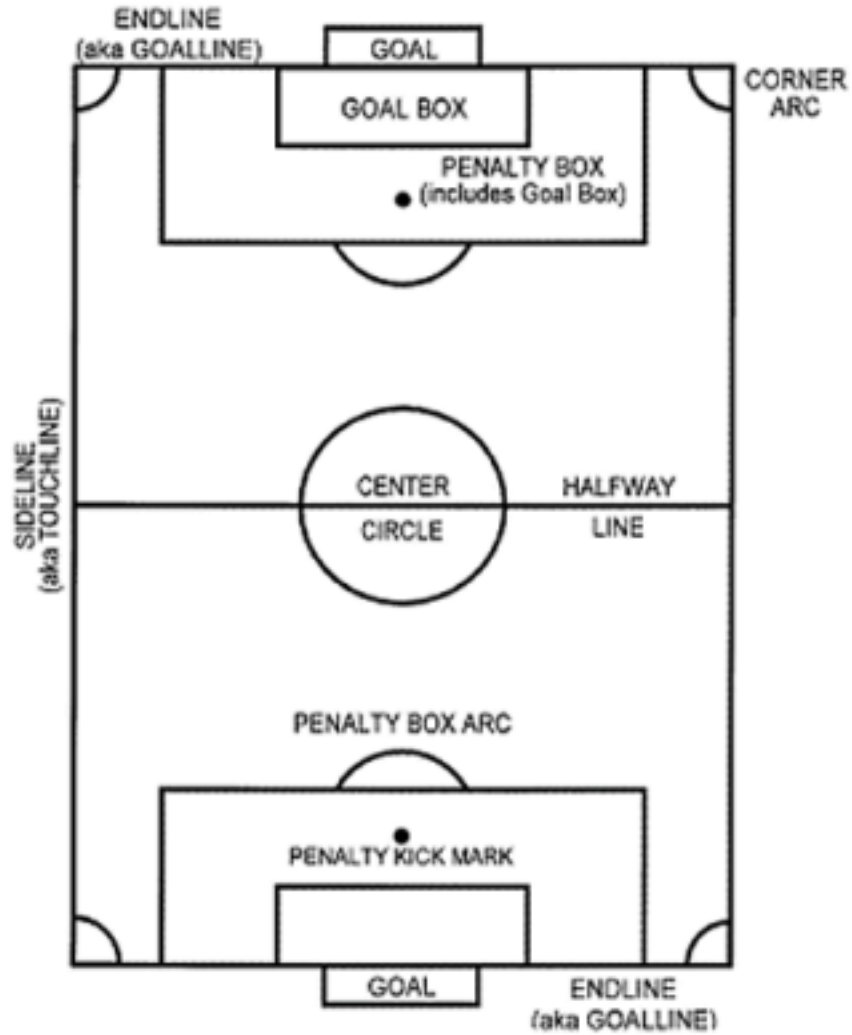


The Laws of Play

I. Law 1- The field of play



EST 1979

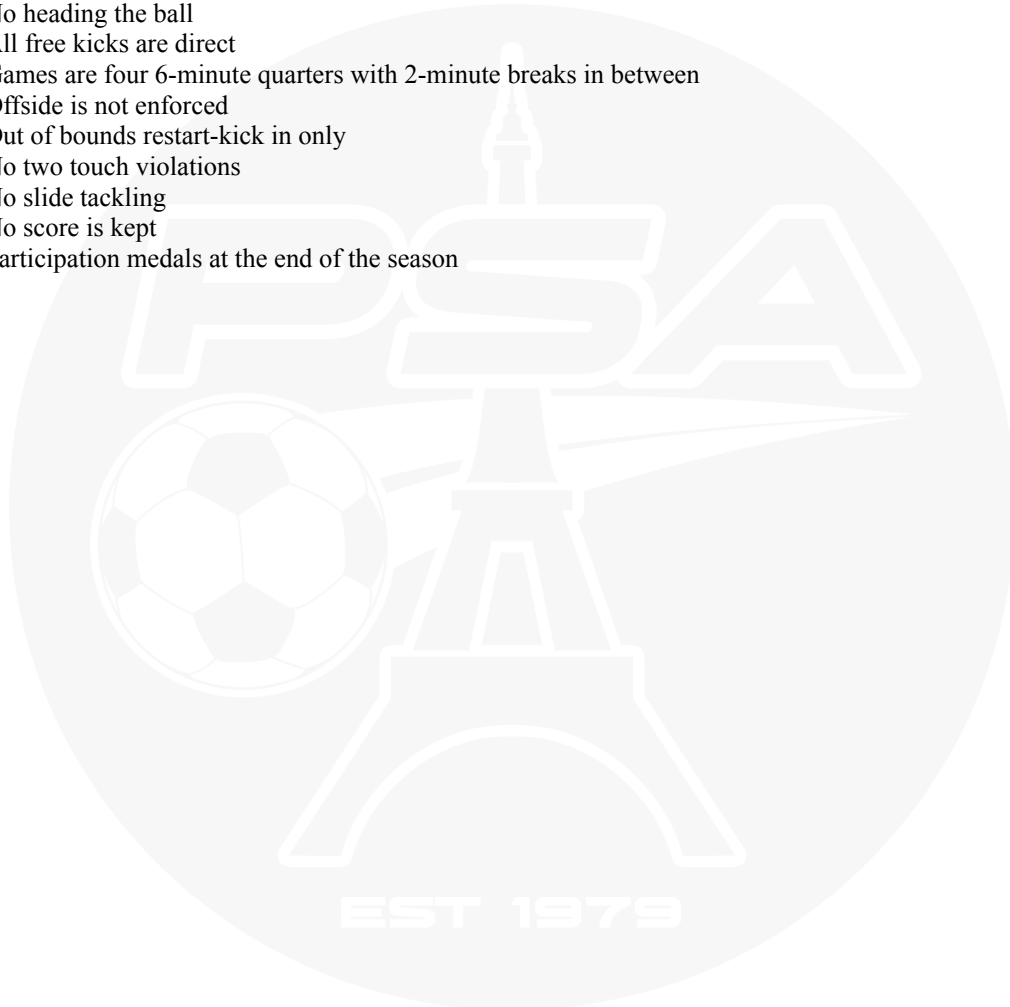
II. Law 2 & 3- The ball & the number of players

A. Age specific rules for PSA

4U COED

Encourage independent play

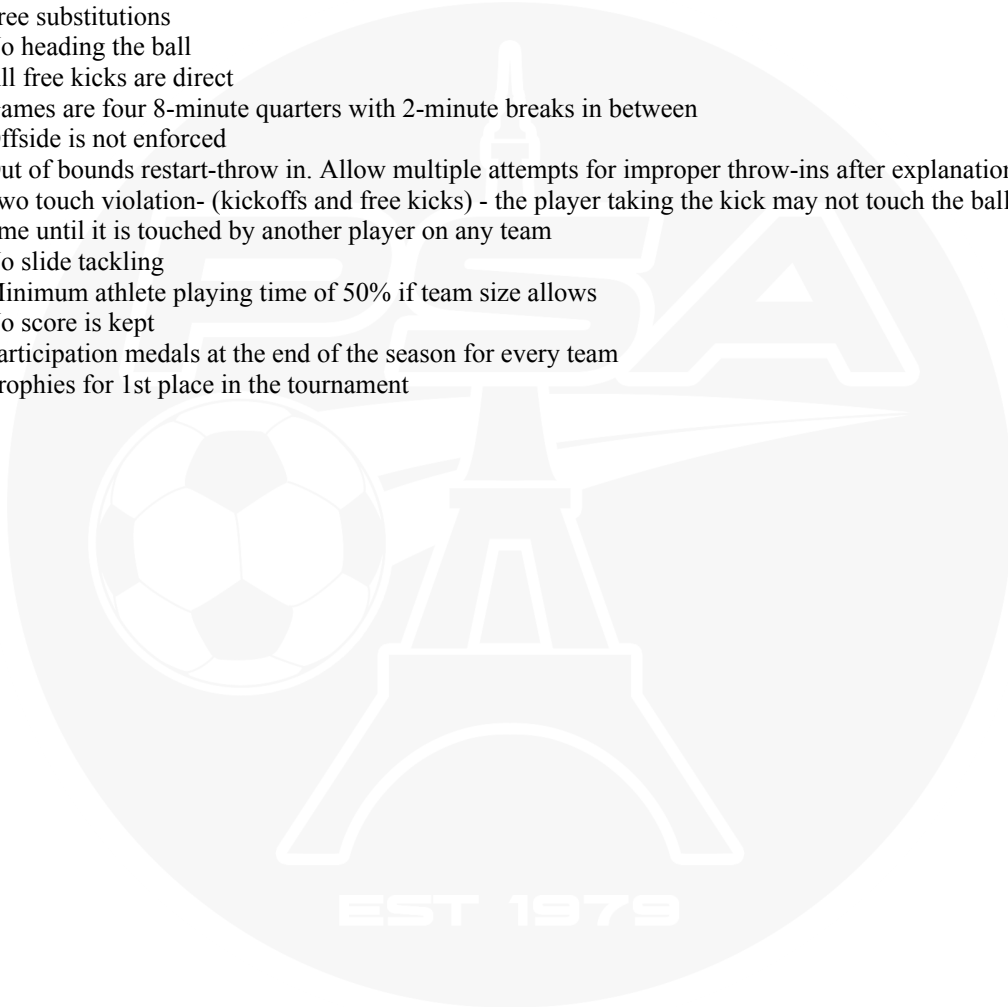
1. 4v4 with no goalie
2. No player can stand directly in front of the goal at all times or inside the box to block the ball from the goal
3. Minimum athlete playing time of 50%
4. Two coaches are allowed on the field if needed
5. Goal size 4 x 6 feet
6. Size 3 ball
7. Free substitutions
8. No heading the ball
9. All free kicks are direct
10. Games are four 6-minute quarters with 2-minute breaks in between
11. Offside is not enforced
12. Out of bounds restart-kick in only
13. No two touch violations
14. No slide tackling
15. No score is kept
16. Participation medals at the end of the season



