

Northwest Christian



Sports League

**2008 Soccer Referee
Handbook**

2008 NCSL Referee Handbook

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NCSL's Guide to Referees for Youth Soccer

God's Word on Sports

"For physical training is of some value, but godliness has value for all things, holding promise for both the present life and the life to come." (1 Timothy 4:8)

Mission Statement

Combining the physical with the spiritual to help kids today and prepare them for the future.

Our Goals

1. To impart to each child the fact that they are special, valuable, and loved by God.
2. To provide a fun and wholesome environment where kids can learn the true meaning and value of winning and losing, fair play, competition, honesty, sports skills, teamwork, practice, perseverance and respect.
3. To build each child's self-esteem.
4. To show kids how what they learn through sports can help them in other areas of their lives.

Our Philosophy

1. A winner is someone who tries their hardest, strives to do their best, doesn't give up, and learns from their mistakes.
2. The opposing team is not the enemy, but they are helping us enjoy fun competition.
3. Coaches, players and referees will make mistakes, but each still deserves, and should be treated with respect.
4. A positive, encouraging atmosphere is not only more fun, but a much healthier environment to learn and grow in.

The Role of the Referee

Like other games, soccer is controlled by officials who are responsible for interpreting and applying the rules. Unlike most American games though, soccer is controlled by only one official. This single referee is usually assisted by two linesmen. In some youth games, they have to work entirely by themselves. Whereas in football and basketball, the officials call and enforce every foul, in soccer, the referee calls only fouls which are a disadvantage to the team fouled against. The idea of this policy is to avoid any unnecessary stops in the flow of the game. The long periods of uninterrupted play account for the high pitch of spectator excitement that can develop in a soccer game.

What Makes a Good Referee

Referees need special qualities to suit them for their crucial and demanding function. A good referee is like an invisible conductor, orchestrating the flow of the game without drawing attention to themselves. They must be thoroughly familiar with the rules of the game, fit enough to follow the action closely as it flows up and down the field, calm and objective enough to sooth explosive feelings, impartial in his judgment, and firm in holding to it. They must be secure enough to brave unpopularity and to take quiet satisfaction from a little appreciated role.

Referee's Code

1. Always remember the game is for the players. Player safety and fair play come first.
2. Study and learn the Laws of the game and understand the "spirit" of the Laws. (Help other referees do the same)
3. Encourage and enforce the goals and philosophies of Northwest Christian Sports League. (Everyone Plays, Positive Coaching and Good Sportsmanship)
4. Respect other referees and their decisions, and do not publicly criticize another official.
5. Wear the proper uniform and keep it in good condition.
6. Maintain good physical condition. (So you can keep up with the action)
7. Stay calm when confronted with emotional reactions from players, coaches and parents.
8. Honor accepted game assignments. (In an emergency, find a replacement)
9. Support good sportsmanship with a kind word to players, coaches and parents of both teams when deserved.
10. Always be fair and impartial, avoiding conflicts of interest. Decisions based on personal bias are dishonest and unacceptable.

Pre-game Information

1. **Check field**
 - a. Marked properly
 - b. Nothing dangerous on field
 - c. Goals set properly and netting secured
 - d. Corner flags (cones)
2. **Pre-game meeting with linesmen**
 - a. In / out of bounds (throw-ins)
 - b. Corner / Goal kicks
 - c. Fouls
 - d. Offside
 - e. Which half of field to run
3. **Check players equipment**
 - a. Shoes
 - b. Uniform (Goalie different color shirt)
 - c. Shin guards (mandatory)
 - d. Dangerous items (i.e. jewelry, casts, extra clothing, etc...)
4. **Coin toss to determine**
 - a. Which goal to defend (winner of toss)
 - b. Kick-off (loser of toss)
5. **Prayer**
 - a. For players
 - b. For parents
 - c. For Referee and linesmen
6. **Check goals and nets**
7. **Game ball checked and ready**

Post-game Information

1. Blow whistle to end game
2. Stay and watch during handshake
3. Report any mishaps to coaches
4. Report any mishaps to Referee co-coordinator
5. Go home and rest (you probably deserve it)
6. Complete Match report(s) and send to NCSL office

Additional Instructions for Referees, Assistant Referees, and Fourth Officials

The following additional instructions to referees, assistant referees and fourth officials are intended to clarify the correct application of the Laws of the Game.

Football is a competitive sport and physical contact between players is a normal and acceptable part of the game, however players must play within the Laws and respect the principles of fair play.

Figure 1: DFK, IFK, Cautionable and Sending-off Offenses:

DFK	
1	Kicks or Attempts to Kick
2	Trips or Attempts to Trip
3	Jumps at Opponent
4	Charges at Opponent
5	Strikes or Attempts to Strikes
6	Pushes Opponent
7	Tackles Opponent making contact with player before touching ball
8	Holds an Opponent
9	Spits at Opponent
10	Handles Ball Deliberately (except by keeper)

Careless	→	Warn
Reckless	→	Caution
Excessive	→	Send-off

IFK	
1	Keeper takes more than 6 seconds to release ball
2	Keeper handles ball a 2nd time before ball has been touched by another player
3	Keeper touches the ball with his hands after it has been deliberately kicked to him (with the foot) by a teammate
4	Keeper touches the ball with his hands after he has received it directly from a throw-in taken by a teammate
5	Plays in a Dangerous Manner
6	Impedes Progress of an Opponent
7	Prevents the keeper from releasing the ball from his hands
8	Commits any other offense for which play is stopped to caution or dismiss a player

CAUTIONABLE	
1	Unsporting Behavior (UB)
2	Shows Dissent by Word or Action (DT)
3	Persistently Infringes the LOTG (PI)
4	Delays the Restart of Game (DR)
5	Fails to Respect Required Distance when (FRD) Play is restarted with a Corner Kick, Free Kick, or Throw-in
6	Enters or Re-enters FOP without Permission (E)
7	Leaves the FOP without Permission (L)

SENDING OFF	
1	Serious Foul Play (SFP)
2	Violent Conduct (VC)
3	Spits at Opponent or Anyone Else (S)
4	Denies a goal or obvious goal-scoring opportunity (DGH) by deliberately Handling the Ball
5	Denies a goal or obvious goal-scoring opportunity (DGH) by an offense punishable by a free kick or a PK
6	Uses offensive, insulting, or Abusive language (AL) and/or gesturres
7	Receives a second Caution in the same match (2CT)

Serious foul play and violent conduct are two sending-off offences in Law 12 involving unacceptable levels of physical aggression.

Serious Foul Play

A player is guilty of serious foul play if he uses excessive force or brutality against an opponent when challenging for the ball when it is in play.

