

**Tioga County
Youth Soccer
Association, Inc.**



**Rulebook
2009**

Table of Contents

TCYSA Introduction & Philosophy	3
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COMPONENTS OF THE GAME

Law I	The Field of Play	4
Law II	The Ball	5
Law III	Number of Players.....	5
Law IV	Player’s Equipment	5
Law V	Referee	6
Law VI	Assistant Referee.....	6

THE GAME ITSELF

Law VII	Duration of the Game.....	7
Law VIII	Start of Play	7
Law IX	Ball In & Out of Play	8
Law X	Method of Scoring.....	9
Law XI	Offside.....	9-11
Law XII	Fouls and Misconduct (includes Goalkeeper Rules)	12-14

RESTART OF PLAY

Law XIII	Free Kicks	15
Law XIV	Penalty Kick.....	15
Law XV	Throw-In.....	16
Law XVI	Goal Kick	17
Law XVII	Corner Kick	17

OTHER NOTES

Signals by the Referee	18
Signals by the Assistant Referee	19
Player’s, Coach’s, Parent’s and Spectator’s Codes	20



TCYSA welcomes adult volunteers interested in the promotion of soccer. Meetings are held on the third Monday of each month, February through November, 7 pm, at Candor Elementary.

TCYSA Introduction and Philosophy

Soccer is a sport; as such, each team is there to win, to seek to gain an advantage over the other team.

TCYSA is recreational, non-competitive sport. We are here to give instruction in both the skills of the game as well as sportsmanship. Remember you only need one goal more than the opponent to win. Soccer is considered the sportsman's game and should be played that way at all levels.

TCYSA exists for the youth, if the season is not a positive experience for the children, we did not succeed. Remember, they have different attention spans and athletic abilities. Open to boys and girls ages 5 to 14, by December 31st. We are organized by volunteers, each town having a player agent to coordinate local needs. Many people are needed to offer TCYSA to our youth.

At the conclusion of each match all members of both teams, including coaches, are to shake hands. Talk to your players after the hand shake. Use positive messages. Remember two other teams are probably waiting to warm-up/play.

Each team is to occupy different sides of a field, wherever this is possible. This is for all players, coaches and fans. This was instituted because of the abusive attitude/language from some teams and the inability of the referee to locate the source of the problem.

REMEMBER- IT IS UP TO THE COACH TO CONTROL HIMSELF, HIS PLAYERS AND HIS FANS & PARENTS.

Choice of sides is on a first come, first serve basis.

Equipment, team rosters, etc., are handed out at August Clinics. Practices start after that at the coach's convenience. Practice schedules are set up with each town's player agent. The recommended time is twice a week for 1 to 1½ hours depending on the age division. Games are played on Saturday in September and October.

Law II – The Ball

12/14 Division.....	Use #5 Ball
10/11 Division.....	Use #4 Ball
8/9 Division.....	Use #4 Ball
6/7 Division.....	Use #3 Ball

The game ball is to be supplied by the home team. Check for roundness, reasonable inflation, weight (waterlogged), and loose or missing segments. Any change of balls must be approved by the referee.

Law III – Number of Players

12/14 Division	8 on the field, 6 to start/continue
10/11 Division	8 on the field, 6 to start/continue
8/9 Division	6 on the field, 6 to start/continue
6/7 Division	Apalachin: 6 on the field, 5 to start/continue Owego: 5 on the field, no goalkeepers All Other Areas: 4 on the field, no goalkeepers

Substitutions may be made at any stoppage of play with the referee's permission. In matches with goalkeepers, the goalkeeper must be clearly identified from the other players. Teams must start game with equal number of players. If one team is short-both teams play short - OR - give the short team a player. All players must play $\frac{1}{2}$ of each match. The ideal is that all players play and equal amount of time during the season.

NOTE: HS JV and Varsity players are **NOT** eligible for TCYSA.

Law IV – Players' Equipment

Uniform shirt, the outer layer, and tucked in. Keeper wears league supplied jersey or other jersey of a color which does not resemble either team. Uniform socks, pulled up to totally cover shin pads. Shin pads (guards) completely covered by socks. Sneakers or molded plastic cleats intended for soccer (all-purpose cleats). No lacrosse or baseball cleats! No metal cleats. NO watches, ear rings, belts, necklaces. Casts OK with the referee's approval.

Anything which in the referee's opinion can cause injury to the wearer or others is not allowed.