6 & UNDER

This league should have an emphasis on scoring

1. 4v4 with no goalie
2. No player can stand directly in front of the goal at all times or inside the box to block the ball from the goal
3. Minimum athlete playing time of 50%
4. One coach is allowed on the field
5. Goal size 4 x 6 feet
6. Size 3 ball
7. Free substitutions
8. No heading the ball
9. All free kicks are direct
10. Games are four 8-minute quarters with 2-minute breaks in between
11. Offside is not enforced
12. Out of bounds restart-throw in. Allow multiple attempts for improper throw-ins after explanation
13. Two touch violation- (kickoffs and free kicks) - the player taking the kick may not touch the ball a second time until it is touched by another player on any team
14. No slide tackling
15. Minimum athlete playing time of 50% if team size allows
16. No score is kept
17. Participation medals at the end of the season for every team
18. Trophies for 1st place in the tournament



8 & UNDER

1. Boys: 8 + goalie vs 8 + goalie
2. Girls: 8 + goalie vs 8 + goalie
3. Size 3 ball
4. Minimum athlete playing time of 50%
5. 10 minute quarters; 2 minutes between each quarter; 5 minutes at half
6. Opponents must be 8 yards away from the center mark while kickoff is in progress, or not inside the middle circle
7. Each game may have 2-3 referees who will keep official time and score
8. The referee must explain each infraction to the offender
9. No heading the ball
10. Punts are allowed
11. Players will receive two (2) attempts to perform a legal throw in
12. No offsides
13. A goal kick may be taken anywhere inside the 1st box
14. Two touch violation (kickoffs and free kicks)- the player taking the kick may not touch the ball a second time until it is touched by another player on any team
15. Five (5) players required to begin the game. If there are not at least 5 players available to play, the match will result in a forfeit with a final score of 3-0.
16. The coach has the option to match players per side if the opponent has fewer players.
17. If for any reason games are canceled, games will be rescheduled accordingly
18. 8 week season with single elimination tournament to follow
 - a. The top four (4) teams based on standings will compete in the tournament.
 - b. Seeding is based off standings which are based on a point system:
 - i. 3 points for a win
 - ii. 1 point for a tie
 - iii. 0 points for a loss
 - c. Tie breakers to determine the top of the top:
 - i. Head to head against the team you are tied with
 - ii. Overall goal differential
 - iii. Overall goals for
 - iv. Coin flip
 - d. If playoff games end in a tie, overtime periods will be utilized and, if necessary, penalty kicks will be used to determine the winner.
19. Trophies are awarded to 1st and 2nd place in the tournament.

