



## **PSO SOCCER Laws of the Game**

All games will be played in accordance with FIFA laws, unless modified by PSO. Any FIFA law that has been modified by PSO will be included in this Rulebook and, if further modifications are made by PSO, these will be posted to the PSO website and available at the PSO office, upon request.

**Effective for Spring 2012**  
(Unless otherwise noted with any attached amendments)

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1) Leagues:

- a) PSO soccer league shall be divided into age groups, referred to as leagues and if necessary, those leagues broken into divisions. Both boys and girls leagues shall be formed in each age group. Eligibility for each league will be based upon the age of the participant on July 31st.
- b) Fall season: July 31<sup>st</sup> of the same year.
- c) Spring season: July 31<sup>st</sup> of the previous year.
- d) The age divisions are as follows:  
Age Division:

Div	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul
<b>U12</b>						99	99	99	99	99	99	99
"	99	99	99	99	99	00	00	00	00	00	00	00
<b>U11</b>	00	00	00	00	00	01	01	01	01	01	01	01
<b>U10</b>	01	01	01	01	01	02	02	02	02	02	02	02
<b>U9</b>	02	02	02	02	02	03	03	03	03	03	03	03
<b>U8</b>	03	03	03	03	03	04	04	04	04	04	04	04
<b>U7</b>	04	04	04	04	04	05	05	05	05	05	05	05
<b>U6</b>	05	05	05	05	05	06	06	06	06	06	06	06
<b>U5</b>	06	06	06	06	06	07	07	07	07	07	07	07

- e) PSO shall provide both boys and girls leagues for each group unless prohibited or undesirable based upon the number of available players.
- f) The Commissioner shall have overall responsibility for all leagues, with the respective League Directors reporting to the Commissioner.

2) Divisions:

- a) A league can be divided into smaller categories (Division 1 & Division 2) as noted above in paragraph 1a. The best teams shall be placed in the higher division – Division 1, based upon prior regular-season standings and the judgment of League officials, if necessary. (The League Director and the Commissioner will be solely responsible for team assignments within a division.)
- b) A League Director shall divide the PSO league into divisions if the number of teams in a league exceeds ten (10) teams. No League Director shall be responsible for more than two (2) leagues or twenty (20) teams. In the event a league comprises more than twenty (20) teams, unless otherwise specified by the Committee, the league shall be equally divided into Conferences so that each Conference is comprised of no more than twenty (20) teams with approximately an equal number of teams in each division. The Commissioner shall then assign another League Director within the conference. The League Director for the most competitive Conference shall be considered the Senior League Director for that league and shall be responsible for assisting the Commissioner in administering the overall league, as defined by the Commissioner. The Commissioner shall be responsible for submitting the recommended schedule for any games or playoffs in collaboration with the other League Directors.

3) Promotion, Relegation and Playoffs:

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- a) At the conclusion of each FALL and SPRING season, the top two (2) ranked teams from Division 2, shall be "promoted" and take the place of the bottom two (2) ranked teams from Division 1, who will be "relegated" down to Division 2, within the same league. These team standings are based upon the regular-season standings from the immediate season. **Note:** Playoff results will not count towards "promotion" or "relegation" consideration.
  - b) Playoffs: U-7, U-8, U-9, U-10, U-11 and U-12 Divisions will each hold an end-of-season, "Playoff Tournament." **Only the top four teams from each division will be eligible for the playoffs if they have participated in the End of Season Celebration.** (See below: Paragraph 31 "Method of Scoring for League or Division Standings.")
    1. **Based upon the regular-season standings from the immediate season, the First place team will play the Fourth place team; the Second place team will play the Third place team;** the two winners from these games will then play each other in a single Championship Game to determine the Winner and the Runner-up for each divisional playoff.
    2. Provisions:
      - (1) **Not applicable in U-5/U-6 divisions.**
  - c) Teams that are new to PSO shall be placed in the Division deemed most appropriate and suitable by the League Director and/or Commissioner.
- 4) Player Eligibility:
- a) Participants play in the appropriate age division based on the participants age on July 31<sup>st</sup> (refer to Law 1)
  - b) With approval, players may play up one age division with a joint written request from the parent(s) and from the head coach of the proposed new team. The letter will be delivered to the league Director of both the current team and to the Director of the proposed new league, **plus** the Commissioner. Final approval will come from the Commissioner.
  - c) **With approval, a player who exceeds an appropriate age division, BUT is enrolled in a younger grade at school AND is requesting to play on a team where the majority of the players represent a particular school's class, ie. 1<sup>st</sup> grade PCA Lions or 2<sup>nd</sup> grade POP kids, etc. he/she may play with his or her class as long as proof of enrollment (to that school matching with the particular PSO team) has been submitted to the league.**
  - d) The playing of any player outside the age limits of the team, as defined above, shall result in the forfeiture of all games in which said player participated.
  - e) No team shall play in a league game without first having turned in their player's registration, risk management forms for all adults and coaches as well as all pertinent information, at least forty-eight (48) hours prior to the league game. No player may be added after the season starts without approval of the Commissioner and submittal of the necessary information to the PSO office. **The playing of any player for whom PSO holds no record will result in the forfeiture of all games in which said player participated and suspension of the coach for one year.**
  - f) Any exception to the Player Eligibility Law must be approved by PSO.
- 5) Team Structure:

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- a) A team (coaches and players) formed by PSO and playing in PSO the previous season, may remain as a unit provided they meet the league eligibility and age requirements.
- b) The minimum number of players remaining or forming the nucleus for that team, in order to remain as a unit, is five players.
- c) At the time of registration, players have the option to request removal from a team and reassignment through the Player's Pool.
- d) A player sitting out one season can return to the player's former team provided space is available. Otherwise that player will be reassigned through the Player's Pool unless decided otherwise by the Commissioner.
- e) New teams and returning teams needing additional players will obtain players in the manner described below. However, before new players are added to a returning team, the head coach must contact each player from the previous season and invite them to play on the same team again, unless the player has moved or requested to be removed from that team.
  1. All players will be assigned by the PSO office from the Player's Pool from their zip code area in which they live whenever possible.
  2. The team is subject to all rules governing PSO, and pays all costs set forth by the league for that season.
  3. Coaches must furnish a complete list of players who were/are on the team including player's names.
  4. All players must meet the age requirements for the league in which they wish to play.
  5. Players returning to the same team will enter the Head Coaches name in the "preferred coach" space provided on the registration form or on-line registration page. This does NOT guarantee the player will be placed on that team but the league will make the best effort to fulfill the request.
  6. All players will be reviewed by the league to determine eligibility on any team as a returning player.
- f) New teams and returning teams shall be admitted as a formed team provided:
  1. It has been determined by the League that membership to the team was not in any way based upon athletic ability.
  2. That the group was formed in accordance with PSO rules and policies.
- g) **Number of players on a team:**
  1. Under 5 & 6: Maximum of 10 / 5 play at a time / No Goalie / Minimum required for play 3.
  2. Under 7 & 8: Maximum of 14 / 7 play at a time / 6 + Goalie / Minimum required for play 5
  3. Under 9 & 10: Maximum of 16 / 9 play at a time / 8+Goalie / Minimum required for play 6
  4. Under 11 & 12: Maximum of 16 / 9 play at a time / 8+Goalie / Minimum required for play 6

**NOTE:** The maximum numbers shall not be exceeded, except when determined by the committee of league directors, to roster additional players who registered before registration closed and then it shall be determined if number of players on the playing field shall increase. **The decision to carry any additional players beyond the maximum is the responsibility of the coach. Thus, 50% minimum playing time for all players is the responsibility for the Head Coach.**
- h) League Competition - Team Reassignment
  1. PSO can reassign teams to various levels of competition (Divisions) within an age group at any time during the season based upon performance and ability or at the discretion of the Commissioner.
  2. PSO can move teams from one Division to another within an age level.

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3. The League Director for each league shall determine, prior to the beginning of seasonal play, the Division a team shall play in. Final placement of teams shall be approved by the League Commissioner.
  4. In the event a team's level of competition appears to exceed that of the teams in its own division:
    - (1) That team shall be reviewed by its League Director in order to determine whether it should play in a higher division within its own age group or in the next higher age group for the next season.
    - (2) If such placement of a team is into a higher age group, the team will be placed in the level of competition deemed appropriate by the League.
    - (3) Any ruling by the League Commissioner regarding this matter shall be carried out.
    - (4) Any such placement of a team can be made at any time prior to, during or before the beginning of a season. A season includes any period identified by the Fall, Winter, Spring, and Summer play.
- 6) Player / Team Release Transfer:
- a) Players and teams may transfer, and they are not bound by any contract either verbal or written by PSO. ***Such a transfer does not guarantee that the moving player will be re-assigned to a new prospective team, but the best available effort will be made to honor the request, which can only be done by the player or parent, not new Head Coach (see 6b).***
  - b) A team may not recruit another team player.
- 7) Coaches: **ALL PSO COACHES ARE REQUIRED TO COMPLETE AND SUBMIT A PSO CRIMINAL BACKGROUND CHECK ANNUALLY. FAILURE TO COMPLY WILL RESULT IN IMMEDIATE REMOVAL FROM COACHING DUTIES.**
- a) Head Coaches are held accountable and responsible for presenting value lessons at each practice and pre-game devotionals; teaching the fundamental skills and knowledge of the sport of soccer and participating in all scheduled PSO Soccer related meetings and events.
    1. As such, all Head Coaches will be required to sign a Background check/Profession of Faith statement prior to the start of the season. Returning Head Coaches will not be required to sign additional statements, if a current one is on file with PSO.
  - b) The Head Coach shall have the privilege of having his/her child assigned to their team's roster provided the player meets the age requirement of the league.
  - c) The Head Coach, Assistant Coach and Cross Trainer Coach of record are to be the only 'active' coaches for the team.
    1. All coaches of record will be required to register or sign the "Application for Coaching Eligibility" form (online) prior to the start of the season. Returning Coaches will not be required to sign additional forms if a current form is on file with PSO.
  - d) In the event a team loses its Head Coach, the League Director will offer the team to the assistant coach(s) and the parents of the team before selecting a new Head Coach.
  - e) Each Head Coach has one (1) vote on any matter allowed by the league.
    1. Head Coaches will be notified via e-mail about his/her ability to vote on an item.
    2. Head Coaches must reply within 24 hours from the time the notification is sent out for their vote to be valid.