Any player who lunges at an opponent in challenging for the ball from the front, from the side or from behind using one or both legs, with excessive force and endangering the safety of an opponent is guilty of serious foul play.

Violent Conduct

Violent conduct may occur either on the field of play or outside its boundaries, whether the ball is in play or not. A player is guilty of violent conduct if he uses excessive force or brutality against an opponent when not challenging for the ball.

He is also guilty of violent conduct if he uses excessive force or brutality against a team-mate or any other person.

Offences against goalkeepers

Referees are reminded that:

- 1) it is an offence for a player to prevent a goalkeeper from releasing the ball from his hands
- 2) a player must be penalized for playing in a dangerous manner if he kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- 3) it is an offence to restrict the movement of the goalkeeper by unfairly impeding him at the taking of a corner kick

Screening the ball

It is not an offence if a player, with the ball under control within playing distance, screens the ball from an opponent without using his arms. If, however, he prevents an opponent challenging for the ball by illegal use of the hand, arm, legs or body, he must be penalized by a direct free kick, or a penalty kick if the offence was committed inside the penalty area.

Scissors or bicycle kick

A scissors kick is permissible provided, in the opinion of the referee, it is not dangerous to an opponent.

Deliberately handling the ball

Referees are reminded that deliberately handling the ball is normally punished only by a direct free kick or penalty kick if the offence occurred inside the penalty area. A caution or dismissal is not normally required.

Preventing a goal or an obvious goal-scoring opportunity

A player is sent off, however, if he prevents a goal or an obvious goal-scoring opportunity by deliberately handling the ball. This punishment arises not from the act of the player deliberately handling the ball but from the unacceptable and unfair intervention that prevented a goal being scored.

Cautions for unsporting behavior by deliberately handling the ball

There are circumstances when, in addition to a free kick being awarded, a player must also be cautioned for unsporting behavior e.g. when a player:

- deliberately and blatantly handles the ball to prevent an opponent gaining possession
- attempts to score a goal by deliberately handling the ball

Holding an opponent

A common criticism of referees is their failure to correctly identify and punish the offence of holding an opponent. The failure to deal appropriately with shirt-pulling and arm-holding can result in confrontation situations developing and referees are instructed to make an early intervention and to deal firmly with the situation in accordance with Law 12.

A direct free kick or a penalty kick is normally all that is required as punishment but in certain circumstances an additional sanction is required e.g.

- a caution for unsporting behavior is required when a player holds an opponent to prevent him gaining possession of the ball or taking up an advantageous position
- a player must be sent off if he denies an obvious goal-scoring opportunity by holding an opponent

The taking of free kicks

Referees are reminded that a player must be cautioned if:

- he delays the restart of play
- he fails to respect the required distance when play is being restarted

The Penalty Kick

It is an infringement to enter the penalty area before the kick has been taken. The goalkeeper also infringes the Laws if he moves from his goal line before the ball has been kicked. Referees must ensure that when players infringe this Law appropriate action is taken.

Offside signals

It is not an offence in itself to be in an offside position. Assistant referees must only indicate for an offside position if the player has to be penalized for being in that position.

Offences by goalkeepers

Referees are reminded that goalkeepers are not permitted to keep possession of the ball in their hands for more than six seconds. A goalkeeper guilty of this offence is punished by an indirect free kick.

Persistent offenders

Referees should be alert at all times to players who persistently infringe the Laws. In particular, they must be aware that even if a player commits a number of different offences, he must still be cautioned for persistently infringing the Laws.

Attitude towards referees

The captain of a team has no special status or privileges under the Laws of the Game but he has a degree of responsibility for the behavior of his team. A player who is guilty of dissent by protesting at a referee's decision must be cautioned. A player who assaults a referee or who is guilty of using offensive, insulting or abusive language or gestures must be sent off.

Simulation

A player who attempts to deceive the referee by feigning injury or pretending to have been fouled is guilty of simulation and must be cautioned for unsporting behavior.

Delaying the restart of play

Referees must caution players who delay the restart of play by tactics such as:

- taking a free kick from the wrong position with the sole intention of forcing the referee to order a retake
- appearing to take a throw-in but suddenly leaving it to one of his team-mates to throw-in
- kicking the ball away or carrying it away with the hands after the referee has stopped play
- excessively delaying the taking of a throw-in or free kick
- delaying leaving the field when being substitute
- provoking a confrontation by deliberately touching the ball after the referee has stopped play.

Celebration of a goal

While it is permissible for a player to demonstrate his joy when a goal has been scored, the celebration must not be excessive. FIFA recognized in Circular No. 579 that such reasonable celebrations are allowed. The practice of choreographed celebrations is not to be encouraged when it results in excessive time-wasting and referees are instructed to intervene in such cases. A player must be cautioned when:

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- in the opinion of the referee, he makes gestures which are provocative, derisory or inflammatory
- he climbs on to a perimeter fence to celebrate a goal being scored
- he removes his shirt over his head or covers his head with his shirt

Leaving the field to celebrate a goal is not a cautionable offence in itself but it is essential that players return to the field as soon as possible. Referees are expected to act in a preventative mode and to exercise common sense in dealing with the celebration of a goal.

Liquid refreshments

Players are entitled to take liquid refreshments during a stoppage in the match but only on the touch line. It is not permitted to throw plastic water bags or any other water containers onto the field.

Jewelry

Referees are reminded that, in accordance with Law 4, players may not wear any kind of jewelry, which is dangerous for himself or another player. If it is dangerous must be removed. It cannot be taped.

Indication of additional time allowed

Fourth officials are reminded that when, on the instruction of the referee, the minimum additional time to be allowed at the end of each half is being indicated, this indication should only be made at the end of the final minute in each period of play.

Dealing with Injured Players

Referees must follow the instructions below when dealing with injured players:

- 1) play is allowed to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- 2) play is stopped if, in his opinion, a player is seriously injured
 - a. The referee shall stop the match
 - b. The referee shall signal for a coach or other individual to enter the field of play to attend to the injured player. If play is stopped, the injured player must leave the field of play.
 - c. If a player does not comply he is cautioned for unsporting behavior
 - d. An injured player may only return to the field of play after the match has restarted
 - i. An injured player may only re-enter the field from the touch line when the ball is in play
 - ii. When the ball is out of play, the injured player may re-enter from any of the boundary lines
 - e. The referee alone is authorized to allow an injured player to reenter the field whether the ball is in play or not
 - f. In the case of a temporary suspension due to an injury or any unusual situation not described elsewhere, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended.
 - g. Should there not be clear possession by a team at the time play is suspended due to an injury or any unusual situation not described elsewhere, there will be a drop ball at the point at which the ball was located when play was stopped *(subject to the special conditions of Law 8).
- 3) Any player bleeding from a wound must leave the field of play. He may not return until the referee is satisfied that the bleeding has stopped. A player cannot wear clothing with blood on
- 4) **Exceptions** to this ruling are made only for:
 - injury to a goalkeeper
 - when a goalkeeper and an outfield player have collided and need immediate attention
 - when a severe injury has occurred e.g. swallowed tongue, concussion, broken leg etc.