10 & UNDER

1. Boys: 8 + goalie vs 8 + goalie
2. Girls: 8 + goalie vs 8 + goalie
3. Size 4 ball
4. Minimum athlete playing time of 50%
5. Four (4)
6. Opponents must be 10 yards away from the center mark while kickoff is in progress, or not inside the middle circle
7. Each game may have 2-3 referees who will keep official time and score
8. Punts are allowed
9. Players will receive one (1) attempt to perform a legal throw in. Opposing team awarded throw-in if improperly thrown.
10. Offsides enforced
11. A goal kick may be taken anywhere inside the 1st box.
12. Two touch violation (kickoffs and free kicks)- the player taking the kick may not touch the ball a second time until it is touched by another player on any team.
13. Mercy rule: if, at any time, a team's score exceeds the opponent's score by more than 10 points the game will be terminated.
14. Five (5) players required to begin the game, if there are not at least 5 players available to play, the match will result in a forfeit with a final score of 3-0.
15. The coach has the option to match players per side if the opponent has fewer players.
16. If for any reason games are canceled, games will be rescheduled accordingly.
17. 8 week season with single elimination tournament to follow
 - a. The top four (4) teams based on standings will compete in the tournament.
 - b. Seeding is based off standings which are based on a point system:
 - i. 3 points for a win
 - ii. 1 point for a tie
 - iii. 0 points for a loss
 - c. Tie breakers to determine the top of the top:
 - i. Head to head against the team you are tied with
 - ii. Overall goal differential
 - iii. Overall goals for
 - iv. Coin flip
 - d. If playoff games end in a tie, overtime periods will be utilized and, if necessary, penalty kicks will be used to determine the winner.
18. Trophies are awarded to 1st and 2nd place in the tournament.

13 & UNDER

1. Boys: 7 + goalie vs 7 + goalie
2. Girls: 9 + goalie vs 9 + goalie
3. Size 4 ball
4. Minimum athlete playing time of 50%
5. 25 minute halves; 10 minutes at half.
6. Opponents must be 10 yards away from the center mark while kickoff is in progress, or not inside the middle circle.
7. Each game may have 2-3 referees who will keep official time and score.
8. Punts are allowed
9. Players will receive one (1) attempt to perform a legal throw in. Opposing team awarded throw-in if improperly thrown.
10. Offsides enforced.
11. A goal kick may be taken anywhere inside the 1st box.
12. Two touch violation (kickoffs and free kicks)- the player taking the kick may not touch the ball a second time until it is touched by another player on any team.
13. Mercy rule: if, at any time, a team's score exceeds the opponent's score by more than 10 points the game will be terminated.
14. Five (5) players required to begin the game, if there are not at least 5 players available to play, the match will result in a forfeit with a final score of 3-0.
15. The coach has the option to match players per side if the opponent has fewer players.
16. If for any reason games are canceled, games will be rescheduled accordingly.
17. 8 week season with single elimination tournament to follow
 - a. The top four (4) teams based on standings will compete in the tournament.
 - b. Seeding is based off standings which are based on a point system:
 - i. 3 points for a win
 - ii. 1 point for a tie
 - iii. 0 points for a loss
 - c. Tie breakers to determine the top of the top:
 - i. Head to head against the team you are tied with
 - ii. Overall goal differential
 - iii. Overall goals for
 - iv. Coin flip
 - d. If playoff games end in a tie, overtime periods will be utilized and, if necessary, penalty kicks will be used to determine the winner.
18. Trophies are awarded to 1st and 2nd place in the tournament.

15 & UNDER

1. 8 + goalie vs 8 + goalie
2. Size 5 ball
3. Minimum athlete playing time of 50%
4. 25 minute halves; 10 minutes at half.
5. Opponents must be 10 yards away from the center mark while kickoff is in progress, or not inside the middle circle.
6. Each game may have 2-3 referees who will keep official time and score.
7. Punts are allowed
8. Players will receive one (1) attempt to perform a legal throw in. Opposing team awarded throw-in if improperly thrown.
9. Offsides enforced.
10. A goal kick may be taken anywhere inside the 1st box.
11. Two touch violation (kickoffs and free kicks)- the player taking the kick may not touch the ball a second time until it is touched by another player on any team.
12. Mercy rule: if, at any time, a team's score exceeds the opponent's score by more than 10 points the game will be terminated.
13. Six (6) players required to begin the game, if there are not at least 6 players available to play, the match will result in a forfeit with a final score of 3-0.
14. The coach has the option to match players per side if the opponent has fewer players.
15. If for any reason games are canceled, games will be rescheduled accordingly.
16. 8 week season with single elimination tournament to follow.
17. 8 week season with single elimination tournament to follow
 - a. The top four (4) teams based on standings will compete in the tournament.
 - b. Seeding is based off standings which are based on a point system:
 - i. 3 points for a win
 - ii. 1 point for a tie
 - iii. 0 points for a loss
 - c. Tie breakers to determine the top of the top:
 - i. Head to head against the team you are tied with
 - ii. Overall goal differential
 - iii. Overall goals for
 - iv. Coin flip
 - d. If playoff games end in a tie, overtime periods will be utilized and, if necessary, penalty kicks will be used to determine the winner.
18. Trophies are awarded to 1st and 2nd place in the tournament.

