

League Rules

These are the soccer rules for Tri-County Soccer League. They are to be used in conjunction with AYSO and Official FIFA Soccer rules.

Organization: The first coordinators' meeting will take place in January or February. The schedule will be finalized by the first of March. The season should start no later than the weekend after springs breaks and end by the 2nd weekend of May.

Uniforms: Each town's shirt colors will be the same from year to year. Argonia – Red, Caldwell – Blue, Harper – Green, Medicine Lodge – Gold and/or Purple, Anthony – Orange, Attica – Black, Norwich - Grey. The exception will be if the uniforms are reversible then more colors can be used.

Referees: Each town will supply a list of people, and their age and age group to officiate, so other towns may use this pool of people. Age recommendations for referees are as follows: 3v3 and 5th/6th – adults, 3rd/4th - 14 and older, 1st/2nd - 13 and older. Referees clinics should be scheduled on two or three days prior to the start of the season. No complaints about officiating should be made except through the town coordinators. Spectators that approach an official in anger before, during or after a game will be asked to leave. If this happens after the game, the spectator may be asked to not come the next weekend. Referees shall be paid according to the following schedule. 1st/2nd and 3rd/4th games - \$15. 3v3 and 5th/6th games - \$20. For the tournament there should be 2 officials per field while for the regular season 1 official per field. Officials from local college soccer teams are used then mileage should be paid to the driver.

Coaching: Coaching clinics shall be the responsibility of each town coordinator. Town coordinators shall not coach any team unless their child is on that team. They will be limited to coaching no more than two teams. Any coach that approaches another player on his team or another in anger will be removed from the game. Any coach that approaches another coach or official will be given a warning on the first offense and will be removed from the game on the second. A coach will be removed from coaching the rest of the season for a third offense. **Spectator conduct will follow the same rules as coaching conduct.**

Players: The divisions are split based on the player's grade and not to be at the maximum age as of September 1 of the previous year. A player must be four by the cutoff date in order to play on a PRE-K/K team. A player is allowed to play in an older division if it is agreed upon by the parent, coach, and local director. All teams within a town and within the same age group must be picked at random or draft. Every effort will be made to keep the teams within a town and division equal. The only exception is where siblings should be kept on the same team. Any team playing players in an age division too young for their age will forfeit all games played with the overage player(s). Copies of birth certificates may be requested with enrollment form to the coordinators. These birthdates will then be put in a master list so returning players will not have to present certificates again. Rosters will be presented to all coordinators before the first game. No player may play on more than one team during the season.

Game day guidelines: All regularly scheduled game days will be on Saturday starting at 9:00am except for special circumstances. Games may only be rescheduled at the consent of both teams' coaches and must be submitted to all town coordinators. In-town games can be played at anytime. In-town games will not count toward the tournament unless directed by the coordinators. If a team does not have enough players at game time, they may wait only five minutes from when the game could start. If after this delay the team still does not have enough rostered players, the game will be forfeited. A pick-up game can then be played for fun. At 7:00am on the game day, if the wind chill is less than 32F or if rain or snow is exceptionally heavy, the town coordinators shall decide if that day's play will be delayed on that day or postponed to another day. Games will be canceled for that day if there is a tornado warning, and postponed for a tornado watch or a thunderstorm warning. If the time between seeing lightning and

hearing thunder is 30 seconds or less all outdoor activities must stop. Games may only resume 30 minutes after the last sound of thunder. If a group of games is postponed, every effort will be made to make up those games the next day, Sunday, no earlier than 1:00pm. If that is not possible, the games will be played on the next available Sunday afternoon after 1:00pm. No games shall be scheduled or rescheduled for Easter weekend. The host town is responsible for gathering that day's scores. Town coordinator and coach phone numbers will be shared with each town coordinator to facilitate rescheduling. All scores should be turned into the web master by the Tuesday following the Saturday of the games.