3. A simple majority vote (50.01%+) is required for any voted item to be passed by the league.
- f) Head Coaches will be responsible to insure each child plays a minimum of 50% per game (tournament included), unless, the player is being disciplined for specific reasons of which he/she shall notify the parent and league director (reasons for disciplinary action may include missing practices, pre-game activities, displays of unsportsmanlike conduct, etc).
- g) Head Coaches will be held responsible for any misbehavior on the part of their team's spectators, parents, coaches, players and themselves. This includes any foul and abusive language and any comments directed toward the referees, league officials, opposing players, coaches and parents. **Offenders can be ejected from the field by the referee or a League Official, and the team of the offending party will forfeit the game AND possible disciplinary action to the coach in charge at the time of the offense, i.e. future game suspensions.**
  1. If any coach or team receives a written complaint against the coach, or any member of the team, or spectators, or one (1) written complaint from a league official, the coach must go before the Disciplinary and Protest Committee for judgment before they may participate in the league. All complaints must be submitted to the League Director and be signed by the party making the complaint.
  - h) All Coaches are responsible for adhering to the league's substitution policy.
  - i) All Coaches are subject to the jurisdiction of PSO, its' League Directors, the League Commissioner and all PSO rules and policies. The League shall approve all coaches in their league.
  - j) For Under 7 & 8, Under 9 & 10 and Under 11 & 12 age divisions:
    1. **Three coaches are allowed in the assigned coaching area of the field.**
    2. All coaching will be confined to an area fifteen (15) yards on either side of the midfield line and to their own side of the field.
    3. Players on the sideline must stay within the fifteen (15) yards coaching box, assigned to their team, during play, and all persons, players, and spectators must stay at least three (3) feet back from the sideline (touchline) on each side or behind the designated yellow line, whichever is greater.
    4. Spectators should remain in the area normally designated for spectators.
    5. **Spectators and coaches are not allowed to line up behind or along the goal line.**
  - k) For Under 5 & 6 divisions:
    1. Three coaches are allowed in the assigned coaching area of the field.
    2. **One (1) coach is allowed on the field of play.** The purpose of this is to allow the coach to direct his/her team. The coach on the field must stay out of the way of the action and of both team's players on the field. **The two (2) other coaches for a team, must remain on the sidelines.**
    3. At no time is a coach allowed to physically pick up and move a player to a position on the field.
    4. No coach is allowed to be within the goal area while on the field.
    5. Two coaches are allowed on the sidelines and are to remain within ten (10) yards of the midfield line to their own side of the field.
- 8) Laws of the Game:
  - a) **All games will be played in accordance with FIFA laws, unless modified by PSO. Any FIFA law that has been modified by PSO will be included in this Rulebook and, if further modifications are made by**

**PSO, these will be posted to the PSO website and available at the PSO office, upon request.**

9) Field of Play:

a) Dimensions

1. The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. The following are minimum distances for the touch line and goal line.

- (1) Under 5 & 6: 35 yards X 20 yards
- (2) Under 7 & 8: 60 yards X 40 yards
- (3) Under 9 & 10: 75 yards X 55 yards
- (4) Under 11 & 12: 75 yards X 55 yards

b) Field Markings

1. The field of play is marked with lines. These lines belong to the area of which they are boundaries (they are considered part of the field of play).
2. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.
3. The field of play is divided into two halves by a halfway line.

c) The Goal Area

1. A goal area is defined at each end of the field of play. Two lines are drawn at right angles to the goal line at a distance, not to exceed 6 yards, from the inside of each goal post. These lines extend into the field of play, not to exceed 6 yards and are joined by a line drawn parallel with the goal. The area bounded by these lines and the goal line is the goal area.

d) The Penalty Area

1. A penalty area is defined at each end of the field. Two lines are drawn at right angles to the goal line at a distance, not to exceed 18 yards, from the inside of each goal post. These lines extend into the field of play, not to exceed 18 yards, and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal is the penalty area.

e) Goal-posts

1. Goal-posts must be placed on the center of each goal line.
2. Goal-posts consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar.
3. The dimension of the goal are as follows
  - (1) Under 5 & 6: 4 feet X 6 feet
  - (2) Under 7 & 8: 6 ½ feet X 12 feet
  - (3) Under 9 & 10: 6 ½ feet X 18 feet minimum
  - (4) Under 11 & 12: 6 ½ feet X 18 feet minimum

10) Ball:

- a) The ball shall be spherical; the outer casing shall be of leather or other approved materials. No material shall be used in its construction, which might prove dangerous to the players.

b) Ball sizes are as follows:

1. Under 5 & 6 – Size 3 (23-24 inches in circumference; weigh between 11-12 ounces.)
2. Under 7 & 8 – Size 4 (25-26 inches in circumference; weigh between 12-13 ounces.)

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3. Under 9 & 10 – Size 4
4. Under 11 & 12 – Size 4

**Note:** Size 5 is the international standard match ball for all ages 12 and older, including all adult play. The size 5 ball weighs between 14-16 ounces with a circumference of 27-28 inches.

- c) The home team as shown on the schedule (first team listed on the schedule) provides the game ball.
- d) The ball shall not be changed during the game unless authorized by the referee.
- e) If the ball bursts or becomes deflated during the course of a match, the game shall be stopped and restarted by dropping a new ball at the place where the first ball became defective. If this happens during a stoppage of the game (free kick, goal kick, corner kick, penalty kick or throw in), the game shall be restarted accordingly.

### 11) Equipment:

- a) **Shin guards are mandatory for all players. Socks must be worn over the shin guards.**
- b) Jerseys must be tucked in at the start of each half.
- c) The goalkeeper will wear colors that distinguish him/her from other players and from the referee.
- d) **Players shall not wear anything that is dangerous to them or to another player (for example, jewelry of any kind, including watches, bracelets, earrings, and broken cleats, etc.).**
- e) **Casts of any type will only be allowed, at the discretion of the referee and must be wrapped in a protective padding or bubble wrap.**
- f) Players wearing eyeglasses are encouraged to wear an eyeglass retainer strap. It is strongly encouraged that ALL lenses be plastic, with plastic frames instead of wire. Sports goggles may be worn over glasses.
- g) Additional garments (knit caps, gloves, and warm-ups) may be worn as long as the team jersey is on the outside.
- h) All players must wear either gym shoes, tennis shoes, or soccer cleats. Toe cleats (found on baseball shoes) are not allowed. All footwear must be of "soft toe" and have no damaged or broken cleats.

### 12) Uniforms:

- a) **The Home Team (which is listed first on the playing schedule) is responsible for making arrangements to provide contrasting numbered jerseys in the event of a conflict of colors.**
- b) Uniforms with the PSO logo and numbers on the back for all players. It is permissible to wear a white T-shirt over a jersey in the event of a conflict of colors.
- c) The final decision on whether there is a color conflict is up to the referee.
- d) Players should wear a numbered shirt (number must be on the back of the shirt) of the same color jersey as their teammates. Each player on a given team must wear a different number.
- e) Sponsor's advertisements must be approved by PSO before the first game of the season. Any unapproved advertisements must be removed prior to play.
- f) Soccer ball or PSO team patches are allowed on the uniform. Anything else must be approved by the Commissioner.