B. Substitution procedure- when one player from the field is switched out for another player on the bench.

- Substitutions are allowed:
 - Prior to a throw-in in your team's favor
 - Prior to a goal kick (either team)
 - After a goal (either team)
 - After injury (by either team) with an official stop of play
 - At quarter break or halftime
 - After a caution (yellow card) only for the cautioned player (this player must be substituted out)
 - No substitutes prior to a corner kick
 - The referee can choose not to allow a substitution during the final moments of the game

III. Law 4- The players equipment

1. Athletic shorts
 - a. Zippers are prohibited.
2. Socks
 - a. Must be tall enough to cover the shin guards.
3. Shin guards
 - a. Must be worn **under** the socks. If your child does not like the feeling of shin guards against their skin, please put a pair of socks under the shin guards and another pair over the top. Shin guards are meant to be worn under the socks.
4. Cleats
 - a. No metal cleats
 - b. 4U coed may wear tennis shoes if small enough cleats cannot be found
 - c. Only soccer cleats. No other sport cleats.
5. Jewelry
 - a. No necklaces or bracelets of any kind.
 - b. No facial jewelry.
 - c. Only stud earrings may be worn.
6. Jersey
 - a. Jerseys must be worn to each game. If you have a problem locating your jersey, let the referee know before the start of the game. You may wear a shirt of the same color to ONE game. A new jersey must be purchased from Kings Sports & Awards at parents expense.
 - b. Goalkeepers must wear a different color top than their own team and the other team that is provided by the coach
7. Outerwear
 - a. Long sleeve shirts, sweaters, and jackets must be worn under jerseys. Jackets with zippers are prohibited.

IV. Law 5- The referee

1. Each match is controlled by a referee who has the full authority to enforce the laws of the game in connection with the match to which he has been appointed.
2. He/she acts as timekeeper and keeps record of the match.
3. Can stop, suspend, or terminate the match, at his/her discretion, for any infringements of the laws of the game.

4. Stops the match, if in his/her opinion, a player is seriously injured and ensures that he/she is removed from the field of play. Allows play to continue until the ball is out of play if a player is, in his/her opinion, is only slightly injured.
5. 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.
6. Allows play to continue when the team against which an offense has committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time.
7. Takes disciplinary action against players guilty of cautionable offenses.
8. Takes disciplinary action against team officials or spectators who fail to conduct themselves in a responsible manner and may, at his/her discretion, expel them from the field of play and its immediate surroundings.
9. Acts on the advice from the assistant referee regarding incidents he/she has not seen.
10. Ensures that no unauthorized persons enter the field of play.
11. Restarts the match after it has been stopped.
12. The referee can overrule any call a lineman makes.
13. The decisions of the referee regarding facts connected with play are final. The referee may only change a decision upon realizing that it is incorrect or, at his/her discretion, on the advice of the assistant referee, provided that he has not restarted or terminated the match.

V. Law 6- The assistant referee (linesman)- One of two assistant referees are appointed whose duties, subject to the decision of the referee, are to indicate:

1. When the whole ball has passed out of the field of play. Which side is entitled to a corner kick, goal kick, or throw-in.
2. When a player may be penalized for being in an offside position.
3. When a substitution has been requested.
4. When misconduct or any other incident has occurred out of the view of the referee.
5. When offenses have been committed whenever the assistants are closer to the action than the referee (this includes, in particular circumstances, offenses committed in the penalty area.)

VI. Law 7- The start and restart of play

1. Preliminaries
 - a. The coach sends one (1) captain to participate in preliminary activity.
 - b. The coach needs to allocate time for the captains to relay the pre-game messages of the referee to the team & coach.
 - c. The winner of a coin toss decides which goal it will attack & kicks off in the 2nd half.
 - d. The loser of the coin toss takes the kick-off to start the game.
 - e. In the second half, the teams change ends & attack the opposite goals. (exception is in 4U & 6U)
2. Kick-offs
 - a. Are taken at the start of the match & after halftime.
 - b. After a goal has been scored, the kick-off is taken by the team who did not score.
 - c. A goal may be scored directly from kick-off.
 - d. The player taking the kick-off cannot touch the ball a 2nd time until it has touched another player on either team (two touch violation).
 - e. For any other infringements of the kick-off, the kick is retaken.