Law V – The Referee

- In control of the match from arrival to departure from the field.
 - Time keeper.
 - Penalize fouls and misconduct.
 - Warn, caution, or eject players, coaches, or spectators
- Warning = verbal instruction
Caution = yellow card
Ejection = red card. A 2nd yellow card for any reason is a mandatory ejection.
- Start, suspend or terminate the match as appropriate.
 - Enforce the laws of the game.
 - Ensure that any player bleeding from a wound leaves the field of play.
 - Report all cautions and ejections to VP. of Referees before Saturday evening.
 - Note: The need for an injury substitute *is* the coach's responsibility.
 - Referee should bring to the field:

A sense of humor, this is recreational.

Watch Water Towel Coin

Pencil and Notebook Oxygen Jacket

*Yellow/Red card *Whistle *Shirt *Flags

**these items available from the league.*

Law VI – The Assistant Referee

- Two per game
- Determine ball in and out of play
- Determine which team is entitled to throw in, goal kick, corner kick, and in some cases if a goal has been scored
- Signal offside (does not call offside/Referee's discretion)
- Assist in the control of the game
- Are not ball chasers
- May be on or off the field as they deem appropriate
- Assistant Referees ARE officials of the game

CHANGE DEFENSIVE ENDS

Change of defensive ends of the field and ball possessions only at the half. Team giving up the score gains ball possession, no change of ends of the field.

***Dropped Ball** One player from each team at the place where the ball was when play was stopped. Referee drops the ball between players (and runs!) Ball must touch the ground before it is in play and can be played. Can score on the first touch. 10 yd. rule is not in effect. Cannot be offside on the first touch.

Note: Drop ball awarded within goal area is taken on the goal area line parallel to the goal line closest to the point of the award.

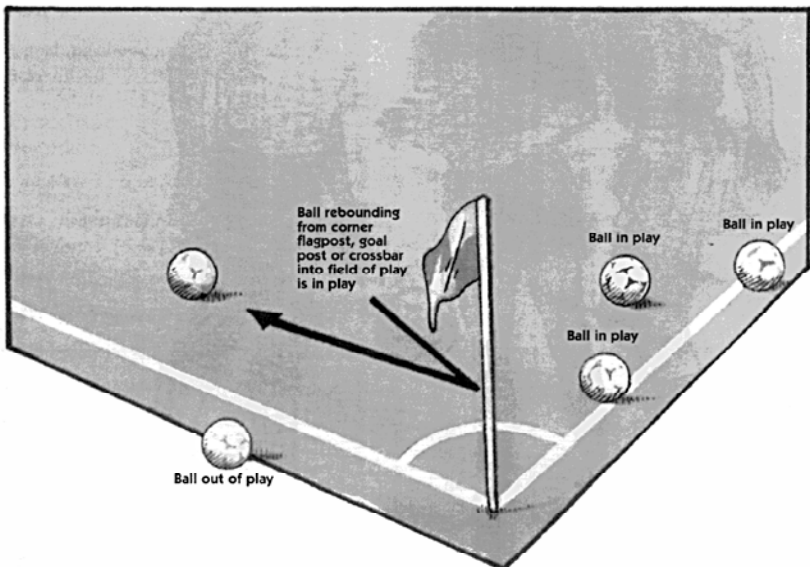
Law IX – Ball In and Out of Play

Out of Play: Ball entirely across the goal line or touch line.
Referee stops play.

In Play: All other times including:

- Ball off referee or linesman
- Ball off corner flag
- Ball off goal frame

Note: Lines belong to the area they define. Thus the ball is not out of play until it is entirely across the goal or touch line. The player's position is not critical, only the position of the ball. See diagram.



Law X – Method of Scoring

Ball entirely across the goal line.

Ball between the uprights and under the cross bar.

No fouls or offside on the play.

No “outside agent” causes the ball to be in the net.

Note: Referee is part of the field so a ball off of you and in the net is a score... so be careful!

Law XI – Offside

NOT OFFSIDE

RESTART

goal kick

corner kick

throw-in

start of play

DURING PLAY

in possession of ball

in own defensive end

played deliberately by opponent

behind ball

two or more defenders between attacker & the goal

Position vs. Penalty

Offside Position

1. Fewer than 2 defenders between the attacker and the goal. Any part of the body EXCEPT HANDS AND ARMS COUNTS!

AND

2. Attacker is closer to the goal line than the ball.

The Offside Penalty

1. Attacker is in an offside position, AT THE MOMENT THE BALL IS PLAYED TO HIM.

- OR -

2. If, in the referee’s sole opinion, the offside positioned player is gaining an advantage or is interfering with play by virtue of his position AT THE MOMENT THE BALL IS PLAYED AND HE/ SHE EITHER PLAYS OR SHOWS A CLEAR INTENT TO PLAY THE BALL or is CLEARLY interfering with an opponent by blocking the opponent’s path to the ball or vision of the ball.