The Technical Area

Fourth officials are expected to control the technical area in a preventative rather than a confrontational manner. However, if the occupants of the technical area indulge in serious misconduct, the fourth official must inform the referee immediately.

These guidelines are designed to clarify some common situations and to help the participants involved in football matches to interpret the Laws of the Game correctly. The aim is to support fair play and to have a uniform and consistent interpretation of the Laws of the Game in order to avoid misunderstandings, injuries and controversial situations. All these clarifications are based on the Laws of the Game and the decisions of the International Football Association Board.

Referee Quick Guide to NCSL Divisional Differences

Referee's Quick Guide to NCSL Divisional Differences August, 2008

Law 1: Field Of Play

NCSL may modify these as needed to accommodate field dimensions

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
Length (yds)	50	70	80	100	110
Width (yds)	30	40	50	60	60
Center (yds)	5	5-10	10	10	10

Law 2: The Ball

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
Size	3	4	4	5	5

Law 3: The Number of Players

NCSL may modify these as needed to accommodate team size

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
# of Players/Team (Including Keeper)	7	8	9	11	11

Law 4: Player's Equipment

U7	U9/U10	U11/U12	U13/U14	U15 - U17
Per FIFA and NCSL modifications				

Law 5: The Referee

U7	U9/U10	U11/U12	U13/U14	U15 - U17
Coach	Appointed	Appointed	Appointed	Appointed

Law 6: The Linesman

U7	U9/U10	U11/U12	U13/U14	U15 - U17
N/A	Parent	Parent	Parent	Parent

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Law 7: The Duration of the Match

NCSL may modify these as needed to accommodate scheduling

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
Periods:	Quarters	Quarters	Halves	Halves	Halves
Duration of period	12 min.	12 min.	30 min.	35 min.	40 min.
Quarter Break:	3 min.	3 min.	N/A	N/A	N/A
Half Break:	5 min.	5 min.	5 min.	5 min.	5 min.
Overtime:	No	10 min.	15 min.	15 min.	15 min.
Shootout:	No	No	No	No	No

Law 8: The Start/Restart of Play

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
	Per FIFA and NCSL modifications				
Exceptions: Can score goal directly From Kick-off, GK, CK?	No	No	Yes	Yes	Yes
Restart Following Injury	IFK to team having had clear possession at stoppage, otherwise drop ball				

Law 9: The Ball In and Out of Play

U7	U9/U10	U11/U12	U13/U14	U15 - U17
Per FIFA				

Law 10: The Method of Scoring

U7	U9/U10	U11/U12	U13/U14	U15 - U17
Per FIFA				

Law 11: Offside

U7	U9/U10	U11/U12	U13/U14	U15 - U17
No	Modified	Yes	Yes	Yes

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Law 12: Fouls and Misconduct

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
	Per FIFA and NCSL modifications				
Penal Foul	Indirect	Indirect	Direct	Direct	Direct
Technical Fouls	Indirect	Indirect	Indirect	Indirect	Indirect
Cards	No	Yes	Yes	Yes	Yes
Charging Goalkeeper	No Contact		No contact in GA if in control		
Slide Tackling	No	No	Per FIFA	Per FIFA	Per FIFA

Law 13: Free Kicks

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
Indirect Kicks	All	All	Yes	Yes	Yes
Direct Kicks	No	No	Yes	Yes	Yes
Distance of Opponent	5 yds	5 yds	10 yds	10 yds	10 yds
Penalty Kicks	No	No	Yes	Yes	Yes

Law 14: Penalty Kicks

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
Penalty Kicks	No	No	Yes	Yes	Yes

Law 15: The Throw-In

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
Attempts:	2+ Tries	Per FIFA	Per FIFA	Per FIFA	Per FIFA

Law 16: The Goal Kick

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
	Per FIFA and NCSL modifications				
Exceptions: Can Score Directly?	All kicks IFK No	All kicks IFK No	Yes	Yes	Yes

Law 17: The Corner Kick

	U7	U9/U10	U11/U12	U13/U14	U15 - U17
	Per FIFA and NCSL modifications				
Exceptions: Can Score Directly?	All kicks IFK No	All kicks IFK No	Yes	Yes	Yes

Laws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 Divisions

Federation Internationale de Football Association (FIFA) Laws of the Game Shall be used to govern all matches for NCSL unless otherwise specified within these NCSL division laws. NCSL division laws incorporate many of the laws and policies as set forth by the Washington State Youth Soccer Association (WSYSA) and the North County Youth Soccer Association (NCYSA) in order to establish uniform procedures and rules applicable to youth soccer consistent with the principles and laws set forth by FIFA, US Youth Soccer, and the United States Soccer Federation (USSF).

LAW 1: FIELD OF PLAY

The field of play is rectangular, measuring

- **U9/U10:** 70 yards in length by 40 yards in width,
- **U11/U12:** 80 yards in length by 50 yards in width,
- **U13/U14:** 100 yards in length by 60 yards in width,
- **U15-U17:** 110 yards in length by 60 yards in width,

and marked with lines in accordance with the standards of the game. There are two goals – one at either end of the field – and the corners are marked with flags. The field, lines, goals, and corner flags assigned for play by Northwest Christian Sports League (NCSL) will be considered the official sizes and conditions for all league play.

LAW 2: THE BALL

The ball is spherical, made of leather other suitable material, and meets the circumference, weight, and pressure measurements for league play. The home team will provide the official game ball

- **U9/U10:** Size 4
- **U11/U12:** Size 4
- **U13/U14:** Size 5
- **U15-U17:** Size 5

for play, and the referee shall inspect and approve the ball prior to the match. The ball may not be changed without the authority of the referee.

LAW 3: THE NUMBER OF PLAYERS

A match is played by two teams, each consisting of not more than

- **U9/U10:** eight players, one of whom is the goalkeeper.
- **U11/U12:** nine players, one of whom is the goalkeeper.
- **U13/U14:** eleven players, one of whom is the goalkeeper.
- **U15-U17:** eleven players, one of whom is the goalkeeper.

Substitution: Procedure:

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

- 1) Substitutions may be made, with the consent of the referee, during any stoppage in play.
- 2) The substitute shall only enter the field of play after the player being replaced has left and after receiving a signal from the referee.
- 3) A substitute only enters the field of play at the halfway line.