VII. Law- 8 The ball in & out of play

1. The ball is out of play when: it has wholly crossed the goal line or touch line on the ground or in the air.
2. The ball is in play at all other times, including when:
 - a. It rebounds from a goal post, crossbar, or corner flag and remains in the field of play.
 - b. It rebounds from either the referee or linesman when they are in the field of play.

VIII. Law 9- Offside position -it is not an offense in itself to be in an offside position.

1. A player is in an offside position if: he/she is nearer to his/her opponents' goal line than both the ball and second to last opponent.
2. A player is not in an offside position if :
 - a. he/she is in his own half of the field of play.
 - b. he/she is level with the second last opponent.
3. A player is only penalized for being in an offside position when, in the opinion of the referee, he/she interferes with active play or gains an advantage by being in an offside position.
4. There is no offside offense if a player receives the ball directly from:
 - a. A goal kick
 - b. A throw-in
 - c. A corner kick
5. For any offside offense the referee will award the opposing team with an indirect free kick where the player was offside.

IX. Law 10-Fouls and free kicks

1. Direct free kick- awarded to the opposing team if a player commits any of the following:
 - a. Kicks or attempts to kick an opponent.
 - b. Trips or attempts to trip an opponent.
 - c. Jumps at an opponent.
 - d. Charges at an opponent.
 - e. Strikes or attempts to strike an opponent.
 - f. Pushes an opponent
 - g. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
 - h. Holds an opponent
 - i. Spits at an opponent
 - j. Handles the ball deliberately with any part of the upper extremity including the shoulder

On a direct free kick, the ball can be kicked directly into the goal without touching another player. The ball is in play after it is stationary & the ball is kicked & it moves.

2. Indirect free kick- awarded to the opposing team if a player commits any of the following:
 - a. Takes more than six (6) seconds while the goalkeeper is controlling the ball with his hands before releasing it from his possession.
 - b. The goalkeeper touches the ball again with his hands after it has been released from his possession and has not touched any other player. The goalkeeper is considered to be in possession of the ball while bouncing it on the ground or while throwing it into the air and catching it.
 - c. The goalkeeper touched the ball with his hands after it had been deliberately kicked to him by a teammate.

- d. The goalkeeper touches the ball with his hands after he has received it directly from a throw-in taken by a teammate.
- e. A player plays in a dangerous manner (i.e., a high kick that endangers an opposing player, kicking the ball while lying on the ground with other people nearby).
- f. A player impedes the progress of an opponent (obstruction).
- g. A player prevents the goalkeeper or a player taking a throw-in from releasing the ball from his hands.
- h. A player is called for an offside offense.
- i. Uses offensive, insulting, or abusive language and or gestures.
- j. Is guilty of serious foul play.
- k. Is guilty of violent conduct.

On an indirect free kick, a goal can be scored only if the ball touches another player before it enters the goal.

The referee will signal an indirect free by indicating with his hand and arm by raising them above his head. The referee will maintain his arm in that position until the kick has been taken and the ball has touched another player or the ball goes out of bounds.

3. Cautionable offenses - A player is cautioned and shown the yellow card if he/she commits any of the following offenses:
 - a. Is guilty of unsporting behavior.
 - b. Shows dissent by word or action.
 - c. Persistently infringes the laws of the game.
 - d. Fails to respect the required distance when play is restarted with a corner kick or free kick
 - e. Enters or re-enters the field of play without the referee's permission.
 - f. Deliberately leaves the field of play without the referee's permission.
 - g. If a player receives a yellow card in the 8U division, the player will be required to sit out for 3 minutes before returning to the field.
 - h. If a player receives a yellow card in the 10U, 12U, and 15U division, the player will be required to sit out for 5 minutes before returning to the field.

