

DANVILLE AREA SOCCER ASSOCIATION

LEAGUE POLICIES & PROCEDURES

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The following rules govern play under the auspices of the Association. These rules are based on the FIFA/USSF rules, and have been adapted to meet the goals of the Association. The text has been simplified for ease of understanding. This simplified language is used for the benefit of those new to the game of soccer and does not therefore always address the complexity of some rules. Thus, some calls may not be fully explained, in the interest of brevity.

It is hoped that this rule booklet will be used by coaches to educate players and parents. Those seeking a fuller explanation may wish to consult a more detailed text on the laws of soccer. These rules present by no means a complete explanation of the rules of the game of soccer. Be aware that some rules have been deliberately set aside by the Association for the good of the leagues and the complete law prevails unless an exception is specifically set out herein or through board action. An example would be the rules on substitution.

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Rule 1 The Field of Play

The soccer field must be a rectangle. The goal line must be shorter than the touch line. An arc will be placed in front of the goal in the U6 division in which no defensive player may enter at any time. Penalty: Defensive infraction results in indirect free kick for offense. Offensive infraction results in a goal kick for the defense.

The approximate sizes of fields are as follows:

Division	Field size	Ball size	# Players	To start	To finish
U6	25 x 40	3	5	3	2
U8, U8G	40 x 60	4	7	5	4
U10, U11G	50 x 80	4	8	6	5
U12	60 x 100	5	8	6	5
U14G	50 x 90	5	11	9	7
U14G	50x90	5	8	6	5 (Seasonal))
U14	65 x 110	5	11	9	7

Rule 2 The Ball

See above **Rule 1** grid.

Rule 3 The Number of Players

See above **Rule 1** grid.

U6 division plays with no goalkeeper. All other divisions include 1 goalkeeper in number of players. A team may play short up to 2 players without forfeiture due to shortage of players. The # of players to start are required for a game to count in the standings. Each team must play at full strength if possible.

Deviation from the above rules will be reviewed by the league officers on a case by case and coaches/teams will be subject to board ruling up to and including, forfeiture of game and or coach dismissal or loss of game 1-0

If a game must be forfeited due to a shortage of players, and game can not be rescheduled, a practice game **must** be played among the two teams, by a mutually agreed manner. i.e.. Play short, or at this point, bring players up from another team.

Substitutions

Substitutions are made according to the following limitations:

U6
Obtain permission of the referee.

U8 and U8G
Obtain permission from the referee at any stoppage of play. Players to exit the field to the nearest sideline.

U10, U12, U11G , U14 and U14G
Obtain permission from the referee. The team in possession may substitute on a throw in. If the team in possession substitutes the other team may also substitute at this time. Either team may substitute between halves, on a goal kick, after a goal or when play is stopped for an injury, caution or ejection. Ejected players cannot be replaced.

Rule 4 Player Uniform

Uniforms consist of a shirt, shorts, stockings and shoes. Molded rubber or plastic cleated athletic shoes are recommended.

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Metal cleats are not permitted. Opposing teams must be distinguishable and goalkeepers must wear colors that distinguish them from the other players. Shin guards are mandatory for all players. No jewelry may be worn. No casts or medical appliances may be worn unless deemed safe by the referee. The referee may request players to remove other articles of a hazardous nature. Tape or padding to correct any special situation are the responsibility of the team officials and subject to the removal of the game referee. Players may be temporarily removed from the game for correction of an equipment violation and return later to the referee for inspection and admission to play.

Rule 5 Officials

One official is assigned for each game and is responsible for control of the game and any decisions are final. U6 games will be officiated by the two coaches whose teams are playing. All other divisional games will be officiated by a designated coach from the immediately preceding game. The referee inspects players for proper uniform, insures the facilities are safe and proper, keeps the time and enforces the rules of the game. The referee will verbally caution players, maintain the flow of the game and perhaps eject players for cause.

Ejected players may not be replaced. Their team finishes the game with the reduced number of players, or forfeits, as required elsewhere. In addition to being ejected for the remainder of the game, the offending player will serve an automatic 1 game suspension, to be imposed for player's next immediate game!! Suspension will carry over from fall to spring to tournament if necessary. The referee will report ejection to the division officiating coordinator. The referee wears a distinguishing type of uniform.

Rule 6 The linesman

Two linesmen assist the referee by indicating when the ball is out of play completely over the touch line or goal line, which team is entitled to the ball and when players are offside. Each team must provide a qualified linesman for each game. The linesmen provide a second perspective and their signals may be used or disregarded as the referee sees fit.