Tournament regulations: The Sunday before the tournament the town coordinators will meet to set up the tournament bracket. Tournament brackets will be set up based on each team's winning percentage. If there is a percentage tie, teams that have not played each other during the regular season will be considered first to play each other. There will not be a tournament for Pre-K/K. The tournament host town will be rotated to each of the towns annually. The town that gets the tournament in a given year will not have a regular season Saturday. The weekend following the scheduled tournament will be reserved as a tournament makeup weekend. All town coordinators need to be at the tournament for the whole day to handle any problems that may arise.

Tie breakers: A tie breaker will begin with a 10-minute overtime for 3rd/4th and 5th/6th (5-minute for 1st/2nd) with ball position and field end decided by a coin flip. If the score is still tied at the end of this overtime period, a shootout will take place. For the shootout five players are selected from each team. Each of these players will take penalty kicks one at a time, alternating between the two teams. The ball shall be placed on the penalty spot. The goalie's feet must be placed on the goal line and remain there until the ball is kicked. If at the end of the five attempts, one team has scored more goals, they shall be declared the winner. Not all five penalties need to be taken, however, to determine a winner. If tied after this first group, a different group shall be chosen. If there are fewer than 10 players, some players from the first group may be chosen for a second shootout. If the score is still tied at the end of all ten penalty attempts, the shootout then becomes sudden death. Each team shall select a player to attempt another pair of penalty shots. If one team scores and the other misses, the game ends immediately. If either teams score or both miss, the rounds will continue until there is a winner. **Tie breakers will only happen in the tournament.**

Website: The fees for the TCSL website will be paid to the webmaster on a rotating basis.

3v3 Soccer Rules

FIFA and TCSL rules apply if not modified within

No Offsides in 3v3 Soccer!

No Slide Tackling: Players must stay upright and "on their feet".

Dead ball Kicks: All dead ball kicks are indirect except for corner and penalty kicks per league rules.

Direct Penalty Kicks: Are taken from the spot of the foul but no closer than 10 feet outside of the goal box.

Goal Kicks: Can be taken from any point on the end line. Cannot be taken on or from within the goal box.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Cannot be touching the midline). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

The Goal Box: There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches the ball after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

Game Duration: The game shall consist of two 15 minute halves separated by a two minute halftime period OR the first team to reach a 10 goal lead in the second half, whichever comes first.

KickIns: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in

play when the ball is touched with a foot and moves one full rotation.

Number of Players: Six is the maximum number of players on a team, 3 is the minimum. *5 Players are recommended for 3v3 Soccer.* There are no goalkeepers. All teams are coed with a minimum of one female player on the field at all times. 2 female players on the team if 5 or more on the team. Teams that have only one female will forfeit their remaining games unless there are only 3 or 4 on the team.

Age of Participants: The age divisions will be 7th/8th and 9th through 12th.

When played: On the same Saturday and same location as the other divisions are played.

Uniforms: Will be the same as the ones worn by the other age divisions from their town.

Laws of the Game

Law 1: Field Size

- Pre-K/K 25x15 yards with goals 6ft wide by 4ft high (Goalie box: 1.5ydx5yd/ Center circle: 3yd radius)
- 1st/2nd 50x25 yards with goals 10ft wide by 5ft high (Goalie box: 2ydx5yd/ Penalty box: 6ydx15yd/Penalty shot: 5yd/Center circle: 4yd radius)
- 3rd/4th 70x40 yards with goals 12ft wide by 6ft high (Goalie box: 4ydx12yd/ Penalty box: 10ydx25yd/Penalty shot: 8yd/Center circle: 6yd radius)
- 5th/6th 70x40 yards with goals 14ft wide by 7ft high (Goalie box: 4ydx12yd/ Penalty box: 10ydx25yd/Penalty shot: 8yd/Center circle: 6yd radius)
- 3v3 (JH and HS) 50x25 yards with goals 6ft wide by 4ft high (Goalie box: 2ydx5yd/ Penalty box: 6ydx15yd/Penalty shot: 5yd/Center circle: 4yd radius)

Law 2: Ball Size

- Pre-K/K size 3
- 1st/2nd size 4
- 3rd/4th size 4
- 5th/6th size 5
- 3v3 (JH and HS) size 5

Law 3: Number of players on the field

- Pre-K/K - Each team will have 4 players with no goalkeeper
- 1st/2nd - Each team will have 5 players including a goalkeeper
- 3rd/4th - Each team will have 7 players including a goalkeeper
- 5th/6th - Each team will have 7 players including a goalkeeper
- 3v3 (JH and HS) - Each team will have 3 players with no goalkeeper
- Team Switching – team switching within the season should not be permitted. If a team is short for whatever reason then consolidation of the teams should be done.

