws of the Game for a player to pass the ball to his own goalkeeper and the goalkeeper then handles the ball. The goalkeeper also is allowed to move freely within his penalty area without regard to amount of steps they have taken.

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

- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands

- commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from where the offense occurred.

Disciplinary Sanctions

Cautionable Offenses

A player is cautioned and shown the yellow card if he commits any of the following seven offenses: (See Law 12/Local Exception 4 on warnings)

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

Sending Off Offenses

A player is sent off and shown the red card if he commits any of the following seven offenses: (See Law 12/Local Exception 4 on warnings)

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

Law 12/Local Exception 4

The referee will explain all fouls committed within the PeeWee Divisions.

The referee, when allowed during the course of a match, will explain all other fouls committed within Junior and Senior divisions.

Grade 8 or higher USSF licensed referees can issue yellow and red cards for warnings and ejections in Junior 3 through 6 Divisions

In PeeWee Divisions 1-4 and Junior Divisions 1 and 2, a verbal warning will be issued in place of a yellow card.

The verbal command that a player is being ejected from a game will also be sufficient for an ejection.

The referee issuing a warning or ejection will write a short narrative for each warning or ejection issued. Within this narrative it shall included the players name, number, team, and division along with the action committed by the player causing the referees warning or ejection. This is to be completed and handed into the Head Referee immediately after the completion of the match.

The Head referee shall forward this report to the Club President(s) to determine if the circumstance of the ejection requires further action.

PeeWee Division players, if ejected from the game, can be replaced by another player. Junior and Senior Division will not have the ejected player replaced.

Law 13 – Free Kicks

Types of Free Kicks

Free kicks are either direct or indirect.

For both direct or 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 13/Local Exception 1

All kicks, direct and indirect, will be used within the Junior 3 – 6 Division and the Senior Division.

No penalty kicks will be utilized within any PeeWee Division or Junior 1 and 2. All penalties in PeeWee Divisions and Junior 1 and 2 will be indirect free kicks.

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

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 into the team's own goal, a corner kick is awarded to the opposing team

Position of the Free Kick

Free Kick Inside the Penalty Area

Direct or indirect free kick to the defending team:

- all opponents are at least 9.15m (10 yds) from the ball
- all opponents remain outside of the penalty area until the ball is in play
- the ball is in play when it is kicked directly beyond the penalty area
- a free kick awarded in the goal area is taken from any point inside that area

Indirect free kick to the attacking team:

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

Free Kick Outside the Penalty Area

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

Infringements/Sanctions

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

- the kick is retaken

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

- the kick is retaken

Free kicks taken by a player other than a 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

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 the infringement occurred

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from 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 of the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

Law 14 – Penalty Kicks

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.

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. (See Law 7/Local Exception 3 for conditions of extending play)

Law 14/Local Exception 1

Penalty kicks will only be used within the Junior 3 – 6 Division and the Senior Division.

No penalty kicks will be utilized within any PeeWee Division or Junior 1 and 2. All penalties in PeeWee Divisions and Junior 1 and 2 will be indirect free kicks.

Position of the ball and the Players

The ball

- is placed on the penalty mark

The player taking the penalty kick:

- is properly identified

The defending goalkeeper:

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

The players other than the kicker are located:

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

The Referee

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

Procedure

- the player taking the penalty kicks the ball forward
- he does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full-time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:

- the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper

Infringement/Sanctions

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

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

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

The goalkeeper infringes the Laws of the Game:

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

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

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the kick is not retaken
- if the ball rebounds from the goalkeeper, the crossbar or the goalpost and is touched by this player, the referee stops play and restarts the match with an indirect free kick to the defending team

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

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

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

- the kick is retaken

If, after the penalty kick has been taken:

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

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 touch 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 the 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 players that last touched the ball

Procedure

At the moment of delivering the ball, the thrower:

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

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

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

Infringements/Sanctions

Law 15/Local Exception 1

In the PeeWee Divisions only, for an improper throw-in the same player is given a second opportunity to attempt a throw-in.

Throw-in taken by a player other than the goalkeeper.

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

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.

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 (See Law 12/Local Exception 3 on warnings)

For any other infringement of this Law:

- a player of the opposing team takes the throw-in

Law 16 – The Goal Kick

A goal kick is a method of restarting play.

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

A goal kick is awarded when:

- the whole of the ball, having last touched a player on 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

Law 16/Local Exception 1

The ball may be placed anywhere within the penalty area to be kicked from for all PeeWee Division matches.

- 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

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 flagpost
- the corner flag post is not moved
- opponents remain at least 9.15m (10 yds) from the ball until it is play
- the ball is kicked by a player of the attacking team
- the ball is in play when it is kicked and moves
- the kicker does not play the ball a second time until it has touched another player

Infringements/Sanctions

Corner kick taken by a player other than the goalkeeper.

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

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

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

Spectators and Coaches Rules of Conduct

The philosophy of the Franklin Township Soccer Club is that children's sports are about participation, sportsmanship, character development, knowledge of the game, and other healthy habits that last a lifetime. Children play organized sports for their own fun. They are not there to entertain adults, and they are not miniature professional athletes. We'll all enjoy the game more if we just let them play.

Be on your best behavior and set a proper example.

Coaches need to be in charge of and are responsible for the conduct their players on the field and their spectators on the sideline.

It is the coaches responsibility to discuss any issues with the referee or opposing coach, never the parents, spectators, or players.

Spectators should not be coaching from the sidelines. Coaching is not your job and confuses the players and makes them tense.

Know the difference between positive cheering and negative berating.

Spectators are to stay behind the orange line on the sidelines. Spectators and coaches are not allowed behind the goal, goal line, or goal area.

Referees, especially young ones, are doing a difficult and thankless job. They are allowed to make mistakes and deserve total support. Respect their decision.

Never ridicule or scold a child for making a mistake during a game.

Show respect for your team's opponents. Without them, there would be no games.

Set a good example for yourself by showing good sportsmanship, and cheering positively.

The following infractions will result in immediate removal from the fields and potential expulsion from the club:

Fighting or improper physical contact.

Harassment or continued verbal abuse.

Continuance of improper behavior after being warned.

Failure to comply with a FTSC official's request to obey the league's rules.

Failure to comply with a FTSC official's request to leave the field.

The following infractions will result in a warning and the removal from the fields if the behavior continues:

Use of Profanity

Verbal abuse of players, coaches, referees, or league administrators.

Loud, excessive, or negative shouting from spectators.

Arguing (dissenting) with the referee.