Rule 7 Duration of Game

Games normally consist of two equal halves or four equal quarters separated by a brief half time or quarter breaks. The divisional game duration's are as follows:

- U6, U6G Four 10 minute quarters. Quarter breaks are two minutes. Half time break is five minutes.
- U8, U8G Four 10 minute quarters. Quarter breaks are two minutes. Half time break is five minutes.
- U10, U10G, U11G Two 20 minute halves. Half time break is five minutes.
- U12, U12G Two 25 minute halves. Half time break is five minutes.
- U14,U14G Two 30 minute halves. Half time break is five minutes.

The game clock is normally stopped, at the referee's discretion, for serious injuries, cautions or unsportsmanlike delays by either team. The game begins with the referee's whistle and end with the referee's signal. Opposing team must remain outside the circle until ball is touched forward.

Rule 8 The Start of Play

The winner of coin flip elects which goal to defend. Other team kicks. Each team must remain in their half of the field and the defenders must remain outside the center circle, at least ten yards from the ball until it is kicked. The ball is in play only after it has been touched forward. The kicker may not retouch the ball until it has been touched by another player.



Rule 9 The Ball In and Out of Play

The ball is out of play when:

- (a) it has wholly crosses the goal line or touch line, so that no part of the ball is over any part of the line, or when
- (b) the game has been stopped by the referee.

Rule 10 Method of Scoring

A goal is scored when the ball has wholly crossed over the goal line, between the goal posts and under the cross bar. A goal may be made after a :

- (a) direct free kick
- (b) corner kick
- (c) penalty shot made from the penalty spot
- (d) goal kick
- (e) kick off

A goal cannot be scored from the following:

- (a) indirect free kick
- (b) drop kick
- (c) throw in
- (d) direct free kick into player's own goal.

Rule 11 Offside

It is not an offense in itself to be in an offside position. A player is in an offside position if:

- he is nearer to his opponents' goal line than both the ball and the second last opponent

A player is not in an offside position if:

- he is in his own half of the field or
- he is level with the second last opponent or
- he is level with the last two opponents

Offense

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position

No Offense

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



- a goal kick or
- throw in or
- a corner kick

Infringements/Sanctions

For any offside offense, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

Rule 12 Fouls and Misconduct

Players may be verbally warned, cautioned (yellow carded) or ejected (red carded), depending on the rule violated or the seriousness of the offense.

Players are automatically ejected for:

- (a) dangerous or violent acts,
- (b) foul language,
- (c) serious foul play,
- (d) repeated infractions of the rules or second yellow card for the same offense (called a soft red card)

For (a), (b) and (c) ejection's above, a 1 game suspension will be imposed, per **Rule 5**. For (d) ejection above, the suspension is **not** imposed.

Players are cautioned or else verbally warned, for lesser offenses. Most warnings also carry a penalty, a direct or indirect free kick by the opponent.

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:

- (a) kicks or attempts to kick an opponent
- (b) trips or attempts to trip an opponent
- (c) jumps at an opponent
- (d) charges an opponent
- (e) strikes or attempts to strike an opponent
- (f) pushes an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses:

- (a) tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- (b) holds an opponent
- (c) spits at an opponent
- (d) handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from where the offense occurred.

Indirect Free Kick

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

- (a) takes more than six seconds while controlling the ball with his hands, before releasing it from his possession
- (b) touches the ball again with his hands after it has been released from his possession and has not touched any other player



(c) touches the ball with his hands after it has been deliberately kicked to him by a team-mate

(d) touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

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

(a) plays in a dangerous manner

(b) impedes the progress of an opponent

(c) prevents the goalkeeper from releasing the ball from his hands

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

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

Fouls can be assessed for the off-field conduct of coaches or spectators and may result in direct or indirect free kicks, at the discretion of the referee. The game may be forfeited if the situation warrants. **See Miscellaneous Rule # 5.**

Rule 13 Free Kicks

Free kicks are either:

(a) direct, where a goal can be scored by one player or

(b) indirect, where another player has to touch the ball after the kicker, before a goal can be scored. For all free kicks:

(1) the ball must be stationary,

(2) the kicker may not touch the ball a second time until it has been touched by another player,

(3) opponents must remain at least 10 yards from the ball until it has been kicked,

(4) the ball is in play after it has been touched and

(5) left the penalty area, if applicable.