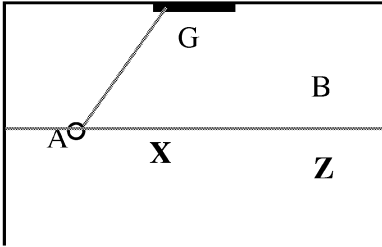
Penalty for Offside Violation

Indirect free kick to the defending team from the position of the offside penalized player.

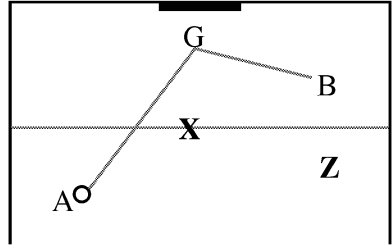
Offside infractions will not be called in 6/7 and 8/9 matches.

Offside Examples:

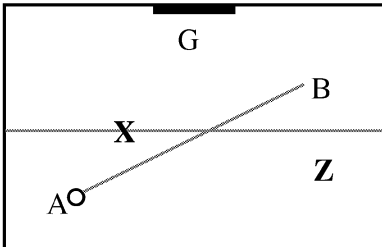
1. A shoots and scores.
Not Offside. B is not in play.



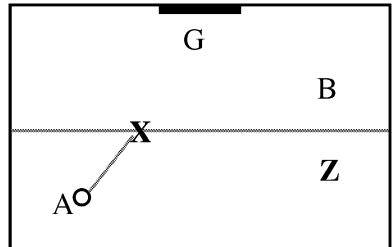
2. A's shot is deflected by G and rebounds to B. **Offside** since B was offside when ball was passed by A. If ball were deflected by crossbar or X, B would still be offside.



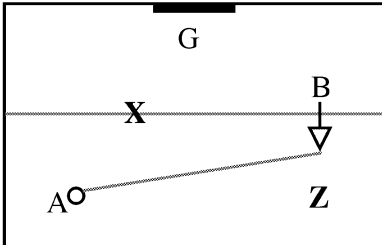
3. A passes to B. **Offside.**



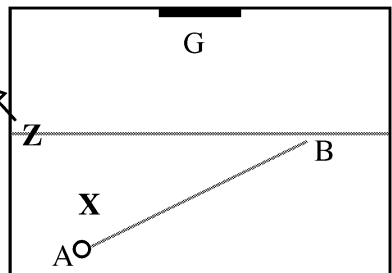
4. A's shot intercepted by X.
Not Offside. B not in play.



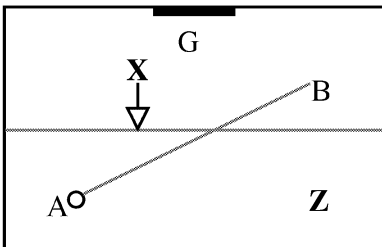
5. A passes to B who runs onside to receive the pass. **Offside.**



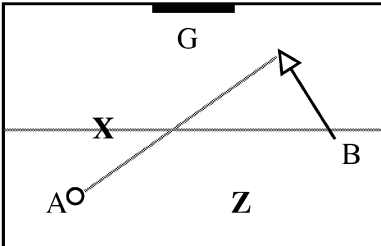
6. Z steps off field to place B in an offside position. A passes to B.
Not Offside. Caution Z for Unsporting Conduct.



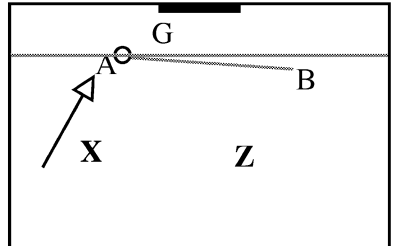
7. Z steps upfield to put B in an offside position. A passes to B.
Offside.



