



PSO Rules of the Game

Fall 2022

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Revised June 2022

Mission Statement

To teach children and their parents about the love of Jesus Christ using the sport of soccer.

Philosophy

PSO soccer uses the sport to reach as many children as possible to share the Gospel with them. By providing quality soccer we can help them grow in their soccer skills and draw in more kids to teach them about Christ. We use the game of soccer as a tool to equip children with Christian values and character. This league aspires to not only teach children respect for themselves, respect for their opponents, and respect for authority, but we also want to share with them God's love, grace, and humble attitude. By sharing God's Word we pray that they will be saved by His blood and that their lives will be forever changed. We feel that this program provides a safe and fun environment for the kids to develop valuable life lessons. We provide positive volunteers acting as role models and teachers that continually share Christ-like characters with them every week.

Soccer Coach's Code of Ethics

I hereby pledge to live up to my certification as a PSO Coach by following the PSO Soccer Coach's Code of Ethics:

1. I will place the emotional and physical well-being of my players ahead of a personal desire to win.
2. I will treat each player as an individual, remembering the large range of emotional and physical development of children.
3. I will do my best to provide a safe playing environment for my players.
4. I will review and practice basic first aid principles needed to treat player injuries.
5. I will organize practices that are fun and challenging for all my players.
6. I will lead by example in demonstrating fair play and sportsmanship.
7. I will be courteous to all league officials, PSO staff and volunteers by maintaining a respectful attitude toward their position. **I will abstain from displays of anger such as yelling at, arguing with or disagreeing with calls by the official. This behavior is unacceptable and may result in my removal as a coach and may be subject to review by the soccer director and soccer board.**
8. I will play each child on my roster a minimum of 50% per game (playoffs included.) See 5e in the rule book.
9. I will provide a sports environment for my team that is free of drugs, tobacco, alcohol, and abusive language and will refrain from their use at all PSO sporting events and prior to attending practices/games.
10. I will be knowledgeable of the rules in the PSO Soccer Rule book and I will teach the laws of the game to my players.
11. **I will remember that I am a youth sports coach and that the game is for the children, not the adults.**
12. I understand the reason we do sports at PSO is to earn the right to share the Gospel with children and their families. As a result, I or my assistant coach will support this goal by teaching the weekly value lessons before each game.
13. I will make every effort to ensure the majority of my players are in attendance at the skills clinic in order to participate in the playoffs.

Value Lesson Guidelines

- Value lessons are done weekly at practices
- Value lesson should last 5 minutes
- Home team will pray with both teams at the beginning of every game
- Have all coaches and referees join in with the kids for the prayer

PSO Code of Support for the Parents and Children in Sports

1. I can expect that my child's coach will be adequately trained to advance my child's skills in Soccer.
2. I can expect that my child will receive emotional support while participating in PSO.
3. I can expect adequate equipment for my child at PSO.
4. I can expect value lessons to be taught weekly as well as soccer skills.
5. I can expect that games will begin in a value lesson and prayer.

PSO Parent's Code of Ethics

I hereby pledge to provide positive support, care, and encouragement for my child while they are participating in PSO by following these ethics.

1. I will encourage and practice good sportsmanship by demonstrating positive support for all players, coaches, PSO staff, volunteers and officials at every game, practice or other PSO event.
2. I will place the emotional and physical well-being of my child ahead of my personal desire to win.
3. I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.
4. I expect a sports environment for my child that is free from drugs, tobacco, alcohol, and vulgar or abusive language, and will refrain from their use at all PSO sports events.
5. I will remember that the game is for the children's fun and enjoyment.
6. I will ask my child to treat other players, coaches, fans and officials with respect.
7. I will support my child's coach. If I have a concern or question that involves a coach, I will approach the coach directly and not discuss the matter with other parents or players.
8. I recognize that soccer is a competitive sport and that this may be one of the first times that my child faces a defeat or failure publicly and I will be supportive, win or lose.

I recognize that PSO coaches teach value lessons and that games begin in prayer and will respect the rights of everyone to choose participation in these practices.