### 13) Duration of Games:

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- a) Under 5 & 6 games are four (4), ten-minute quarters with a 2-minute half-time period.
  - b) Under 7 & 8 games are four (4), twelve-minute quarters with a 5-minute half-time period.
  - c) Under 9 & 10 games are two (2), twenty-five minute halves with a 5-minute half-time period.
  - d) Under 11 & 12 games are (2) twenty-five minute halves with a 5-minute half-time period.
  - e) Allowance for time lost, at the discretion of the referee, is made for all time lost due to the following:
    1. Substitutions.
    2. Assessment of injury to players.
    3. Wasting time.
    4. Any other cause.
    5. Time shall be extended to allow for a penalty kick to be taken or retaken until the penalty kick is completed.
  - f) Forfeiture:
    1. The score for a forfeit victory is 3-0. The following constitutes a game forfeiture:
      - (1) Fielding an ineligible player or a player under suspension.
      - (2) A suspended coach appearing at a game.
      - (3) Failure to field a team with more than the minimum number of players within time appropriate parameters of the scheduled starting time (5 minutes after scheduled start time) according to the Referee's watch.
      - (4) Violation of the minimum-playing requirement for any player as outlined in the Playing Rules.
    2. If a team forfeits, it will be that team's responsibility to pay the officials for the game not played. If the team does not take on this responsibility, the coach and each parent on the team will be contacted by the league commissioner and/or director.
- 14) Foul Weather Procedure: **No game or practice shall be conducted with lightning in the area.**
- a) There will be 8-10 games scheduled for each team in each Division.
  - b) In the event a weekend is cancelled due to foul weather we will not guarantee make up games. If less than 7 games are played we will schedule make up games until 7 games are played.
  - c) If a team is unable to make a game at the scheduled time a forfeit will be declared and 3 points for a "Win" will be awarded to the team that is available to play.
  - d) Unless officially notified by PSO via [www.psosports.com](http://www.psosports.com), teams must report to the playing fields for assigned games.
  - e) **Only a referee or a PSO League Official can cancel the games at any field. During inclement weather, do not have your team leave until the game has been officially delayed or canceled.**
  - f) If a game is stopped because of field or weather conditions before the second half of play has started, the game will be considered "canceled" and no result will be awarded, regardless of the score. The game will only be replayed and rescheduled at the discretion of PSO (see b). If the second half of play has commenced prior to the stoppage, that game will be considered a complete game and the score of the game, as of the time of the stoppage, will count as the final result.
  - g) Any games scheduled and not played, due to field or weather conditions, will only be rescheduled at the discretion of PSO.

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- h) In the event a team refuses to play because of questionable field or weather conditions, the coach shall protest the situation to the Referee and the League Director. The Commissioner shall make the final decision.
- i) Any playoff or Championship game suspended or cancelled due to field or weather conditions will be replayed in its entirety.
- j) Scheduled and rescheduled games have priority usage of the fields over practices.

### 15) Substitution: **All substitutions are subject to the discretion of the referee.**

- a) The following conditions must be observed when replacing a player by substitute.
  - i. The referee must be informed before any proposed substitution is made.
  - ii. The referee has signaled that the substitution will be allowed.
  - iii. A substitute only enters the field of play, at midfield and only after the player being replaced has left the field of play.
  - iv. **For all age divisions: Unlimited substitutions are allowed with the referee's consent. Otherwise, it is when the ball is in your possession for throw-ins and open sub on goal kicks.**
- b) At any of the following times during the game, the goalkeeper may be substituted with another player on the field, with the consent of the referee, at the following times:
  - (a) Prior to a goal kick by either team;
  - (b) Prior to a kick off by either team;
  - (c) At halftime;
  - (d) After an injury;
  - (e) Before the beginning of any overtime period.

### 16) Playing Time Violation:

- a) The goal of PSO is to see each child play a minimum of 50% of each game.
- b) In the case where a player's time is to be reduced for medical or disciplinary reasons, the coach must notify the player, the parents of the player, the opposing coach, the referee and the League prior to the beginning of the game.
- c) Infringement of this rule will result in the offending team forfeiture of the game.

### 17) Practices: **No practices are allowed on Wednesday night. Practice may be held on Sunday's beginning no earlier than 2pm.**

- a) A team shall have no more than two (2) practice sessions per week.
  - 1. Under 5 & 6: one-hour per session.
  - 2. Under 7 & 8: one-hour and fifteen minutes per session.
  - 3. Under 9 & 10: one-hour and thirty minutes per session.
  - 4. Under 11 & 12: one-hour and thirty minutes per session.
- b) **There shall be no reserving/holding of the PSO fields for practice purposes. In the event that field space becomes limited, no team**

**may take up an entire field area. At the discretion of PSO, fields may be closed to all practices at any given time to preserve the fields.**

18) Start of Play:

- a) At the beginning of the game, choice of ends and ball possession (kick-off) shall be decided by the toss of a coin. The "Home Team" (listed first on the schedule) shall call their preference; heads or tails. The team winning the toss shall choose which goal to defend. The other team shall kick off.
- b) A devotional shall be given, to both teams, no later than 15 minutes prior to the start of play. The home team Head Coach (representative) is responsible for presenting the devotional that corresponds to the week of the season.
- c) The game shall be started when a player takes a place kick (the ball is stationary on the ground in the center of the field of play) into the opponents' half of the field of play.
  1. Every player shall be in their own half of the field and every player of the team opposing that of the kicker shall remain not less than the radius of the center circle from the ball until it has moved.
  2. The kicker shall not play the ball a second time until another player has touched it.
- d) After a goal has been scored, a player of the team that did not score the goal shall restart the game in a like manner.
- e) After quarter or half time ends, the kick off shall be taken by the team that did not take it at the beginning of the game. For quarters the kick off shall alternate between teams.
- f) Sanctions / Infractions:
  1. For an infringement of the kickoff rule, the kickoff shall be retaken.
  2. If the kicker plays the ball before it has been touched or played by another player an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred.
- g) After temporary suspension of play, not covered by any rule, the referee shall restart the game by a drop ball where the ball was when the play was stopped. A drop ball must hit the ground prior to being played.
  1. A goal can be scored directly from a drop ball.