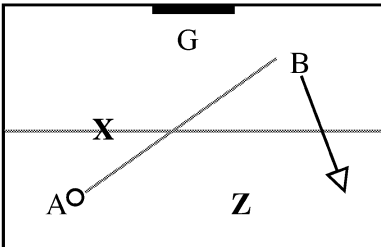
8. A passes into space. B runs to receive the ball.
Not Offside



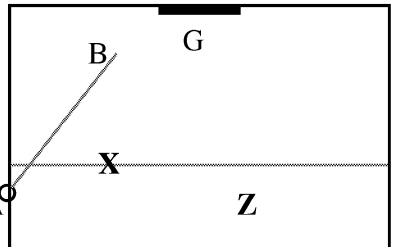
9. A gets a breakaway and then passes to B who is behind the ball.
Not Offside



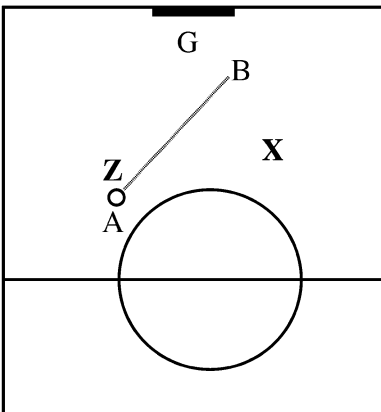
10. A passes the ball to B who realizes that he is in an offside position and moves away from the ball without playing it.
Not Offside



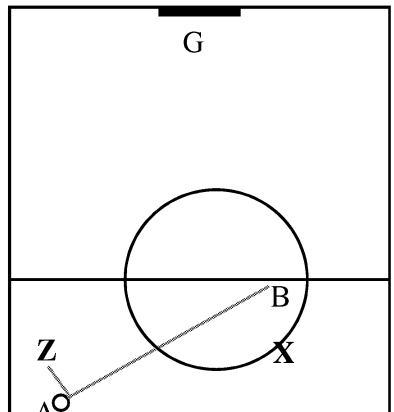
11. A throws ball in to B.
Not Offside. (Cannot be offside on a throw in.)



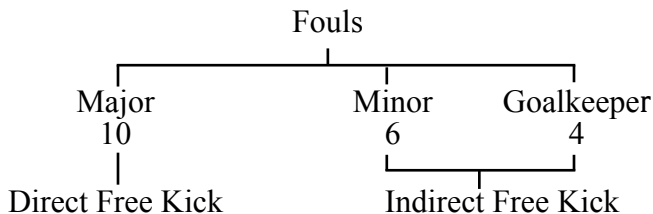
13. At a dropped ball, A passes ball to B on first touch.
Not Offside.



12. A intercepts Z's shot and passes it to B who is waiting near the halfway line.
Not Offside. (Cannot be offside on defensive end of field.)



Law XII – Fouls and Misconduct



- One opponent seeking to gain an unfair advantage.
- Ball played from where the foul occurred (except penalty kicks or in some cases within the goal area.)
- If a foul occurs the “advantage rule” can be applied and play can be signaled to continue. The advantage rule is only applied when the fouled player/team would benefit from the advantage. The original foul may be called if the advantage does not ensue at that time.

THE 10 MAJOR FOULS - Penalize with a direct free kick

Six must be executed carelessly, recklessly or with excessive force:

1. Push
2. Striking or attempting to strike
3. Charging (a “charge” is any body to body contact)
4. Kicking or attempting to kick
5. Tripping or attempting to trip
6. Jumping at the opponent

Four which are always fouls:

1. Spitting at an opponent (mandatory ejection)
2. Deliberate Handling (Does the player play the ball?)
3. Holding (clothes, closed hand or locked arms or legs)
4. Any slide tackle which takes down the opponent regardless of ball contact

THE 10 MINOR FOULS - Penalize with an indirect free kick

Six can be committed by any player:

1. Impeding; no body contact (Body contact may be considered “holding”)
2. Dangerous play; high kick or low head, player on ground playing the ball in vicinity of other players, playing the ball with player on the ground (both do not include GK), anything the Referee deems to be dangerous.
3. Fair charge away from the ball.

4. Slide tackle regardless of ball contact.
5. Commits any other offense which causes play to be stopped for the administration of a caution or ejection.
6. Preventing the goalkeeper from releasing the ball into play.

Four can be committed by only by the goalkeeper:

1. Once in hand control of the ball, GK takes more than 6 seconds to release the ball into play.
2. Once the ball is released into play by the GK, the GK handles the ball before played by some other player. If it's a teammate the player must be outside the penalty area (likely overruled by next)
3. GK used hands to play the ball after a deliberate foot pass by a teammate.
4. GK used hands to play the ball directly from a throw-in by a teammate. (This is "handling if it is outside the penalty area!")