1. Leagues:

- a) PSO soccer leagues 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. PSO currently offers U4 coed, U5-U10 boys and girls leagues and U11-U12 coed leagues. Eligibility for each league will be based upon the age of the participant on July 31st.
- b) See PSOsports.com for up to date age divisions.
- c) PSO shall provide both boys and girls leagues for each group unless prohibited or undesirable based upon the number of available players. Note: Depending on registration numbers, some age groups and leagues may be combined. For example, U5 girls may be combined with U6 girls and U10 boys may be combined with U10 girls. U4, U11 and U12 age groups will be coed.
- d) The soccer director shall have overall responsibility for all leagues, with the respective PSO volunteers, field marshals, leadership team and league directors reporting to the soccer director.

2. Post-season Playoff Tournament:

- a. U5-U12+ boys and girls divisions will each hold an end-of-season, "Playoff Tournament." **Only the top four teams from each division will be eligible for the playoffs.** Note: If a division has 9 or more teams, 6 teams will make the playoffs. 1st and 2nd place teams will have a bye.
 - i. **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.
 - ii. Provisions: **Not applicable in the U4 coed division.**
- b. Teams that do not place in the top 4 (or top 6 for those divisions with 9 or more teams) will not participate in the playoff tournament.
- c. Awards are given to 1st and 2nd place winners during the playoff tournament. U4 coed will be given participation medals on their last day of games. No other teams will receive awards. Awards are for players only.
- d. Forfeit/No Show – Playoffs: Any team that does not show up for any playoff game or is unable to play their scheduled playoff game time, will result in forfeiture for the entire tournament for that team and they will not advance to play the rest of the tournament.

3. Player Eligibility:

- a. Participants play in the appropriate age division based on the participants' age on July 31st (refer to Rule 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 team. The letter will be delivered to the soccer director. Final approval will come from the soccer director.
- 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. 1st grade PCA Lions or 2nd grade POP kids, etc. he/she may play with his or her class.

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 director and submission 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 Rule must be approved by PSO. g. Roster checks will be performed periodically before games.

4. Team Structure:

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. At the time of registration, players have the option to request removal from a team and reassignment through the Player's Pool.

c. 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 soccer director.

d. Players are not permitted to play on more than one (1) PSO Soccer team in the same division during the same season, unless given approval by the soccer director.

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.

i. All players will be assigned by the PSO office from the Player's Pool from their zip code area in which they live and/or school they attend whenever possible.

ii. Coaches must furnish a complete list of players who were/are on the team including player's names.

iii. All players must meet the age requirements for the league in which they wish to play.

iv. Players returning to the same team will enter the Head Coach's name in the "preferred coach" space provided on the 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.

v. All players will be reviewed by the league to determine eligibility on any team as a returning player.

vi. Only new players may request to play on a particular team, with prior approval from the head coach of that team.

vii. Friend requests may be made, however there is no guarantee that friends can be placed on the same team.

viii. Poaching players from one team to another team is not permitted. If a player wishes to move from one team to another team in the same league/division, approval from the

current head coach must be given with additional approval from the PSO Soccer Director.

- g. New teams and returning teams shall be admitted as a formed team provided:
 - i. That the group was formed in accordance with PSO rules and policies.

h. Number of players on a team:

- i. U4 coed: Maximum of 8 / 4v4 / No Goalie / No referee (Games are officiated by coaches) Minimum required for play 3.
- ii. Under 5-Under 6 boys and girls: Maximum of 8 / 4v4 / No Goalie - Minimum required for play 3.
- iii. Under 7 - Under 8: Maximum of 10 / 5v5 / Goalie -Minimum required for play 4
- iv. Under 9 – Under 10: Maximum of 12 / 7v7 / Goalie - Minimum required for play 5.
- v. Under 11 – Under 12: Maximum of 14 / 9v9 /Goalie - Minimum required for play 7.