19) Ball In & Out of Play:

- a) The ball is out of play when it has **wholly** crossed over the entire touch line or goal line.
- b) The ball will be put back in play as follows:
  1. Played over the sideline:
    - (1) Throw in by the opposing team that last touched the ball prior to it going out of play.
  2. Played over the goal line by the defending team:
    - (1) Attacking team takes a corner kick from the corner arc on the side of the field where the ball crossed the goal line.
  3. Played over the goal line by the attacking team:
    - (1) A goal kick by the defending team from the goal area.
- c) The ball is in play at all other times, from the start of the match to the finish including:
  1. Rebounds from a goal post, cross bar or corner flag into the field of play.
  2. Rebounds off either the referee or assistant referee when they are in the field of play.

3. In the event of a supposed infringement of the rules, until a decision by the referee is given.

20) Scoring:

- a) A goal is scored when:
  1. The **whole of the ball** crosses the entire goal line between the goal posts and under the cross bar provided no infraction of the Laws of the Game has occurred.
  2. **Under 5 & 6 Division ONLY:** All four (4) players MUST make best attempts to cross the midfield line for a goal to count. Exceptions would be (a) a long kick from the distance of the field or (b) a breakaway by one player on the offensive team due to steal or lose ball. This shall be determined by the referee.
- b) The team scoring the greater number of goals during a game shall be the winner. If no goals, or an equal number of goals are scored, the game shall be deemed a tie.
- c) Tournament procedure for declaring a winner - If at the end of regulation time the score is tied:
  1. Two five-minute periods shall be played.
  2. If the score is still tied at the end of the two five-minute periods kicks from the penalty mark shall commence as follows:
    - (1) The referee chooses the goal at which the kicks will be taken.
    - (2) The referee walks off the appropriate distance from which all kicks shall be taken.
    - (3) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
    - (4) The referee keeps a record of the kicks taken.
    - (5) Both teams take five kicks.
    - (6) The kicks are taken alternately by the teams.
    - (7) If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
    - (8) If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored and goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
    - (9) Any player may be chosen to take kicks (players need not be on the field of play when play ends).
    - (10) Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
    - (11) All players must remain on the opposite side of the midfield line from where the kicks are being taken.
    - (12) All players chosen to participate in kicks must remain within the center circle.
    - (13) The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
    - (14) The laws of the "Penalty Kick" apply for all kicks being taken.

21) Offside:

- a) Offside Position - **It is not an offence in itself to be in an offside position.**
  1. A player is in an off side position if:
    - (1) They are nearer to the opponents' goal line than both the ball and the second to last opponent.
  2. A player is not in an offside position if:
    - (1) They are in their own half of the field of play.
    - (2) They are level with the second last opponent.
    - (3) They are level with the last two opponents.
- b) Offence of Offside
  1. **A player in an offside position is only penalized if, at the moment the ball touches or is played by one of their team, they are, in the opinion of the referee, involved in active play by:**
  2. **Interfering with play.**
  3. **Interfering with an opponent.**
  4. **Gaining an advantage by being in that position.**
- c) No Offence of Offside if:
  - (1) The player receives the ball directly from a goal kick.
  - (2) The player receives the ball directly from a throw-in.
  - (3) The player receives the ball directly from a corner kick.
  - (4) They are playing in the U-5, U-6, U-7 or U-8 divisions.
    - (a) **Important note: In the U-5, U-6, U-7 and U-8 age divisions there shall be no off-side calls. However, if in the opinion of the referee an attacking player is placed within the penalty area of the defensive goal or within close proximity to the goal and/or the goalkeeper for the tactical purpose of gaining an unfair scoring position, the player will be considered an obstruction by the referee and any goals made while this player is in that position will be disallowed, with an in-direct free kick being awarded to the defending team.**
    - (b) **Note: In U-5 and U-6, both the offensive and defensive players can run "through" the arc in front of a goal, but cannot inhibit a ball rolling through the arc, whether rolling into or away from a goal. If the offensive player kicks the ball into the goal while inside the arc, the goal will be disallowed and the possession will be turned over to the defensive team via a goal kick. If the defensive player inhibits a ball that is making obvious progress into the goal, while the defensive player is inside the arc, the goal will be allowed. Any ball that is no longer making progress towards the goal ("dead ball") while in the arc, shall not be touched by either team, and shall be the possession of the defensive team via a goal kick.**
- d) Rule Infringements:
  1. If a player is declared to be "off side", the Referee shall award an indirect free kick, which shall be taken by a player of the opposing team from the place where the infringement occurred.
  2. If a player is declared "off side" in the opponents' goal area, the Referee shall award a free kick that shall be taken from anywhere within that half of the goal area where the offense occurred.

22) Free Kick:

- a) Free kicks are either direct or indirect.
- b) For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.
- c) The Direct Free Kick (**only applicable in the U9-12 divisions**)
  - 1. If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
  - 2. If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.
- d) The Indirect Free Kick: The referee indicates an indirect free kick by raising his/her arm above his/her head. They maintain that arm position until the kick has been taken and the ball has touched another player or goes out of play.
  - 1. If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded.
  - 2. If an indirect free kick is kicked directly into the teams' own goal, a corner kick is awarded to the opposing team.
- e) Position of Free Kick:
  - 1. When a player is taking a direct or an indirect free kick inside one's own penalty area:
    - (1) All the opposing players shall remain outside the area, and shall be at least 10 yards (5 yards for Under 6 division) from the ball while the kick is being taken.
    - (2) The ball shall be in play immediately after it is kicked and moves beyond the penalty area.
    - (3) The goalkeeper shall not receive the ball into his/her hands.
    - (4) If the ball is not kicked into play beyond the penalty area, the kick shall be retaken.
    - (5) If a player of the opposing side encroaches into the penalty area, before a free kick is taken, the referee shall delay the taking of the kick, until compliance with the rule is met.
  - 2. When a player is taking an indirect free kick in the opposing penalty area:
    - (1) All the opposing players shall remain at least 10 yards (5 yards for the Under 6 division) from the ball until it is in play, unless they are on their own goal line between the goalposts.
    - (2) The ball is in play when it is kicked and moves.
    - (3) An indirect free kick awarded inside the goal area is taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the infringement occurred.
  - 3. When a player is taking a direct or an indirect free kick outside the player's own penalty area:
    - (1) All of the opposing players shall be at least 10 yards (5 yards for Under 5 & 6 division) from the ball until it is in play.
    - (2) The ball is in play when it is kicked and moves.
    - (3) The free kick is taken from the place where the infringement occurred.
- f) Infringements/Sanctions:
  - 1. If, when a free kick is taken, an opponent is closer to the ball than the required distance:
    - (1) The kick is retaken.
  - 2. If, when a free kick is taken by the defending team from inside its own penalty area the ball is not kicked into play:
    - (1) The kick is retaken.

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3. If, after the ball is in play, the kicker touches the ball (except with the hands) a second time before it has touched another player:
    - (1) An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.
  4. If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:
    - (1) A direct free kick is awarded to the opposing (U9-U12 only) team, the kick to be taken from the place where the infringement occurred.
    - (2) A penalty kick (except in the U-5 and U- 6 Divisions) is awarded if the infringement occurred inside the kicker's penalty area.
  5. If a free kick is taken by a goalkeeper, after the ball is in play, the goalkeeper touches the ball a second time (except with the hands), before it has touched another player:
    - (1) An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.
  6. If a free kick is taken by a goalkeeper, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:
    - (1) A direct free kick is awarded to the opposing (U9-U12 only) team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred.
    - (2) An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred.
- g) Indirect Free-Kick:
1. An indirect free kick shall be awarded to the opposing team if a player in the opinion of the referee:
    - (1) Impedes the progress of an opponent.
    - (2) Plays in a dangerous manner.
    - (3) Prevents the goalkeeper from releasing the ball from his/her hands.
    - (4) Slide-tackles an opponent in the U-5, U-6, U-7 and U-8 divisions.
    - (5) Challenges possession of the ball by a goalkeeper.
    - (6) The goalkeeper is considered to be in possession and control of the ball by touching it with any part of the hand or arm. Rebounds off the goalkeeper are not considered possession and control.
    - (7) Commits any offence, not previously mentioned in Law 14, for which play is stopped to caution or dismiss a player.
  2. An indirect free kick will be awarded to the opposing team if, in the opinion of the referee, a goalkeeper inside their own penalty area commits any of the following four offences:
    - (1) Takes more than 6 seconds while controlling the ball with his/her hands before releasing it from his/her possession.
    - (2) Touches the ball again with his/her hands after it has been deliberately kicked to him/her by a teammate. A player may pass the ball to his/her own goalkeeper using his/her head, chest or knee.
    - (3) Touches the ball again with his/her hands after it has been released from his/her possession and has not been touched by any other player.
    - (4) Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate.
  3. Provisions:
    - (1) Goalkeeper offences (item 2) are not applicable in the Under 6 Division
- h) Direct Free Kick (U9-U12 only):

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1. A direct free kick is awarded to the opposing team if, in the opinion of the referee, a player commits any of the following seven offences in a manner considered by the referee to be careless, reckless or using excessive force:
  - (1) Kicks or attempts to kick an opponent.
  - (2) Trips or attempts to trip an opponent.
  - (3) Jumps at an opponent.
  - (4) Charges an opponent.
  - (5) Strikes or attempts to strike an opponent.
  - (6) Pushes an opponent.
- i) A direct free kick is also awarded to the opposing team if, in the opinion of the referee a player commits any of the following four offences:
  1. Slide-tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
  2. Holds an opponent.
  3. Spits at an opponent.
  4. Handles the ball deliberately (except the goalkeeper within his/her own penalty area).
  5. Provisions:
    - (1) Not applicable in the Under 6 divisions. All dead ball situations result in an indirect free kick.
- j) Penalty Kick:
  1. A penalty kick is awarded, at the discretion of the referee, if any of the offences for which a direct free kick is awarded, is committed by a player inside his/her own penalty area, irrespective of the position of the ball, provided it is in play.
  2. A penalty kick shall be taken from a distance 10-1/2 yards from the goal line equidistant from both goal posts.
  3. When a penalty kick is being taken, all players with the exception of the player taking the kick, and the opposing goalkeeper shall be within the field of play but outside the penalty area, behind the ball, and at least the radius of the center circle away from the penalty spot.
  4. The opposing goalkeeper must remain on his/her own goal line, between the goal posts, until the ball is kicked. The player taking the kick must kick the ball forward, with one kick; they shall not play the ball a second time until it has been touched or played by another player or it has struck the goal-posts or cross-bar.
  5. The ball shall be deemed in play when it is kicked and a goal may be scored from such a penalty kick.
  6. When a penalty kick is being taken at or after the expiration of half time or full time, if necessary, time of play shall be extended to allow a penalty kick to be taken.
  7. Provisions:
    - (1) Not applicable in U-5, U-6 divisions. **In the U-5, U-6 divisions there shall be no penalty kicks.**
- k) Infringement/Sanctions:
  1. The player taking the penalty kick infringes the Laws of the Game:
    - (1) The referee allows the kick to proceed.
    - (2) If the ball enters the goal, the kick is retaken.
    - (3) If the ball does not enter the goal, the kick is not retaken.
  2. The goalkeeper infringes the Laws of the Game:
    - (1) The referee allows the kick to proceed.
    - (2) If the ball enters the goal, a goal is awarded.
    - (3) If the ball does not enter the goal, the kick is retaken.