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

- 4) A substitution is completed when a substitute enters the field of play
- 5) No more than three players from a team are substituted at any given stoppage during normal playing time or during the overtime period
- 6) Unlimited substitution of players is permitted prior to the start of the second half or prior to the start of the overtime period
- 7) Permission for substitution is not required prior to the kick-off following the half time break or prior to the kick-off preceding an overtime period.
- 8) There are no limits as to the number of times a player may enter, leave, or re-enter the field of play subject to the above substitution procedure and to the laws of the game..
- 9) There are no limits to the number of substitutions a team may request in a match subject to the above procedure.

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

- 1) The goalkeeper substitution is proposed only during a stoppage in the match (as described above),
- 2) The referee is informed before the change is made.
- 3) Permission for substitution of the goalkeeper is not required prior to the kick-off following the half time break or prior to the kick-off preceding an overtime period.

Infringements / Sanctions:

If a substitute enters the field of play without the referee's permission, play is stopped and the substitute is cautioned and shown the yellow card. If a player changes places with the goalkeeper without the referee's permission before the change is made, the players concerned are cautioned and shown the yellow card when the ball is next out of play.

All substitutions are subject to the authority and jurisdiction of the referee. The referee may elect to stop play when a player has been injured, and allow the injured player to be substituted. The injured player may return to the game at another stoppage of play.

NCSL Policy 3.1:

There is no set minimum number of players necessary to participate in a soccer match.

NCSL Policy 3.2:

The coach, along with other team officials, eligible substitute players, and all spectators, must remain within the confines of the technical area (further described in the appendices of the FIFA Laws), and they must behave in a responsible manner. The technical area is designed to allow a reasonable amount of space for the club linesmen to monitor the touchlines, and minimize spectator interference during play. The head coach is responsible for ensuring that their sideline does not breach the technical area at any time.

LAW 4: THE PLAYER'S EQUIPMENT

A player must not use equipment or wear anything that is dangerous to himself or another player (i.e., any kind of jewelry, watches, earrings and all body piercing, barrettes, buckles, pins, medals, etc.) Tape, adhesive strips or other devices may not be used to cover jewelry. Only Medical ID bracelets may be covered with tape; all other jewelry must be removed. The basic compulsory equipment of a player is a team jersey, shorts, stockings, shinguards, and footwear. The shinguards must be entirely covered by the stockings, be made of a suitable material (rubber, plastic, or similar substance), and provide a reasonable degree of protection. The goalkeeper must wear colors that distinguish him from the other players and the referee.

NCSL Policy 4.1:

In addition, NCSL has adopted certain policies regarding Law 4 pertaining to youth soccer. The referee must approve of any article of clothing, including hats, gloves, and/or underlayer clothing being worn by the players and has sole discretion to approve or disapprove the use of those articles on the field of play.

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

- 1) A player wearing a hard cast will not be permitted to play.
- 2) The goalkeeper is allowed to wear rubberized gloves (goalie gloves) and a cap with a soft visor to shield against the sun.
- 3) All or any member(s) of a team may wear extra protective clothing against the cold, including gloves, without dangerous, protruding or hard objects, under the following provisions:

Gloves may be worn by players other than the goal keeper provided that:

- a. They are not rubberized gloves (goalie gloves) nor made of other materials as to create an unfair advantage for the player wearing those gloves.
- b. The referee is assured that no jewelry or other object is concealed by the gloves.

Hats:

- a. Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft-billed hat;

Cold weather or foul weather gear may be worn provided that:

- a. The whole of the team jersey uniform must be worn outside of all layers and are completely visible to the referee.
- b. Approved shin guards and stockings are worn appropriately.
- c. Underlayers should ideally be of the same color as the team's shorts and jersey and must clearly distinguish the player from the goalkeeper, the referees or the opponent's team players or the opponent's goalkeeper.
- d. Layers underneath, if worn, should not conceal otherwise forbidden articles such as jewelry, hard casts, or other items deemed unsafe or inappropriate by the referee. Deceptive practices in this regard are cautionable offenses. Players needing to fix their equipment will not return to the FOP until permitted to do so by the referee.
- e. Loose clothing could be deemed "unsafe" and not permitted onto the FOP by the referee or match official.
- f. The referee of each match has full discretion in determining if layers underneath meet the above criteria.
- g. Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.

- 4) All players must wear studded shoes (cleats) meeting the following requirements:
 - a. There must be a minimum of ten cleats on each shoe,
 - b. The cleats must be molded as part of the shoe (no metal / screw-in cleats),
 - c. The cleats must be rounded on the ends and be made of rubber or another soft material,
 - d. The cleats must be at least one-half inch in diameter and no longer than three-quarters inch in length,
 - e. The cleats must not possess a ridged toe cleat (baseball-style cleats).

Infringements / Sanctions:

For any infringement of this Law, the player at fault will be instructed by the referee to leave the field of play immediately to correct his equipment. Any player required to do so may only re-enter the field of play with the referee's permission. A player who has been required to leave because of an infringement of this Law and who re-enters the field of play without the referee's permission will be cautioned and shown the yellow card.

LAW 5: THE REFEREE

The 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. The referee is appointed by the league, and may act independently or with the aid of club linesman and/or assistant referees, whom he may authorize or dismiss at his discretion.

Powers & Duties:

- 1) Enforces the Laws of the Game
- 2) Ensures that the ball meets the requirements of Law 2,
- 3) Ensures that the players' equipment meets the requirements of Law 4,
- 4) Acts as timekeeper and keeps a record of the match,
- 5) Stops, suspends, or terminates the match, at his discretion, for any infringements of the Laws,
- 6) Stops, suspends, or terminates the match because of outside interference of any kind,
- 7) Stops the match if, in his opinion, a player is seriously injured and requires attention,
- 8) Allows play to continue until the ball is out of play if a player is only slightly injured,
- 9) 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.
- 10) Allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time.
- 11) Punishes the more serious offense when a player commits more than one offense at time,
- 12) 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.
- 13) Takes action against team officials who fail to conduct themselves in a reasonable manner, and may at his discretion, expel them from the field of play and its immediate surrounds.
- 14) Restarts the match after it has been stopped.
- 15) Provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players, and/or team officials and any other incidents that occurred before, during or after the match.

Advantage Clause:

The referee shall employ the advantage clause at their discretion; that is, they shall allow 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 occur at that time.

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 or terminated the match.

LAW 6: THE LINESMAN

A team is responsible for providing one linesman at each game. The linesman shall be selected by the coach and instructed to report to the referee prior to the game. The linesman is responsible for signaling when the ball has crossed out of play and which team is entitled to possession. In addition, the referee may also request the linesman to signal when a substitution is requested.