Rule 14 Penalty Kick

A penalty kick, or a shot on goal, is a special form of direct free kick taken from the penalty spot 12 yards from the goal line. Penalty kicks are awarded for direct free kick fouls committed in the penalty area by the defense. To execute the kick, all players except the kicker and the goalkeeper must be outside the penalty area and at least 10 yards from the ball. Once the ball has been kicked, the kicker may not touch the ball until it is touched by another player. However, the kicker may follow up on a ball that has rebounded after touching the goalkeeper and re-play the ball. A goal may be scored directly in a penalty kick.

Rule 15 The Throw In

When the ball has wholly crossed the touch line, it is put back into play by a throw in by the opponents of the team that last touched it going out of bounds. A special technique is required to successfully complete a throw in, including:

(a) facing the field,

(b) starting out of bounds and ending with neither foot inside the touch line'

(c) throwing the ball from behind the head, with equal force in each arm, releasing the ball directly over the head and

(d) keeping some part of both feet on the ground throughout the throw.

Failure to properly execute the throw in results in the ball being awarded to the other team. The thrower may not touch the ball again until it has been touched by another player.

Players U9G and younger will be given two attempts to make a successful throw in. If the first attempt is unsuccessful, the referee will explain the fault to the player and that same player will retake the throw in.

Rule 16 The Goal Kick



When the ball has wholly crossed the goal line, but not through the goal and was last touched by the offense, it is put back into play by a kick from the goal area by the defending team from any spot in the goal area.

The kicker may not replay the ball until it has been touched by another, The ball is not in play until it leaves the penalty area. Opposing players must remain outside the penalty area until the kick is made. The goalkeeper may not use hands in the play.

Rule 17 The Corner Kick

When the ball has wholly crossed the goal line, but not through the goal and was last touched by the defense, it is put back into play by a corner kick, taken from the corner nearest where the ball ends up, by the opponent. Opposing players must remain at least ten yards from the ball until it is touched by another. A goal can be scored directly from a corner kick.

Miscellaneous Association Rules & Amendments

1. Rule 4 Uniform & Equipment. Amendment August 2014 – Shin guards are mandatory, cleats are not (recommended), metal cleats and cleats with front toe are illegal.
2. For U8 division and U6, one coach from each team is allowed in their own backfield during play. The coach may not interfere with play or talk to the referee during the game. Coaches are reminded that this is a privilege extended in the interest of teaching. They must be constructive and coach without intruding. Abusive or otherwise disruptive behavior will not be tolerated and will earn the coach an invitation to the sideline.
 - 1.1 Amendment August 2014 - For U8 division coaches are not permitted on the field of play.
2. Every player must play at least one half each game. This is strictly enforced.
3. The ball must be totally over the line to be out of bounds or to score a goal. If the ball is rolling along a line, it is still in bounds.
4. Goalkeeper changes, other than at half, require prior approval of the referee.
5. The referee’s authority begins with their arrival at the field and ends with departure from the area. The game is only part of their responsibility. They are also responsible for field inspection, player safety and the behavior of everyone at the field. Teams are responsible for the behavior of their spectators and may be penalized for their misconduct. Coaches are expected to control situations that may occur on the sidelines and to support the officials in the interest of fair play. Abusive spectators may be cautioned (warned-yellow carded) or ordered from the field by the referee. All warned (yellow carded) spectators and coaches will be reported to league officials. A second warning (yellow card) during a season will result in that individual being ejected from the field of play and or complex if necessary. A reminder that the first warning will carry over from fall to spring to tournament. All spectator and coach ejection’s will be reviewed by the board for further disciplinary action. Uncontrolled abuse from the sidelines will result in a forfeit of the game.
6. On penalty kicks, any infringement by the defense will cause the penalty kick to be retaken, if the first kick does not score; any infringement by the offense causes a re-kick if the first kick scores. Infringing players will be cautioned (yellow carded).
7. An “advantage” rule exists wherein the referee may signal “play on” despite an apparent foul. This may occur when the offended team has already gained control of the ball and causing them to free kick the ball is actually punishment, causing them to “lose the advantage”. In all situations players should play to the whistle and not try to anticipate what they think will happen. The ball is always in play until the referee blows it dead with the whistle.



8. In routine league play, ties stand. Tie breakers are usually used only for tournament play or for special occasions and take the following form:

(a) Ties are resolved by selecting 5 kickers from each team, who kick, alternately, 1 from each team, until either all 5 pair have kicked or until one from each team has an insurmountable lead.

(b) If no such lead exists and the tie remains after the 5 pair have kicked, a second set of 5 each are picked from each team, not to include any of the first round kickers. This 5 pair kick alternately, one pair at a time. A winner exists whenever both kickers of a pair have kicked and only one of the two have scores.