3. A team-mate of the player taking the kick enters the penalty area or moves in front of the penalty mark:
  - (1) The referee allows the kick to proceed.
  - (2) If the ball enters the goal, the kick is retaken.
  - (3) If the ball does not enter the goal the kick is not retaken.
  - (4) If the ball rebounds from the goalkeeper, the crossbar or the goal post and is touched by this player, the referee stops play and restarts the game with an indirect free kick to the defending team.
4. A team-mate of the goalkeeper enters the penalty area or moves in front of the position of the penalty kick:
  - (1) The referee allows the kick to proceed.
  - (2) If the ball enters the goal, a goal is awarded.
  - (3) If the ball does not enter the goal, the kick is retaken.
  - (4) If the ball rebounds from the goalkeeper, the crossbar or the goal post and is touched by this player, the referee stops play and the kick is retaken.
5. A player of both the defending team and the attacking team infringe the Laws of the Game:
  - (1) The kick is retaken.
6. If after the kick is taken the kicker touches the ball a second time before it has touched another player, the crossbar or the goal post:
  - (1) An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.
7. If after the kick is taken the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent:
  - (1) The referee stops play.
  - (2) Play is restarted with a drop ball at the place where it touched the outside agent.

23) Throw-In:

- a) When the entire ball crosses over a touchline, either on the ground or in the air, it shall be thrown in from the point where it crossed the touch line by the opponents of the player who last touched the ball.
  1. The ball may be thrown in any direction.
  2. The player taking the throw in, at the moment of delivering the ball must face the field of play and part of each foot shall be either on the touchline or on the ground outside the touchline.
  3. The player taking the throw in shall use both hands and shall deliver the ball from behind and over his/her head.
  4. The ball shall be in play immediately upon entering the field of play.
  5. The player taking the throw in shall not play the ball again until another player has touched it.
  6. A goal can not be scored directly from a throw in.
- b) Infringements/Sanctions:
  1. Under 5 & 6:
    - (1) If the ball is improperly thrown: the same team will be allowed a second throw –in attempt.
  2. Under 7 & 8, Under 9 & 10 & Under 11 & 12:
    - (1) If the ball is improperly thrown: the opposing team shall be awarded a throw in from the same position on the touch line.

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- (2) If the thrower plays the ball a second time before another player has touched it, an indirect free kick shall be awarded to the opposing team and shall be taken from the location where the infraction occurred.

### 24) Goal-Kick:

- a) When the entire ball passes over the goal line excluding that portion between the goal posts, either in the air or on the ground, having last been played by the attacking team. **The goal keeper can be within the goal, but the goal can only be counted upon the ball fully passing the goal line.**
- b) Procedure:
  1. The ball is kicked from any point within the goal area by a player of the defending team.
  2. Opponents remain outside the penalty area until the ball is in play.
  3. The kicker does not play the ball a second time until it has touched another player.
  4. The ball is in play when it is kicked directly beyond the penalty area.
- c) Infringements/Sanctions
  1. If the ball is not kicked directly into play beyond the penalty area:
    - (1) The kick is retaken.
  2. If, after the ball is in play, the kicker touches the ball a second time (except with his/her hands) before it has touched another player:
    - (1) An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.
  3. If, the goalie receives the ball directly into his/her hands:
    - (1) An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.
  4. Provisions:
    - (1) **Not applicable in under 5 & 6.**
  5. For other infringements of this law refer to Law 16 of FIFA.

### 25) Corner-Kick:

- d) When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by the defending team, a member of the attacking team shall take a corner kick.
- e) Procedure:
  1. The ball is placed inside the corner arc at the nearest corner flag-post.
  2. The corner flag-post is not moved.
  3. Opponents remain at least 10 yards (5 yards for Under 6 division) from the ball until it is in play.
  4. The ball is kicked by a player of the attacking team.
  5. The ball is in play when it is kicked and moves.
  6. The kicker does not play the ball a second time until it has touched another player.
- f) A goal may be scored from such a kick.
- g) Infringements/Sanctions
  1. Refer to Law 17 of FIFA.

### 26) Discretionary Fouls:

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- h) Offenses resulting in ejections from the field of play or cautions are at the discretion of the referee for any infraction.
- i) A player or coach shall be shown the red card, sent off the field of play and suspended for a minimum of one game if he/she commits any of the following on or off the field:
  - 1. Is guilty of violent conduct.
  - 2. Uses foul or abusive language.
  - 3. Spits at an opponent or any other person.
  - 4. Denies the opposing team a goal or goal scoring opportunity by deliberately handling the ball (not applicable for goalkeeper within his/her own penalty area).
  - 5. Receives a second caution in the same game.
- j) A player or coach shall be cautioned and shown a yellow card if he/she commits any of the following offences:
  - 1. A player or coach 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, goal 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.
- k) If play is stopped by reason of a player being ordered from the field for an offense without a separate breach of a rule having been committed, the game shall be resumed by an indirect free kick awarded to the opposing side from the place where the infraction occurred.