MISCONDUCT

- Misconduct must always be penalized but the warning/caution does not have to be immediate, waiting for a stoppage of play may be appropriate.
- If the ball is out of play when the misconduct occurs, the player will be shown the appropriate card BUT the restart will not change.

THE 7 CAUTIONABLE OFFENSES

A player is cautioned and shown the yellow card if he commits any of the following seven offenses. If play is stopped to administer the caution for an act on the field, restart with an indirect free kick.

1. Is guilty of unsporting behavior
2. Shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick or free kick
6. Enters or re-enters the field of play without the referee's permission
7. Deliberately leaves the field of play without the referee's permission

THE 7 SENDING OFF OFFENSES

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

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at anyone
4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
6. Uses offensive, insulting or abusive language
7. Receives a second caution in the same match

NOTE: A player receiving a red card must leave the field and cannot return to the game. The team must play short for the remainder of the quarter. At the beginning of the next quarter, the team may return to full strength.

12 OTHER DECISIONS OF THE INTERNATIONAL BOARD

1. Intentional striking with the ball is considered an extension of the hand and is a major foul (striking).
2. A player who turns his back on an opponent can be fairly charged from behind.
3. Intentional body contact with a goalkeeper not in possession of the ball in the goal area is a major foul (striking, kicking, tripping, pushing).
4. Using another player to get up for a head ball is a major foul (holding).
5. "Reporting to the referee" is to gain the referee's attention.
6. A player may shield the ball without touching it, but he may be fairly charged in doing so.
7. **Any foul which endangers the safety of an opponent MUST be sanctioned as serious foul play (ejection).**
8. Misconduct which occurs during a stoppage or play shall be cautioned and play restarted as if the misconduct did not occur.
9. Unsporting or violent conduct can be penalized against a player or coach whether on or off the field and regardless of at whom it is directed. If the person is off the field the penalty must wait for the first stoppage of play.
10. A Goalkeeper who lays on the ball longer than necessary is guilty of delay of game, a cautionable offense.
11. A player who commits a second cautionable offense before the first caution is issued is to be ejected from the game.
12. In making rulings, the Goalkeeper will be considered in control of the ball by touching it with any part of his hands or arms. This includes intentionally parrying the ball. This does not include uncontrolled saves of a shot. The six second rule does not apply until the goalkeeper has regained body control.

LAW XIII – Free Kicks

The ball is in play when it is kicked and moves.

Direct Free KickCan score on the first touch.

Indirect Free KicksCannot score on the first touch.

General Rules about Free Kicks:

1. Ball must be stationary at the place dictated by the action.
2. All defending players must be at least 10 yards off the ball until the ball has been touched. (7 yds for 6/7, 8 yds for 8/9)
3. Defending team cannot encroach and play the ball until it has been touched.
4. Kicker cannot touch ball a second time before some other player touches the ball.

Violation of 1, 2 & 3 is a rekick and warning or instruction.

Violation of 4 is an indirect free kick to the other team.

Note: Failure of a defender to retreat required yardage is reason to caution the player(s).

Free Kicks Within Penalty Area and/or Goal Box:

Direct and Indirect Free Kicks Taken by Defensive Team –

1. Inside the goal box: the same rules apply as for a goal kick
2. Inside the penalty area but not in the goal box: ball is placed where foul occurred, all other rules for goal kick apply

Free Kicks Taken by Attacking Team –

1. If Direct, it is a penalty kick
2. If Indirect and the foul occurred within the goal box, the ball is placed on the 6 (5,4) yard line at the point closest to where the foul occurred. If outside the goal box, ball placed where foul occurred.
3. When an Indirect free kick for the attacking team places the ball less than 10 (8,7) yards from the goal, defensive players may stand on the goal line between the goal posts.

LAW XIV – The Penalty Kick

Penalty kicks are awarded to the attacking team for a major foul by the defending team in the defending teams penalty area.

1. Law XIII in effect along with:
2. Ball stationary on the penalty spot.
3. All players except the kicker and the GK must be out of penalty area, 10 yds. off the ball (7 yds for 6/7, 8 yds for 8/9), and behind the ball.
4. Referee identifies the kicker to the GK.
5. No kick until the referee signals.
6. Ball must go forward.

- Defending GK must remain on his goal line facing the kicker between the goalposts until the ball has been kicked. The GK can move sideways on the line but may not come forward off the line.