NOTE: All players must play at least 50% of every game. **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. The Head Coach must get approval from all parents if they desire to go over roster since their players will not receive the same amount of playing time as players on other teams. PSO cannot monitor playing time. It is up to the individual player's parent to let PSO know if their own child is not playing at least 50% of each game.**

- i. League Competition - Team Reassignment
 - i. 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 soccer director.
 - ii. PSO can move teams from one Division to another within an age level.
 - iii. The soccer director 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 soccer director.
 - iv. 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 the soccer 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 soccer director.
 - 3. Any ruling by the soccer director 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.

5. Coaches: ALL PSO COACHES AND VOLUNTEERS ARE REQUIRED TO COMPLETE AND SUBMIT A PSO CRIMINAL BACKGROUND CHECK ANNUALLY. THEY MUST

ALSO COMPLETE MINISTRY SAFE TRAINING EVERY TWO YEARS. 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; teaching the fundamental skills and knowledge of the sport of soccer and participating in all scheduled PSO soccer related meetings and events, including coach meetings, coach clinic and skills clinic.
 - i. As such, all Head Coaches will be required to sign a Background Check/Ministry Safe Training/Profession of Faith statement prior to the start of the season.
- 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 Team Manager of record are to be the only 'active' coaches for the team.
 - i. All coaches of record will be required to register or sign the "Coach Application" form (online) prior to the start of the season.
- d. In the event a team loses its Head Coach, the soccer director will offer the team to the assistant coach(s) and the parents of the team before selecting a new Head Coach.
- e. Head Coaches will be responsible to insure each child plays a minimum of 50% per game (playoff tournament included.)
- f. 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 and their player can be ejected from the field (off PSO soccer fields) by the referee or a League Official (soccer director, board member or field marshal), and the team of the offending party may have to forfeit the game AND possible disciplinary action to the offender, i.e. future game suspensions.**
- g. All Coaches are responsible for adhering to the league's substitution policy. Substitutions will be allowed based on the laws of the game. All games will be played in quarters.
- h. All Coaches are subject to the jurisdiction of PSO, its soccer director and all PSO rules and policies. PSO shall approve all coaches in their league.
- i. For ALL divisions:
 - i. **Three coaches are allowed in the assigned coaching area of the field. Coach area will be marked on the player side of the field.**
 - ii. **No coaches on the field during the play of the game. (U4 coed is an exception, see vii below)**
 - iii. All coaching will be confined to the marked coaches area on their own side of the field.
 - iv. Players on the sideline must stay within their coaching box.
 - v. Spectators should remain in the area normally designated for spectators.
 - vi. **Spectators and coaches are not allowed to line up behind or along the goal line.**
 - vii. For the U4 coed league, there will be no referee. One coach from each team will be allowed on the field for the entire game and will referee the game, including keeping time. No scores will be reported.

6. 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.**
- b. No headers are allowed in any age group. If a player heads the ball, an indirect free kick is awarded to the opposing team.
- c. No slide tackling in any age group. If there is a defensive slide tackle in the opposing team's goal box, a penalty kick will be awarded. All other slide tackles will result in an indirect free kick awarded to the opposing team.

7. Field of Play:

a. Dimensions

- i. The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The following are minimum distances for the touchline and goal line.
 1. 4v4 fields: 15-20 yards X 25-30 yards
 2. 5v5 fields: 25-30 yards X 35-50 yards
 3. 7v7 fields: 35-45 yards X 55-65 yards
 4. 9v9 fields: 45-55 yards X 70-80 yards

b. Field Markings

- i. 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).
- ii. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.
- iii. The field of play is divided into two halves by a halfway line.

c. The Goal Area

- i. 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.

- ii. For 4v4 divisions, players may be positioned anywhere on the playing field, including in the goal box/arc.
- iii. If there is an intentional handball in the box by the defending team, a penalty kick will be awarded to the opposing (offensive) team. For 4v4, the penalty kick will be taken eight yards from the goal line. There will be no goalie. For 5v5, 7v7, 9v9 the penalty kick will be taken ten yards from the goal line. There will be a goalie.
- iv. If the defending team makes an intentional play back to the goalie and the goalie picks up the ball, this will be considered an intentional handball and result in a penalty kick for the opposing team.
- v. Any penalty that is called within the goal box of 5v5, 7v7, and 9v9 will result in a penalty kick from the PK spot (10 yards from the goal line)

d. Goal-posts

- i. The dimension of the goal are as follows
 1. 4v4 games: 4 feet x 6 feet
 2. 5v5 games: 6 ½ feet X 18.5 feet minimum
 3. 7v7 games: 6 ½ feet X 18.5 feet minimum