The linesman is an assistant to be used only at the referee's discretion. The referee may not empower a linesman with any additional responsibilities; however, they may restrict duties or dismiss the linesman as they deem appropriate. The decision of the referee supersedes any decision made by the linesman.

LAW 7: THE DURATION OF THE MATCH

The match lasts of

- **U9/U10:** Four equal periods (quarters) of 12 minutes each. The players are entitled to three minute intervals between the 1st and 2nd quarters and the 3rd and 4th quarters; additionally, there will be a five-minute interval at half-time (between the 2nd and 3rd quarters).
- **U11/U12:** The match lasts of two equal periods of 30 minutes each. The players are entitled to a five-minute interval at half-time.
- **U11/U12:** The match lasts of two equal periods of 35 minutes each. The players are entitled to a five-minute interval at half-time.
- **U15-U17:** The match lasts of two equal periods of 40 minutes each. The players are entitled to a five-minute interval at half-time.

The referee may elect to add additional time at the end of each half to allow for time lost through injury, substitutions, penalty kicks, etc. The precise amount of time added is subject to the discretion of the referee.

NCSL Policy 7.1:

In the event of a tie, a “sudden death” overtime period of

- **U9/U10:** 10 minutes
- **U11/U12:** 15 minutes
- **U13/U14:** 15 minutes
- **U15-U17:** 15 minutes

will be played. The first team to score in the overtime period is declared the winner of the match regardless of time remaining in the overtime period.

Procedure:

A coin shall be tossed and the winner of the toss shall elect which goal it will defend.

The conditions of Law 8 apply.

NCSL Policy 7.2:

In the event of a tie after the overtime period, the game will be declared a draw. The taking of penalty kicks to determine the winner of the match is not practiced by NCSL.

LAW 8: THE START / RESTART OF PLAY

A coin is tossed;

- **U9/U10:** The team that wins the toss decides which goal it will attack (or defend) in the first half of the match. The other team takes the kick-off to start both the 1st and 2nd quarters in the first half of the match. The team that won the toss takes the kick-off in both the 3rd and 4th quarters in the second half of the match.
- **U11 and up:** The team that wins the toss decides which goal it will attack (or defend) in the first half of the match. The other team takes the kick-off to start the first half of the match. The team that won the toss takes the kick-off in the second half of the match.

At the beginning of the second half, teams shall switch ends and attack the opposite goals for the duration of the game.

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

The kick-off is a way of starting or re-starting play at the beginning of each half and after a goal has been scored.

A goal may not be scored directly from a kick-off, as all kicks in this division are indirect.

Procedure:

The ball is placed stationary on the center mark for the kick-off. All players are in their own half of the field. When the referee gives the signal, the ball may be put into play. The ball is in play when it is kicked and moves forward. The opposing team must remain outside the center circle (5-10 yds) until the ball is put into play; however, the kicking team may have players within the center circle. The kicking player may not touch the ball again until it has been touched by another player.

Infringements / Sanctions:

If the kicker touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred * (see below). For any other infringement of the kick-off procedure, the kick-off is retaken.

Dropped Ball:

In the event the referee temporarily stops the match while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game, the referee shall restart play with a dropped ball. The referee shall drop the ball at the place where it was located when play was stopped * (see below). Play restarts when the ball touches the ground.

The ball is dropped again if it is touched by a player before it makes contact with the ground, or if the ball leaves the field of play after it makes contact with the ground, without a player touching it.

* Special Conditions of Law 8:

- * A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area.
- * An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area 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.

NCSL Policy 8.1:

In the case of a temporary suspension due to an injury or any unusual situation not described elsewhere, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation not described elsewhere, there will be a drop ball at the spot where the ball was declared dead.

LAW 9: THE BALL IN AND OUT OF PLAY

The ball is out of play when it has completely crossed the goal line or touchline, whether in the ground or in the air, or when play has been stopped by the referee. The ball is in play all other times, including when it rebounds from a goal post, crossbar, corner flag post, and remains in the field of play. In addition, the ball is in play when it rebounds from a referee or linesman standing within the field of play.

LAW 10: THE METHOD OF SCORING

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

In the event that any player of the defending team (to include the goalkeeper) deflects the ball into his own goal using any part of his body, it is considered an “own goal” and will count as a score for the opposing team.

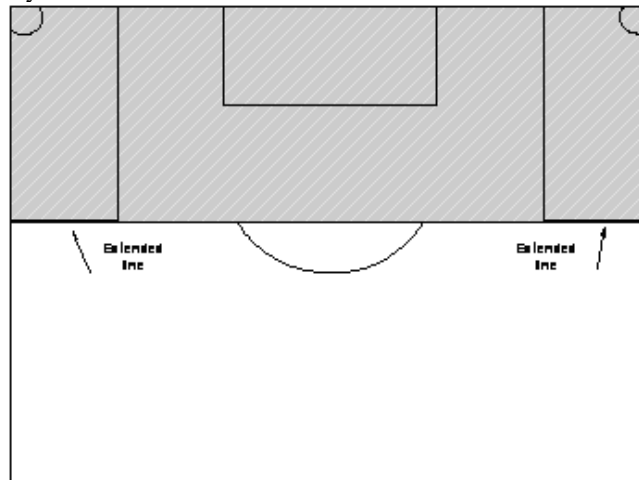
The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals (after the overtime period), or no goals are scored (before and during the overtime period), the match is drawn.

LAW 11: OFFSIDE

U9/U10 Division Only:

Law 11 has been modified for use by NCSL in the U-9 and U-10 Divisions. This is called the “Modified Offside Law”, developed by the league to introduce younger players to Law 11. The league has introduced the “Modified Offside Zone” – in essence, a zone created by extrapolating the line of the penalty box that is parallel to the goal line, extending this in both directions to intersect perpendicular to the touchlines on both sides on the FOP. In other words, an area the length of the penalty box and the width of the field is created near each goal – about 18 yards wide by 40 yards long (**Figure 1**). The grey area is the “Modified Offside Area” for U9/U10.

Figure 1
Grey hatched area is the Modified Offside Area for this division.



Normally, a player is subject to being in an offside position on his opponents’ half of the field. This zone is reduced in this division to the penalty area (as it extends to each side), for ease of play and player education. (The sole purpose of this modification is so a team cannot gain an advantage by stationing a player by the opposing teams’ goal area when the ball is on the other side of the field. Otherwise the off side law would not be applicable to this age group).