After a penalty kick with no infractions:

- Ball on the field is in play.
- Ball out of play without a score is either a goal kick, corner kick, or throw-in determined by how and where the ball went out of bounds.
- If time is extended for a penalty kick, play is over as soon as the ball is in the net, stops moving forward or is rejected

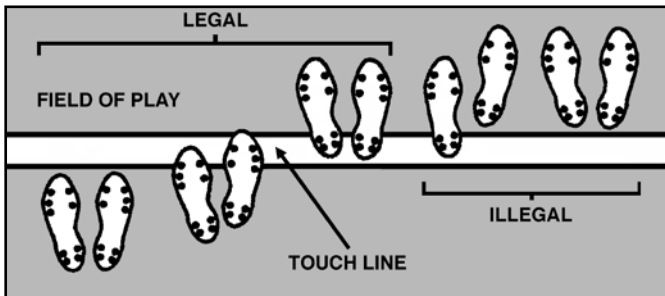
After a penalty kick with infractions:

<i>Infraction</i>	<i>In Goal</i>	<i>In Play</i>	<i>Out of Play</i>
GK moves forward off line	Score	rekick	rekick
Ball not played forward	IFK	IFK	IFK
Kick before signal	rekick (cautionable)	rekick (cautionable)	rekick (cautionable)
Second touch by kicker	IFK	IFK	IFK
Offensive encroachment	rekick (cautionable)	IFK	IFK
Defensive Encroachment	score	rekick (cautionable)	rekick (cautionable)
Both Encroach	rekick (cautionable)	rekick (cautionable)	rekick (cautionable)
Off outside agent	rekick	rekick	rekick

LAW XV – Throw-In

A throw-in is awarded when all of the ball goes out of play completely past the outside edge of the touch line, or in the air above.

- Team playing the ball into touch loses possession.
- The thrower must: face the field of play, deliver the ball from behind and over the head, have part of each foot on or on the ground behind the touch line, use both hands to throw the ball and must take the throw from within one yard of where the ball left the field of play.
- A goal cannot be scored directly from a throw-in.
- Players cannot be offside if they receive the ball directly from a throw-in.
- Opponents must be at least 2 yards from the point of the throw.
- Violation of 1 or 2 is a throw in for the other team. Violation of 5 MAY BE an IFK and CAUTION if the opponent moves to intercept the ball or interferes while encroaching.



NOTES: Ball in goal without being touched is a goal kick.

Ball must come into play, if not - re-throw.

6/7's may re-throw after instruction for violation of 1 thru 4 for the first week.

Defender may not seek to aggressively distract player making the throw-in.

LAW XVI – Goal Kick

Awarded to the defensive team when the ball is out of play, across the goal line without a score, and last touched by the attacking team.

1. All rules of Law XIII are in effect.
2. Ball placed anywhere in the goal area.
3. Ball must leave the penalty area on the first touch to be in play.
4. Attackers must be out of the penalty area until the ball leaves the penalty area. Defenders may be inside the penalty area but may not touch the ball until the ball leaves the area (rekick if they do).
5. Kicking team can score against defending team on a goal kick. (Kicking team cannot score directly on themselves!)
6. Offside penalty is NOT in effect.

Violation of 3 & 4 is a warning, instruction and rekick.

NOTES:

- For 6/7 & 8/9 violation of 4 is an indirect free kick to the kicking team at the point of the encroachment.
- For 6/7 only if a player cannot kick the ball clear of penalty, at the discretion of the referee the ball may be moved forward so the kicker can clear penalty. The other team must keep 7 yards clear of the ball.