Law 4: Players Equipment

- All players are **required** to wear shin guards at all times while on the field of play.
- No jewelry, baseball or football cleats (unless front spike is removed) may be worn. If a player is wearing these items, they will not be allowed to play until the situation is resolved.
- Socks need to completely cover the shin guard, the socks go on the **outside** of the shin-guards.
- Goalie shirts must be of a distinctive color from both teams on the field.
- Cast – if a player has a cast then the following must be done:
 - The town coordinator must be given a permission slip signed by a doctor allowing the youth to play soccer
 - The cast must be padded
 - The official notified before the start of the game and allowed to inspect the cast and

- padding
- If anytime during the game the official believes that the cast is being used improperly or creates a danger to any player then the youth with the cast can be asked to leave the field.

Law 5: Referee

- The referee's number one priority is to ensure the safety of all players.
- The field official will have the final say on all matters during the game.
- The referee will also make sure that all rules are enforced to the best of his/her ability.
- The referee has the authority to eject any player, coach, or observer if he/she deems it necessary.
- All issues concerning officiating, other teams' players, etc., must go through their town coordinator. Coaches will not complain during the game.
- Injury – If a player is injured, play will continue until the whistle is blown. The referee will stop play if the player stays on the ground and there is no scoring advantage with either team. If the injured player gets up then play will continue. If blood is seen the official will either stop play or at the next stoppage of play will ask the player to leave the field until the blood is contained.

Law 6: Assistant Referee's/Line Judges

For 1st/2nd games and up each team is to provide one line judge who's main responsibility will be to assist the referee in calling when a ball completely crosses over a boundary line and which team touched the ball last before the ball crossed over the boundary line.

In the event that a team does not provide a line judge all questionable calls (when the referee is not sure who last touched the ball) will be given to the team who did provide a line judge.

Law 7: Game Duration

- Pre-K/K - The game will consist of 2 halves each consisting of 10 minutes.
- 1st/2nd - The game will consist of 2 halves each consisting of 20 minutes.
- 3rd/4th - The game will consist of 2 halves each consisting of 25 minutes.
- 5th/6th - The game will consist of 2 halves each consisting of 30 minutes.
- 3v3 (JH and HS) - The game will consist of 2 halves each consisting of 15 minutes

Law 8: Start of play

The game starts with the ball at the center mark, each player on his/her teams half of the field.

All defensive players must be outside the marked circle away from the ball.

The offense is to move the ball forward, the player who starts the ball forward touches the ball only once and cannot touch the ball again until it's been touched by either a teammate or the defense.

If the referee is dropping the ball, play resumes when the ball touches the ground.

Law 9: Ball in and out of play

The ball is out of play when all parts of the ball (not just the part touching the ground) **completely** cross a boundary line either on the ground or in the air.

Law 10: Scoring

All parts of the ball must completely cross the goal line in between the goal posts and below the crossbar.

Law 11: Off Sides*

A player is off sides if he/she meets **all** of the following conditions...

- He/She is in front of the ball closer to the opponent's goal.
- There are not at least two defenders downfield between him/her and the goal **when the ball is played to him/her**.
- There is a clear advantage to being in the off side position.

*Although only 5th/6th and up officially play by this rule a referee in a lower level may begin to use this rule if he/she determines that a team is taking advantage of this rule not being enforced. (The referee should warn both teams before placing this rule into affect).