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

All Divisions:

A player is in an offside position when he is nearer to his opponents' goal line than both the ball and the second-to-last opponent. A player is not in an offside position when he is on his own half of the field of play (**or, for U9/U10, when he is outside the Modified Offside Area**), or level with the second-to-last opponent, or level with the last two opponents.

It is not an offense in itself to be in an offside position.

Offside Decision:

A player shall only be penalized for being in an offside position when, at the moment the ball touches or is played by one of his own team, he is (in the opinion of the referee) involved in active play by:

- 1) Interfering with play, or
- 2) Interfering with an opponent, or
- 3) Gaining an advantage by being in that position.

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

- 1) a goal kick,
- 2) a corner kick, or
- 3) a throw-in.

Infringements / Sanctions:

For any offside offense, the referee shall award an indirect free kick to the opposing team to be taken from the place where the infringement occurred * (subject to the special conditions of Law 8).

LAW 12: FOULS AND MISCONDUCT

Any infraction against the Laws of the Game is known as a foul or misconduct.

U9/U10 Division Only: In this division, all free kicks are indirect, due to the small size of the field.

Penal Fouls:

An indirect 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:

- 1) Kicks or attempts to kick an opponent,
- 2) Trips or attempts to trip an opponent,
- 3) Strikes or attempts to strike an opponent
- 4) Jumps at an opponent,
- 5) Charges an opponent,
- 6) Pushes an opponent.

An indirect free kick is awarded to the opposing team if a player commits any of the following four offenses at any time, regardless of motivation or circumstances:

- 1) Tackles an opponent to win the ball, making contact with the opponent before touching the ball. Slide tackling is not allowed at the U-10 level and below (see NCSL Policy – 12.2a)
- 2) Handles the ball deliberately (except for the goalkeeper within his own penalty area),
- 3) Holds an opponent,
- 4) Spits at an opponent.

An indirect free kick is taken from where the offense occurred * (subject to the special conditions of Law 8).

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

U11-U17 Divisions: In this division, free kicks are either direct or indirect.

Penal Fouls:

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:

- 1) Kicks or attempts to kick an opponent,
- 2) Trips or attempts to trip an opponent,
- 3) Strikes or attempts to strike an opponent
- 4) Jumps at an opponent,
- 5) Charges an opponent,
- 6) Pushes an opponent.

A direct free kick is awarded to the opposing team if a player commits any of the following four offenses at any time, regardless of motivation or circumstances:

- 1) Tackles an opponent to win the ball, making contact with the opponent before touching the ball,
- 2) Handles the ball deliberately (except for the goalkeeper within his own penalty area),
- 3) Holds an opponent,
- 4) Spits at an opponent.

All Divisions:

Technical Fouls:

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

- 1) Takes more than six seconds while controlling the ball in his hands before releasing from possession,
- 2) Touches the ball with his hands after he has released it and before being touched by another player,
- 3) Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate,
- 4) Touches the ball with his hands after it has been deliberately kicked to him by a teammate,
- 5) Deliberately wastes time / delays the game.

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

- 1) Plays in a dangerous manner,
- 2) Impedes the progress of an opponent,
- 3) Prevents the goalkeeper from releasing the ball from his hands,
- 4) Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.

An indirect free kick is taken from where the offense occurred *(subject to the special conditions of Law 8).

Disciplinary Sanctions / Cautionable Offenses:

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

- 1) Is guilty of unsporting behavior (UB),
- 2) Shows dissent by word or action (DT),
- 3) Persistently infringes the Laws of the Game (PI),
- 4) Delays the restart of play (DR),

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

- 5) Fails to respect the required distance when play is restarted with a corner kick or free kick, or throw-in (FRD)
- 6) Enters or re-enters the field of play without the referee's permission (E),
- 7) Deliberately leaves the field of play without the referee's permission (L).

Disciplinary Sanctions / Sending-Off Offenses:

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

- 1) Guilty of serious foul play (SFP),
- 2) Guilty of violent conduct (VC),
- 3) Spits at an opponent or any other person (S),
- 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) (DGH),
- 5) Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (DGF),
- 6) Uses offensive, insulting or abusive language and/or gestures (AL),
- 7) Receives a second caution in the same match (2CT).

NCSL Policy 12.1:

U9/U10: Charging the Goalkeeper:

- 1) In all Under-11 age groups and below: No player shall make physical contact with the goalkeeper, harass the goalkeeper or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever.
- 2) In all Under-12 age groups and above: No player shall make physical contact with the goalkeeper WITHIN THE GOAL AREA, harass the goalkeeper, or attempt to play the ball once the goalkeeper has complete control of the ball in any manner and to any degree whatsoever. For infringement of this special rule, an indirect kick shall be awarded.
- 3) Note: Also included in "having control of the ball" is, if the goalkeeper holds the ball on the ground with one or both hands.

All Divisions: Charging the Goalkeeper:

- 1) In all Under-12 age groups and above: No player shall make physical contact with the goalkeeper WITHIN THE GOAL AREA, harass the goalkeeper, or attempt to play the ball once the goalkeeper has complete control of the ball in any manner and to any degree whatsoever. For infringement of this special rule, an indirect kick shall be awarded.
- 2) Note: Also included in "having control of the ball" is, if the goalkeeper holds the ball on the ground with one or both hands

The goalkeeper is considered to be in control of the ball by touching it with any part of his hands or arms. Any player who interferes with a goalkeeper who has established control over the ball may be cautioned for unsporting behavior and shown the yellow card.

NCSL Policy 12.2a:

U9/U10: Slide tackling is not allowed at the U-10 level and below. If a slide tackle occurs it shall be considered dangerous play. The referee will stop play and instruct the player of his infraction and then award the opposing team an indirect free kick at the spot of the foul.

NCSL Policy 12.2b:

All Divisions: A player who commits a penal foul while tackling for the ball outside his opponent's peripheral vision is guilty of serious foul play, and will be sent-off and shown the red card.

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

NCSL Policy 12.3:

A player who is sent-off (shown the red card) must leave the field of play and remain within the technical area, without further disruption to the match, players, or match officials by word or action, for the remainder of the game. The sent off player may not return or be replaced with another player for the duration of the match.

Disciplinary sanctions for the sent off player will include missing one entire half of play. Therefore, if a player is sent off in the first half of play (U9/U10: within the 1st or 2nd quarters), he will have served his sanction by sitting out for the entire second half (U9/U10: 3rd and 4th quarters) of that match (and the entire overtime period should one be played). If the player is sent off in the second half (U9/U10: within the 1st or 2nd quarters) or overtime period of play, the player shall not be permitted to play for the entire first half (U9/U10: 1st and 2nd quarters) of the next scheduled game to which he has reported in uniform. All red card infractions will be reviewed by NCSL and disciplinary sanctions may be increased or decreased as deemed appropriate.