### 27)Discipline:

- l) Players may be withheld from a game for disciplinary reasons, by the coach, when it has been reported to the League Director and the child's parents prior to the game. Each disciplinary action by the coach serves as a written complaint of misconduct, with three disciplinary actions during the season requiring a review of the player by the Disciplinary and Protest Committee.
- m) Coaches may automatically be withheld from any number of games for disciplinary reasons, by the league, when it has been reported to the League Director and/or Commissioner by the referee that the coach has received a red or yellow card caution during a game.
- n) Head Coaches will be held responsible for any misbehavior on the part of their team's spectators, parents, coaches, players and themselves. This includes any foul and abusive language and any comments directed toward the referees, league officials, opposing players, coaches and parents. Offenders can be ejected from the field by the referee or a League Official, and the team of the offending party will forfeit the game AND possible disciplinary action to the coach in charge at the time of the offense, i.e. future game suspensions.
- o) Any written complaints against Coaches, Players and/or Spectators received from League Officials, Coaches, Players and/or Spectators(s) shall go before the League Director and Commissioner. They shall review all complaints and determine if the complaint warrants a hearing by the Disciplinary and Protest Committee. If a hearing is warranted, those accused will be invited to attend. Any disciplinary action, taken against the coach, player or spectator will be as a result of a review of the disciplinary action and/or written complaint by the Disciplinary and Protest Committee.
- p) Any written complaints against League Directors received from League Officials, Coaches, Players and/or Spectators(s) shall go before the

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Commissioner and league President. They shall review all complaints and determine if the complaint warrants a hearing by the Disciplinary and Protest Committee. If a hearing is warranted, those accused will be invited to attend. Any disciplinary action, taken against League Directors will be as a result of a review of the disciplinary action and/or written complaint by the Disciplinary and Protest Committee.

### 28) Referees for all Grades:

- q) A referee shall be appointed to officiate in each game.
- r) **The referee has jurisdiction from the time the referee arrives at the field of play. The referee's decision on points of fact connected with the play shall be final.**
- s) **The referee can stop the game for infringement of the rules and can suspend or terminate the game whenever the referee deems such stoppage necessary, for example, severe weather, interference by spectators and/or coaches.**
- t) **The referee can eject from play any player or coach guilty of violent conduct or repetitious infringement of playing rules. A player or coach banished by the referee is to be reported to the PSO League Director at the fields and the Commissioner.**
- u) The referee shall allow no persons other than the players and assistant referees to enter the field of play without their permission.
- v) The referee may stop the game if, in the referee's opinion, a player has been injured and shall have the player removed as soon as possible from the field of play. All coaches shall be consulted in case of injured players.
- w) If the official referee does not appear within fifteen (15) minutes after the scheduled game time, a person mutually agreed upon by both coaches may referee the game. The decisions of that person serving as an emergency referee are just as binding as if he/she were a registered referee.
- x) **In cases of rule violations, where a whistle would be disadvantageous to the "fouled" team, the referee may signal "play on" and not stop play for the rule violation. This is called "playing the advantage."**

### 29) Assistant Referees:

If needed, each team shall supply a team assistant referee. The club assistant referee will assist the referee by determining out of bounds.

### 30) Game Requirements:

- a) Each player must play at least 50% of each game.
  - 1. A player that arrives after the beginning of the game may play 50% of the remainder of the game.
  - 2. Teams that are not ready to play within ten (10) minutes of published starting time will forfeit game.

### 31) Method of Scoring for League or Division Standings:

- a) A win receives 3 points; a tie receives 1 point and a loss receives zero points.
- b) In the event of equal records, the following criteria is used in order to determine placement within divisions:
  - 1. The winner of head-to-head competition.
  - 2. The number of victories compared to number of defeats record.

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3. Goals against: The team with fewest goals 'against' shall receive a higher standing.
4. Goals in favor: Team with most goals in their 'favor' shall receive a higher standing.
5. Fewest number of yellow/red card offenses.
6. If after applying items (i) through (v) there is still a tie in standings; a coin-toss will be utilized by PSO league officials (a winner via one coin toss) to determine the higher standing.

### 32) Procedure for filing Complaints, Grievances, Appeals and Protests:

1. First abide by the 24 hour "cooling off" period before proceeding with filing your Complaint/Grievance or Protest.
2. Complaints, appeals, grievances, and the like shall be submitted in writing to PSO within forty-eight (48) hours of the matter concerned. The written document must have either COMPLAINT, GRIEVANCE, or APPEAL boldly written or typed across the top. Appeals shall be accompanied by \$25.00 fee (cash, money order, or cashier's check). If the committee upholds the appeal, the fee shall be returned. If it is denied, the fee shall be forfeited to PSO. Once a fee has been forfeited to PSO, it shall not be returned.
3. Protests: All protests of game matters shall be submitted in writing to PSO within forty-eight (48) hours of the game, accompanied by a \$25.00 fee. (cash, money order, or cashier's check). If the committee upholds the protest, the fee shall be returned. If it is denied, the fee shall be forfeited to PSO. Once a fee has been forfeited to PSO, it shall not be returned.
  1. The League Director shall review the protest with the protester to determine the situation and validity. A game may be protested only if:
    1. There has been an obvious error made in the application of the Laws of the Game that directly affects the outcome of the match and the referee admits it in writing. (Note: The Laws of the Game are the FIFA Laws of the Game as modified by PSO)
    2. A team has played an ineligible or suspended player.
    3. A team's suspended coach was present.
    4. There has been a violation of the minimum playing requirements for any player, as outlined in the PSO Playing Rules.
  2. If judged valid for hearing, the League Director shall accept the protest and will notify the Commissioner within twenty-four (24) hours of receiving it. The League Commissioner shall receive protests and grievances and shall meet with the League Directors to consider them within seven (7) days of their receipt. All parties involved shall be notified of the hearing and shall be present. Failure to attend after being notified will cause default of the protest.

### 33) Refund of Registration Fee:

4. Refund Policy:
  1. No refund will be paid to anyone who participates in 50% of the regularly scheduled season.
  2. A full refund of the registration fee will be made if a player registers and PSO cannot provide a team.

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3. The registration fee will be refunded, for players who register and later decide prior to the first game of the season, for any reason, not to play on the PSO team to which they have been assigned.
  4. The registration fee will be refunded, less \$25.00 for administrative costs, for players who withdraw after the game.
  5. No refunds will be issued for uniform orders.
5. Procedure for Paying Refunds:
1. If PSO is unable to provide a team for a registrant, the League will submit the application form for that player to the Treasurer, who will send a refund check to the registrant.
  2. For all others, the parent or player will initiate the request for a refund. A written request by the registering party is required for a refund to be issued.
  3. Refunds will be issued to the name listed under registration information.