(c) If the score remains tied, another set of 5 each are picked from each team and must include the 11th player from each team as the first kickers.

(d) Goalkeepers may be changed as frequently as desired, but only with players on the field. No substitutions affecting the makeup of the 11 players on the field may be made after the expiration of regular time.

9. Division of teams will be at the discretion of the DSA board. The number of players per team will be determined by the board based on the total number of players in a division. For community teams outside of Danville the board will direct the community representative as to how teams will be divided.

10. Rescheduling of games:

Coaches may request by email to contactdasa@DanvilleSoccer.org , five (5) days in advance, to reschedule regularly scheduled games for compelling reasons,

League Officer approval is required before the game is considered to be rescheduled.

REQUESTING COACH::

- 1) The requesting coach is responsible for contacting the opponent coach with the intentions and league Officer approval to reschedule.
- 2) The requesting coach is also responsible for providing a referee who will be acceptable to both coaches. However, the league may assist in providing a referee, but the requesting coach is responsible for compensating the referee at the prevailing league rate if compensation is required. If these conditions are not all met in the process of rescheduling the game, the game shall be played as originally scheduled.

OPPONENT COACH::

The opponent coach is responsible for providing a reasonable timetable and options for the requesting coach to choose from within 48 hours or sooner

LEAGUE OFFICER RULING::

Coaches of both teams must mutually agree on the date and time for the game to be played. However, if reasonable options, dates and times are present and game cannot still be played, the league will make final ruling on game schedule and or the outcome of the game.

The rescheduled game must be completed and game results reported to the league scorer prior to the next regularly scheduled game day.

DASA discourages the forfeiture of games and encourages playing all games to completion and as scheduled

11. Players may be pulled from a younger team to get to full strength. However, the younger player must also play in his/her regular game.



* Amendment 1: October 2008 **Players may be pulled from a correlated one age division younger team to get to full strength. However, the younger player must also play in his/her regular game.**

* Amendment 2: October 2009

1) Playing across same division coed or girls - Not allowed. See below

2) Bringing up subs - pull up players to complete team strength. See below

1) Playing across (playing in another division that players are eligible for - (Example: U14G players playing on both U14 Coed and U14G teams) is not permitted. Coaches with prior and written approval from an officer of the league in a case by case, may bring players up from lower divisions to play as a sub **but players cannot play across divisions**. Subs (if warranted, see item 2 below) for U14G should come from U12G - or girls on U12 - team, not from across divisions. Under extreme circumstances, with league officer approval, deviation from the rule, must be for compelling and extreme hardships and **MUST** be reviewed and **APPROVED** by a league officer.

2) Bringing players up as subs, is allowed under the following conditions:

2.1 Not enough players to field a full team - meaning you have 11 players (or 8 on the younger divisions) - then you do not need to bring anyone up from a younger division.

2.2 If you have fewer than 11 (or fewer than 8 in younger divisions) then you can bring up enough players to field a full team or until the team is at full strength. Rostered players may not sit on the sidelines while subs are playing.

2.3 under no circumstances, a sub player(s), should start the game in place of a rostered team player, nor play longer than the rostered players.

Never lose sight of the aims of the Association: to provide the means to experience fair play and good sportsmanship for all of our youth in an environment where everyone may enjoy and grow from the experience.

DASA Tournament Rules



U6 Teams

Participation medals will be handed out to all U6 players on October 24, 2009. Coaches should come to the concession stand to pick up their medals. Medals will only be handed to the coaches and will be given out for the whole team - please do not send players or parents individually to the concession stand.

U8 & Above

Participation medals will be handed out to coaches in leagues U8 and above after teams are eliminated from the tournament. Again, coaches please come to the concession stand to pick up medals for your entire team.

Tournament Notes

Except for Championship games,



If a game ends in a tie,

1. The two teams will immediately go into a shoot-out. Shoot-out format is done with only the players on the field. The first step is 5 shooters, alternately kicking, from each team.
2. If the score is tied after the first 5, it then immediately becomes sudden death where as players alternate shooting until one team scores and the other doesn't.
3. The only players involved in the shoot-out are the players on the field (any player who was on the sideline at the end of the game cannot participate in the shoot-out). Additionally, all players on the field (including the goalie) must shoot for each team before a player is allowed to shoot a second time (meaning if you play 8v8, all 8 players must shoot before anyone is allowed to shoot a second time). The goalie for the shoot-out can be any of the players that were on the field at the end of regulation and the goalie can be switched between kickers.
4. If a team is short players (this rule is the same in the regular season), they may bring players up from younger age divisions. Players cannot play within the same division for 2 teams; even if as a sub (the only players allowed to sub for a U14 team are U12 players, etc). Additionally, coaches cannot use younger players as subs unless they have fewer than 2 subs on their sideline and the younger players are to play as strictly subs (they cannot play more than any of the regular players on the team).