NCSL Policy 12.4:

The referee shall also be empowered to enact disciplinary measures against the coach (or any under his authority) for gross or repeated misconduct – before, during, or after the game. An individual who behaves themselves in an irresponsible manner may be cautioned or dismissed by the referee. The dismissed party must leave the field of play and immediate surrounds within five minutes of the order to vacate, or their team shall be subject to forfeit. NCSL shall review any and all cautions and dismissals and apply disciplinary sanctions as deemed appropriate.

NCSL Policy 12.5:

In regards to players receiving repeated cautions throughout the season, players sent-off during a match, or team officials disciplined by the referee during a match, the league has adopted several practices and policies to handle such incidents in a manner suiting to the spirit and principles of the league. These are discussed in the appendices to the Laws under “Disciplinary Sanctions”.

LAW 13: FREE KICKS

The referee awards a free kick when the opposing team commits an infraction against the Laws of the Game. The type of free kick is determined by the nature of the infraction. In both the case of a direct kick and an indirect kick, the ball must be stationary when the kick is taken, and the kicker must not touch the ball a second time until it has touched another player.

U9/U10 Division Only: In this division, all free kicks are indirect, due to the small size of the field.

U11-U17 Divisions: In this division, free kicks are either direct or indirect.

Direct Kicks:

An infraction of a penal foul warrants a direct kick. If a direct free kick is kicked directly into the opponents’ goal, a goal is awarded. If a direct free kick is kicked directly into the team’s own goal, a corner kick is awarded to the opposing team.

All Divisions:

Indirect Kicks:

An infraction of a penal foul or a technical foul warrants an indirect kick. A goal can be scored only if the ball subsequently touches another player before it enters the goal. If an indirect free kick is kicked directly into the opponents’ goal, a goal kick is awarded to the opposing team. If an indirect free kick is kicked directly into the team’s own goal, a corner kick is awarded to the opposing team.

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

Free Kicks Inside the Penalty Area:

Indirect – Defending Team

- 1) All opponents shall remain outside the penalty area until the ball is in play,
- 2) All opponents are at least five yards away from the ball,
- 3) The ball is in play when it is kicked directly beyond the penalty area,
- 4) A free kick awarded in the goal area is taken from any point inside that area.

Indirect – Attacking Team

- 1) All opponents are at least five yards away from the ball until it is put into play, unless they are on their own goal line between the goal posts,
- 2) The ball is in play when it is kicked and moves,
- 3) An indirect free kick awarded inside 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 Kicks Outside the Penalty Area:

Indirect – Defending / Attacking Teams

- 1) All opponents are at least five yards away from the ball until it is in play, unless they are on their own goal line between the goal posts,
- 2) The ball is in play when it is kicked and moves,
- 3) The free kick is taken from the place where the infringement occurred.

Infringements / Sanctions:

The free kick is retaken when an opponent is closer to the ball than the required distance when the kick is taken, or when a free kick taken by the defending team inside its own penalty area is not kicked directly into play.

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 is taken from the place where the infringement occurred * (subject to the special conditions of Law 8).

If, after the ball is in play, the kicker 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 the place where the infringement occurred * (subject to the special conditions of Law 8)

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

- 1) An indirect free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area. The kick is taken from the place where the infringement occurred * (subject to the special conditions of Law 8).
- 2) An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area. The kick is taken from the place where the infringement occurred * (subject the special conditions of Law 8).

LAW 14: THE PENALTY KICK

U9/U10 Division Only: There are no penalty kicks in this division. All free kicks are indirect.

U11-U17 Divisions: 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 can be scored directly from a penalty kick.

Procedure:

The ball is placed on the penalty mark, and 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.

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

The players other than the kicker are located inside the field of play, outside the penalty area, behind the penalty mark, and at least ten yards away 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. The referee shall signal for the kick, at which point the player taking the penalty kicks the ball forward. He shall not play the ball a second time until it is touched by another player. The ball is in play when it is kicked and moves forward.

Infringements / Sanctions:

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

- 1) An attacking player (other than the kicker) infringes on the Laws of the Game (and a goal is scored),
- 2) An attacking player (other than the kicker) infringes on the Laws of the Game (and no goal is scored),
- 3) The player taking the penalty kick infringes on the Laws of the Game,
- 4) The goalkeeper infringes on the Laws of the Game (and a goal is scored),
- 5) The goalkeeper infringes on the Laws of the Game (and no goal is scored),
- 6) The player and the goalkeeper both infringe on the Laws of the Game (regardless of outcome),

The referee shall always allow the kick to proceed, then make the following decision / restart (respective to above):

- 1) The goal is disallowed, and the kick is retaken,
- 2) An indirect free kick is awarded to the defending team,
- 3) The goal is allowed,
- 4) The kick is retaken.

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 is taken from the place where the infringement occurred * (subject to the special conditions of Law 8).

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 kicked to be taken from the place where the infringement occurred * (subject to the special conditions of Law 8). If the infringement occurred inside the kicker's penalty area, a penalty kick is awarded to the opposing team.

If the ball is touched by an outside agent as it moves forward, the kick is retaken.

If the ball rebounds into the field of play from the goalkeeper, the crossbar, or the goalposts, and then is touched by an outside agent, the referee shall stop play, and play shall be restarted with a dropped ball at the place where it touched the outside agent * (subject to the special conditions of Law 8).

The referee may allow additional time to be taken at the end of each period for a penalty kick, when necessary.

LAW 15: THE THROW-IN

A throw-in is a method of restarting play. A throw-in is awarded when the ball passes completely over the touchline, either on the ground or in the air. The throw-in takes place at the point the ball crossed over the touchline, and is given to the opponents of the player who last touched it. A goal cannot be scored directly from a throw-in.

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

Procedure:

At the moment of delivering the ball, the thrower:

- 1) Has part of each foot either on the touchline or on the ground outside the touchline,
- 2) Delivers the ball from behind and over his head,
- 3) Faces the field of play,
- 4) Uses both hands.

The thrower may not touch the ball again until it has touched another player. The ball is in play immediately after it enters the field of play.

If a player correctly takes a throw-in but the ball does not enter the field of play but remains outside the touchline, the throw-in is retaken.

Infringements / Sanctions:

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 kick shall be awarded to the opposing team. The kick is taken from the place where the infringement occurred * (subject to the special circumstances of Law 8).

If, after the ball is in play, the thrower 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 the place where the infringement occurred * (subject to the special conditions of Law 8).

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 is taken from the place where the infringement occurred *(subject to the special conditions of Law 8).

If an opponent unfairly distracts or impedes the thrower, he shall be cautioned for unsporting behavior and shown the yellow card.