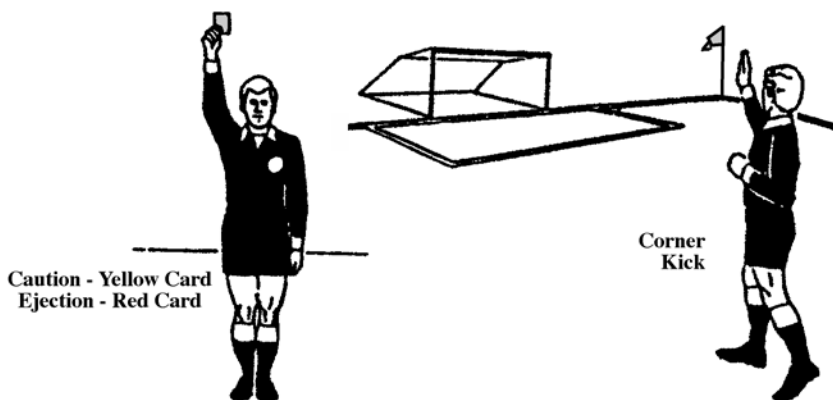
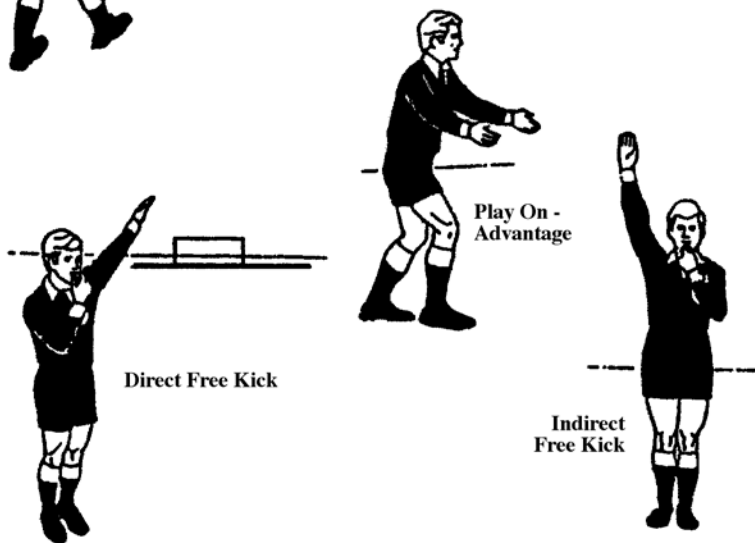
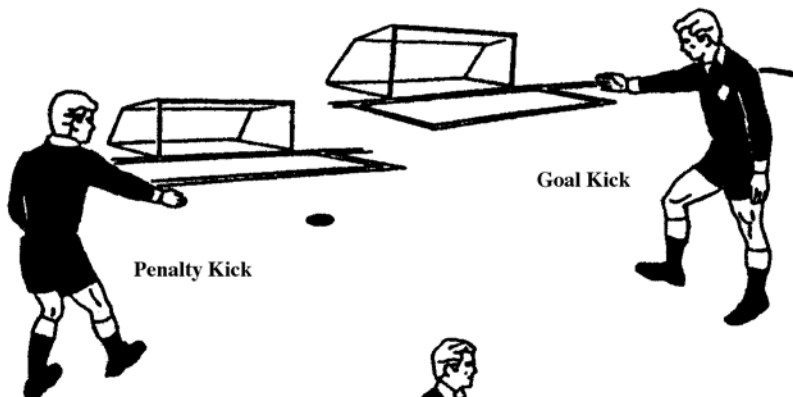
LAW XVII – Corner Kick

Awarded to the attacking team when the ball is played across the goal without a score and last touched by a defending player