4. Sending-off (ejection) offenses- red card- a player, spectator, or coach may be ejected. The referee can choose whether or not to show the red card. If ejected, the player must leave the playing field and is suspended for the remainder of the current game. The player will also be suspended for the next game but must be present on the sidelines sitting with his/her team for the entire game. If the player does not attend the next game, the suspension then moves on to the following game and so on until the player has sat out an entire game. If a coach or spectator is ejected, the offender must leave the surrounding playing area to a point that an association board member is satisfied within a 10 minute time frame or the entire team must forfeit the game. Not only does the red carded parent or coach have to leave the premises, but their athlete must as well. If problems persist and a coach or spectator refuses to cooperate, respective authorities will be contacted. Red card offenses:
 - a. Guilty of serious foul play.
 - b. Guilty of violent conduct.
 - c. Spits at an opponent or any other person.
 - d. Denies the opposing team a goal or obvious goal-scoring opportunity by deliberately handling the ball.
 - e. 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.
 - f. Uses offensive, insulting, or abusive language.

- g. Receives a second caution in the same match (two yellow cards).

X. Law 11- The throw-in

1. A throw-in is awarded:
 - a. when the whole ball passes over the touch line
 - b. from the point where it crossed the touchline
 - c. to the opponents of the player who last touched the ball.
2. The thrower
 - a. faces the field of play
 - b. has part of each foot either on the touchline or on the ground outside the touch line
 - c. uses both hands and delivers the ball from behind and over his/her head.
 - d. may not touch the ball again until it has touched another player.
3. A goal cannot be scored directly from a throw-in.
4. The goalkeeper must play the ball with his feet, not his hands, if he receives the ball directly from his teammate on a throw-in. penalty-indirect kick.
5. An opponent cannot unfairly impede or distract the thrower from taking the throw (i.e., jump in front of him/her).

XI. Law 12- The goal kick

1. A goal kick is awarded when the whole ball, having last touched a player of the attacking team, passes over the goal line and a goal is not scored.
2. The ball is kicked from any point within the goal area by a player of the defending team.
3. Opponents remain outside the penalty area until the ball is in play.
4. The kicker does not play the ball a second time until it has touched another player.
5. The ball is in play when it is kicked directly beyond the penalty area.
6. If the ball is not kicked directly into play beyond the penalty area the kick is retaken.
7. A goal may be scored directly from a goal kick.

XII. Law 13- The corner kick

1. A corner kick is awarded when the whole ball, having last touched a player of the defending team, passes over the goal line.
2. A goal may be scored directly from a corner kick.
3. The ball is placed inside the corner arc or on any part of the lines which enclose the corner arc.
4. The player is not allowed to move or hold the corner flag.
5. Opponents must remain the age specific required distance from the ball until it is in play.
6. The ball is kicked by a player of the attacking team.
7. The ball is in play when it is kicked and it moves.
8. The kicker does not play the ball a 2nd time until it has touched another player.

XIII. Law 14- Overtime and penalty kicks

1. There is a five minute rest period between the end of regulation play and overtime.
2. Captains go out for a coin toss. The winner of the coin toss decides which goal they will attack. The loser of the toss gets to kickoff.
3. The first overtime period is a full five (5) minutes in length.
4. If the teams are still tied at the end of the first overtime period, the teams switch ends, the referee will allow a 2 minute rest break in between overtime periods.
5. The second overtime period is five minutes in length, but the period is sudden death. In other words, whenever a team scores in the second overtime, that team wins automatically and the game is over.

6. If the second overtime expires and no team has scored during this period, the winner of the match is determined by penalty kicks.
7. Overtime penalty kicks shall be taken as follows:
 - a. Each team shall take five (5) penalty kicks. The kicks shall be taken alternately.
 - b. The referee shall choose the goal at which all of the penalty kicks shall be taken.
 - c. The referee shall toss a coin and the team whose captain wins the toss shall take the first kick. 4. The team which scores the greater number of goals shall be declared the winner.
 - d. The goalkeeper that is playing goalie at the end of the 2nd overtime will remain the goalkeeper throughout penalty kicks, and will not be able to switch unless he/she is seriously injured during the duration of the shootout.
 - e. If, after each team has taken five (5) kicks and the game is still tied, each team will take alternate single penalty kicks until one is missed and the tie is broken.
 - f. Each kick shall be taken by a different player. all players of a team must have taken a kick before a player of the same team can take a second kick.
 - g. Other than the player taking a kick and the opposing goalkeeper, all of the players shall remain in the center circle while the taking of penalty kicks is in progress.
 - h. Only players participating in the game at the conclusion of the overtime period may take part in the taking of the first set of penalty kicks.