For any other infringement of this Law, the throw-in is taken by a player of the opposing team.

LAW 16: THE GOAL KICK

A goal kick is a method of restarting play. A goal kick is awarded when the whole of the ball, having last touched a player of the attacking team, passes completely over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10. A goal may not be scored directly from a goal kick as all kicks in this division are considered indirect.

Procedure:

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

Infringements / Sanctions:

If the ball is not kicked directly into play beyond the penalty area, the kick is retaken.

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 is taken from the place where the infringement occurred * (subject to the special conditions of Law 8).

If, after the ball is in play, the kicker 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 the place where the infringement occurred * (subject to the special conditions of Law 8).

3BULaws of the Game: U9/U10, U11/U12, U13/U14, & U15-U17 D

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 is taken from the place where the infringement occurred *(subject to the special conditions of Law 8).

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 corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes completely over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10. A goal may not be scored directly from a corner kick as all kicks in this division are considered indirect.

Procedure:

The ball is placed inside the corner arc at the nearest corner flag post (the flag post, if present, must not be moved). The opponents shall remain at least five yards away from the ball until it is in play. The ball is kicked by a player of the attacking team. The ball is in play when it is kicked and moves. The kicker shall not play the ball a second time until it has touched another player.

Infringements / Sanctions:

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 is taken from the place where the infringement occurred * (subject to the special conditions of Law 8).

If, after the ball is in play, the kicker 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 the place where the infringement occurred *(subject to the special conditions of Law 8).

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 is taken from the place where the infringement occurred *(subject to the special conditions of Law 8).

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

Instructions to Referees for Completing Match Reports

Instructions:

1. After each match each referee must file a match report to NCSL within 72 hours of the match.
2. Completed match reports should be saved for your records. Please “save as” using the following format as a file name: “<Your Last Name><Date of match (mm-dd-yy)><Division>.” For example, John Smith officiated a game on October 15, 2006 for BU9’s. The file name should read: Smith 10-15-06 BU9.doc
3. Submit completed match reports to NCSL by e-mailing them as an attachment to info@ncsl.cc. It is best to place all reports for one day within the same file.

Each template has 2 blank match reports. If you have officiated more than 2 games, make certain you copy and paste as many blank tables as you need for that day’s matches. If you only officiate in one match please delete the second report before sending it to NCSL.

To complete the report:

1. Indicate Home and Away teams (can be filled in before the match)
2. Color: Jersey color
3. Captains: Indicate by name or number
4. Date: Match date
5. Duration: Total time of each quarter or half (in minutes)
6. Field: Which field the match took place on
7. Kick-off: Indicate which team kicked off (erase the period(s) that they **don’t** kick off)
8. Level/League: NCSL/Division
9. Start and end time are the actual times started and completed
10. Goals: indicate, by number, how many goals were scored each period of play and the final score of the match.
11. Misconduct: Indicate player number, when it happened, foul, and the reason
12. Officials: Name yourself and any co-referee or assistant referee
13. Comments: This is a detailed description of the match. Include all relative facts such as coach/parent/player attitude, injuries, field conditions, etc. All fouls must be described in detail.

4BUInstructions to Referees for Completing Match Reports

EXAMPLE:

REFEREE REPORT															
HOME	Tigers						Huskies						AWAY		
Color	Orange			3,12		Captains	5,8		Purple			Color			
Date:	10-15-07			Kickoff						Duration (4x)	12				
Field:	PRC #2			1			4			2	3		Start Time	11:00 a	
Level/League	NCSL/BU9						End Time			12:15 p					
Goals	Q1	Q2	Q3	Q4	OT	Final	Goals	Q1	Q2	Q3	Q4	OT	Final		
#	1	1	1	2		5	#		2	1	1		4		
Misconduct															
#	Qtr	W/C/S	Reason				#	Qtr	W/C/S	Reason					
10	1	W	Pushing												
10	2	W	Pushing												
10	3	C	PI, pushing												
W=Warning C=Caution (Yellow) S = Send-Off (Red)															
Officials:	John Smith						Bill Butler								
Comments:	<p>Lines on the field were getting hard to see.</p> <p>#10 on the Tigers was warned for carelessly pushing opponents throughout the first half. After repeated warnings I yellow carded him in the 3rd quarter for persistent infringement of the Laws of the Game (PI).</p> <p>#2 on the Huskies had to come off the field in the second quarter when he took a ball to his stomach. He came back in later in the game.</p>														

Match Reports: Quarters

REFeree REPORT															
HOME							AWAY								
Color				Captains			Color								
Date:		Kickoff						Duration (4x)							
Field:		1	2	3	4	O	1	2	3	4	O	Start Time			
Level/League										End Time					
Goals #	Q1	Q2	Q3	Q4	OT	Final	Goals #	Q1	Q2	Q3	Q4	OT	Final		
Misconduct															
#	Qtr	W/C/S	Reason				#	Qtr	W/C/S	Reason					
W=Warning C=Caution (Yellow) S = Send-Off (Red)															
Officials:															
Comments:															

REFeree REPORT															
HOME							AWAY								
Color				Captains			Color								
Date:		Kickoff						Duration (4x)							
Field:		1	2	3	4	O	1	2	3	4	O	Start Time			
Level/League										End Time					
Goals #	Q1	Q2	Q3	Q4	OT	Final	Goals #	Q1	Q2	Q3	Q4	OT	Final		
Misconduct															
#	Qtr	W/C/S	Reason				#	Qtr	W/C/S	Reason					
W=Warning C=Caution (Yellow) S = Send-Off (Red)															
Officials:															
Comments:															

Match Reports: Halves

REFeree REPORT										
HOME							AWAY			
Color				Captains				Color		
Date:	Kickoff						Duration (2x)			
Field:	1st		2nd		O	1st		2nd		O
Level/League							End Time			
Goals	1st	2nd	OT	Final	Goals	1st	2nd	OT	Final	
#					#					
Misconduct										
#	Qtr	W/C/S	Reason			#	Qtr	W/C/S	Reason	
W=Warning C=Caution (Yellow) S = Send-Off (Red)										
Officials:										
Comments:										

REFeree REPORT										
HOME							AWAY			
Color				Captains				Color		
Date:	Kickoff						Duration (2x)			
Field:	1st		2nd		O	1st		2nd		O
Level/League							End Time			
Goals	1st	2nd	OT	Final	Goals	1st	2nd	OT	Final	
#					#					
Misconduct										
#	Qtr	W/C/S	Reason			#	Qtr	W/C/S	Reason	
W=Warning C=Caution (Yellow) S = Send-Off (Red)										
Officials:										
Comments:										