Coaches Note: DASA is responsible for the referees in the tournament for the first games of the day as well as the semi-finals and finals. During the early rounds, the coach of the winning team is responsible for refereeing the game following theirs.

5. **Championship games:** In the event of a tied game after regulations, two 5 minutes overtime periods to be played. If the game is still tied after the overtime periods played, go into a shoot-out. Shoot-out format is done with only the players on the field. The first step is 5 shooters, alternately kicking, from each team.
6. If the score is tied after the first 5, it then immediately becomes sudden death where as players alternate shooting until one team scores and the other doesn't.
7. In the shootout, including sudden death, teams must go through the entire players on the field at the end of regulations before starting over with the first player. No one player is allowed to take a second PK until everyone on the field has taken their turn. Example, 11 v 11 with shootout, first 5 takes the first 5 kicks, followed by the next 6 in sudden death then you can start over. Again, only players permitted to participate in the shootout & sudden death are the ones on the field at end of regulations.
8. **Cautions:**
 - a. Yellow card. Player must leave the game to cool off until next sub opportunity
 - b. Soft Red Card: (2 yellow cards) player must exit the game, may sub with another player and may play in the next game
 - c. Hard Red Card: Player must exit the game; no subs allowed and may not play in the next game. Team can be at full strength in the next game excluding the ejected player.

Yellow Card - Indicates a formal "caution" for any of the following 7 offenses:

1. "unsporting behavior" - this includes hard fouls; holding an opponent or deliberately handling the ball for the purpose of preventing an opponent from gaining possession of the ball; faking an injury; saying things that are designed to confuse or distract an opponent; harassment (such as jumping around, shouting or making gestures to intentionally distract an opponent; jumping in front of a corner kick, free kick or throw-in; worrying the goalkeeper or trying to prevent him from putting the ball into play; & adopting a threatening posture), gaining an unfair advantage by leaning on, climbing on the back of, or holding a teammate or the goal; blatant cases of holding and pulling an opposing player or his uniform; any action designed to deceive the Referee; and behavior which in the Referee's judgment is unsporting or causes an unfair advantage,
2. dissent by word or actions,



3. persistently breaking the rules,
4. delaying the restart of play,
5. defenders failing to stay the proper distance away from the kicker on a corner kick, free kick or throw-in
6. entering or re-entering the field without the referee's permission
7. Deliberately leaving the field without the referee's permission.

A player who receives 2 Yellow Cards is given a Red Card & ejected (Soft Red).

Red Card - A player **must** be shown a Red Card and "sent off" (i.e., made to leave the field) for the 7 offenses listed below. A player shown a "Red Card" & sent off may not be replaced during that game (i.e., his team must play a player "short" for the rest of the game. The 7 offenses for which a player must be shown a Red Card and sent off are:

1. Serious foul play (includes any use of excessive force or brutality against an opponent when challenging for the ball. Examples include a dangerous slide tackle from behind, or an "over the top tackle" in which a player raises his foot so the cleats could hit a player, or a two footed tackle that takes down the opponent. FIFA has broadened this definition by saying that "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. For current rules visit www.fifa.com, Laws of the Game. The above quote is from Questions and Answers, Additional Instructions for Referees). The rules now include "Decision 4", which says: "A tackle, which endangers the safety of an opponent, must be sanctioned as serious foul play".
2. violent conduct,
3. spitting at anyone,
4. deliberately touching the ball with a hand in order to prevent a goal or to deny an obvious goal scoring opportunity (such as to prevent a "Breakaway".... this does not apply to the goalkeeper within his own Penalty Box)
5. fouling an opponent to prevent an obvious goal scoring opportunity (e.g., holding to stop a breakaway),
6. using offensive, insulting or threatening language and/or gestures,
7. Or receiving a second yellow card in one game.

PK's:

1. If and when PK's are necessary to determine the outcome of a game as outlined above, then
 - a. PK format is as outlined above, additionally
 - b. The kicker must wait on the referee whistle to take the kick
 - i. Violation of referee whistle, and a goal is score or not, the kick is retaken.
 - ii. If it happens a second time, the player is cautioned and the kick is also retaken.
 - iii. If it happens a third time, the kicker is cautioned again, second yellow card is equal to red card, no goal is awarded.

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