Law 12: Fouls and Misconduct

Soccer is a contact sport, minor contact is always allowed and expected. It only becomes a foul when the contact becomes careless, reckless, or excessive. A yellow card is given to a player when the player either purposely commits a foul or when a foul is excessive or dangerous. If a second yellow card is given or if in the opinion of the referee the first offense was severe enough, a red card is given and that player is immediately ejected from the game and is ineligible to play in the next game. **Slide tackling is allowed only in 5th/6th games**. Slide tackling is defined as a player "deliberately leaving their feet and sliding along the ground with one leg extended to push the ball away from the opposing player." For the safety of the players a player on the ground, for whatever reason, cannot kick at the ball. They must get up as quickly as possible and resume play.

Fouls resulting in a direct free kick...

- Kicking or attempting to kick an opponent.
- If the player is kicking at the ball, it is not a foul unless the kick was careless, reckless, or with excessive force.
- Tripping or attempting to trip an opponent carelessly, recklessly, or with excessive force.
- Charging an opponent (elbows cannot come out when upper level contact is made) carelessly, recklessly, or with excessive force.
- Pushing an opponent.
- Blatant holding or pulling of any part of an opponent's person or uniform.
- Making contact with the opponent before touching the ball when trying to gain possession of the ball.
- Spitting at an opponent (this is grounds for a red card and immediate ejection from the game.)
- Deliberately contacting the ball with the hands or arms except when the arms and hands are flat against the body. (The goalie is excluded from this rule while inside his/her own penalty area.) **This includes using the hands to protect any part of the body**. In a defensive wall, any player who establishes a position designed to protect a sensitive area of the body shall not be charged with a hand ball so long as there isn't any movement to reduce the effects of the ball's impact.

Fouls resulting in an indirect free kick...

- Dangerous plays, if in the opinion of the referee a player makes a play that is dangerous either to him/herself or an opponent.
- Impeding the progress of an opponent.
- Some fouls which don't warrant a yellow card such as accidental or unintentional tripping.

Any player that, in the official's opinion, purposely attempts to hurt another player will be given a warning and then ejected on the second offence or ejected on the first if the offence warrants. Cussing by anybody (players, coaches or spectators) is first given a warning and if it continues, violator will be removed from all the games for that day. If cussing continues over multiple weekends, violator will be removed for the

season.

Law 13: Free Kicks

Direct - A direct free kick means that a goal may be scored on the first kick.

- *In 3rd/4th and below it is acceptable for an injured player to lay down and the referee to stop play. However when play is restarted the other team will get the ball and get a direct kick. In 5th/6th and above play continues until a regular stoppage of play.*

Indirect - An indirect free kick means that the ball must be touched by multiple players before a goal can be scored.

See Law 12 to see which fouls are direct and indirect.

Law 14: Penalty Kicks

Any foul that results in a direct free kick committed by a player on the defensive team in their own penalty box will result in a penalty kick.

Law 15: Throw-In

When a player throws the ball in to start play the following conditions must be met...

- Players can line up offsides.
- Player must be facing the field.
- At least one part of both feet either on or behind the touch line.
- Both hands on the ball until thrown.
- The ball must be thrown from behind and over the head of the player throwing the ball.
- The thrower cannot touch the ball again until it has been touched by another player.

Law 16: Goal Kick

A goal kick is awarded to the defending team when the ball crosses over the goal line (any part of the line on the end with the goal) having last been touched by a player on the offensive team and does not score a goal in accordance to Law 10.

The goal kick may be taken from anywhere within the goal area.

Law 17: Corner Kick

A corner kick is awarded to the offensive team when the ball crosses over the goal line having last been touched by a player on the defensive team and does not score a goal in accordance to Law 10.

Law 18: Heading

Heading should not be coached until 3rd/4th and above.

Law 19: Substitution

A player substitution (including goalie, but as little as possible) can be made at any stoppage of play: i.e. out of bounds, off the end line, injury, drop ball, goal etc. This can happen as many times as desired by a coach to allow as many players to play as much as possible. This should happen quickly and not so much as to become a hindrance to the flow of the game. To make a substitution the coach yells substitution

toward the official and raises their hand, the official will blow their whistle, raise their hand to signal play stoppage. After the substitution is made the official will blow the whistle and drop their hand for play to continue.

Law 20: Timeouts

- There are no timeouts at any point during the game.

For further information on the laws of the game visit these web pages:

fifa.com

soccer.org