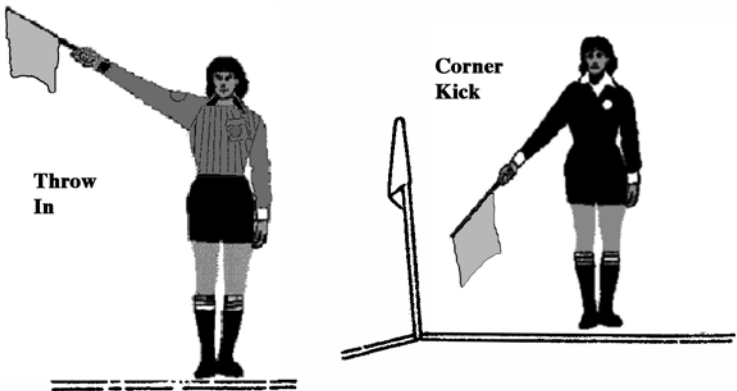
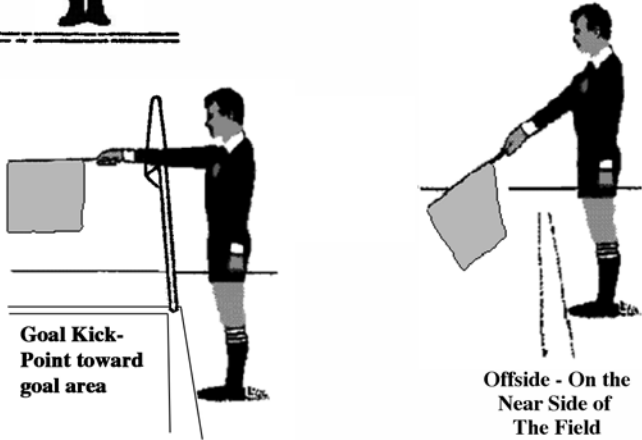
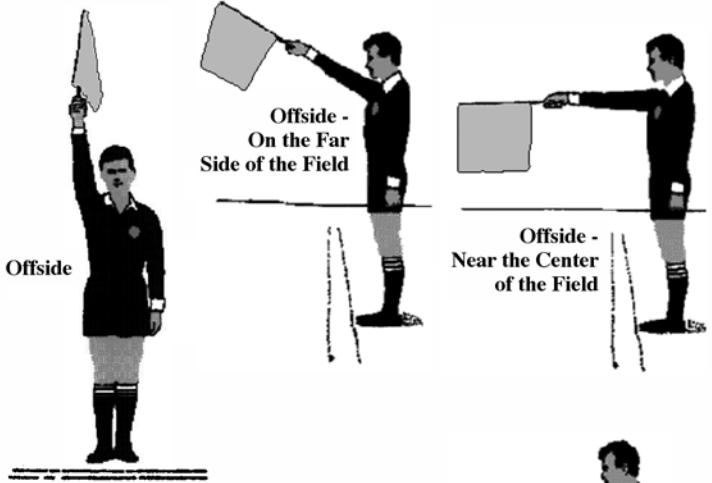
1. All rules of law XIII are in effect.
2. Ball placed on or inside the corner arc at the nearest corner flag post.
3. Can score on the first touch (direct free kick).
4. No offside on the first touch.
5. Corner flag must stay in place and not be touched or bent over.

NOTE: Referee and ARs should watch for impeding, holding, pushing, etc. before, during and after the kick. Warn, caution, or instruct and penalize as appropriate.

Signals by the Referee



Signals by the Assistant Referee



TCYSA supports the game of soccer as long as it:

- Provides the opportunity for achievement, recognition, and the pursuit of excellence relative to the skill, potential, and personal goals of the participants
- Provides the opportunity for the development of physical, mental, social and emotional fitness
- Provides the opportunity for fun, enjoyment, and other satisfactions gained from participating in a team sport.

TCYSA will not support or tolerate:

- That which brings the game of soccer into disrepute.
- That which results in physical or mental violence.
- That which is morally indefensible.

Player's Code

- Play the game for the game's sake.
- Be generous when you win.
- Be graceful' when you lose.
- Be fair always no matter what the cost.
- Obey the laws of the game
- Work for the good of your team.
- Accept the decisions of the officials with good grace.
- Believe in the honesty of your opponents.
- Conduct yourself with honor and dignity.
- Honestly and wholeheartedly applaud the efforts of your teammates and your opponents.

Minor violations constitute warning by means of a yellow card from the referee.

Major violations constitute removal by means of a red card from the referee.

Major violations could result in permanent dismissal, depending on the severity of the violation.

Coach's Code

- Soccer is a game for happiness
- No one should try to evade or break the laws of the game.
- No advantages except those of superior skill should be sought.
- Officials and opponents should be treated and regarded as honest in intention.
- Officials decisions should be accepted without anger no matter how unfair they may seem to be.
- Winning is desirable, but winning at any cost defeats the purpose of the game.
- Losing can be a triumph when the team has given its best.
- In soccer, as in life, treat others as you would have them treat you.

You may be barred from coaching for not following this code. You may be removed from the park by the referee.

Parent's and Spectator's Code

- Remember - children have more need of example than criticism.
- Make athletic participation for your child and others a positive experience.
- Attempt to relieve the pressure of competition, not increase it.
- Be kind to your child's coach and to officials, they are volunteering for you.
- The opponents are necessary friends, without them your child could not play.
- Applaud good plays by your team and by members of the opposing team. Between the exuberance of the winner and the disappointment of the loser we find a person called a referee. All of them follow the same creed to watch every move of every player and to call the game to the best of his or her ability. Do not question the referee's judgement for he/she is a symbol of fair play, integrity, sportsmanship, and honesty. The referee is always right, even if you feel he/she is wrong.
- Accept results of each game. Encourage your child to be gracious in victory, and turn defeat to victory by working towards improvement.

You may be removed from the park by the referee; should you chose not to leave the park so that the game can continue, the game will be called by the referee and the team you are representing will automatically lose the game, regardless of the score at the time the game is called.