4. 9v9 games: 6 ½ feet X 18.5 feet minimum

8. Ball:

- a. Ball sizes are as follows:
 - i. 4v4 teams – Size 3
 - ii. 5v5 teams - Size 4
 - iii. 7v7 teams – Size 4
 - iv. 9v9 teams - Size 4
- b. The home team as shown on the schedule (first team listed on the schedule) provides the game ball.

9. Equipment:

- a. Shin guards are mandatory for all players. Socks must be worn over the shin guards.**
- b. The goalkeeper will wear colors that distinguish him/her from other players and from the referee.
- c. 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.). The use of band-aids, plastic tabs, tape, etc. are not allowed to cover earrings; earrings must be removed.**
- d. 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.**
- e. 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.
- f. Additional garments (knit caps, gloves, and warm-ups) may be worn as long as the team jersey is on the outside.
- g. 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.

10. Uniforms:

- a. The Home Team makes arrangements to provide contrasting jerseys in the event of a conflict of colors.**
- b. Uniforms must have numbers on the back for all players. It is permissible to wear a white T-shirt or penny 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 and 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.

11. Duration of Games:

- a. U4 coed games are four (4), eight-minute quarters with 2-minute quarter breaks and a 5-minute half time period.
- b. 4v4 games are four (4), ten-minute quarters with 2-minute quarter breaks and a 5-minute half time period.
- c. 5v5 games are four (4), ten-minute quarters with 2-minute quarter breaks and a 5-minute half time period.
- d. 7v7 games are four (4), twelve-minute quarters with 2-minute quarter breaks with a 5-minute half-time period.
- e. 9v9 games are two (2), 30 minutes halves with a 5-minute half-time period.

12. Foul Weather Procedure:

- a. In the event a weekend is canceled 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.
- b. Unless officially notified by PSO via **www.psosports.com** or an email from **the soccer director**, teams must report to the playing fields for assigned games.
- c. **No game or practice shall be conducted with lightning in the area.**
There are to be NO OUTDOOR PSO practices or games if the real feel temperature is above 105 degrees or below 33 degrees. The current heat index/wind chill is listed as "RealFeel®" under Weather Conditions at the bottom of this page. If lightning is detected within 10 miles of the practice or game, play must be suspended until there has not been a lightning strike within 10 miles for at least 30 min. During suspended play everyone must leave the field and seek shelter. Parents are responsible for making sure that this policy is followed for their child for practices and games. PSO will make decisions on games but parents have the right to not allow their child to play if they believe the conditions to be unsafe (there will be no refunds for these situations).
- d. **Only a referee or a PSO League Official can cancel the games at any field.**
- e. 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.
- f. Scheduled and rescheduled games have priority usage of the fields over practices.

13. Substitution: Unlimited subbing will be allowed and **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.

14. Playing Time Violation:

- a. It is mandatory that each child must play in at least 50% of the game.
- b. For players that show up late to the match, they must play 50% of the remaining playing time.
- c. Infringement of this rule will result in the offending team forfeiture of the game.

15. Practices: No practices are allowed on Wednesday. Practice may be held on Sunday's beginning no earlier than 2pm. Practices are only allowed on the Prestonwood soccer fields Monday, Tuesday, Thursday and Friday and only by reservation (due to limited field space, some teams might not get practice time).

- a. A team shall have no more than two (2) practice sessions per week, however only one one-hour practice is allowed at the PSO soccer fields per week if space allows. Head coach must reserve the teams practice day/time and field with the soccer director per the criteria for the current season.
- 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.

16. Start of Play:

- a. Responsibilities of home team:
 - i. Lead prayer with both teams five minutes before the start of game
 1. Horn will be sounded 5 minutes prior to game time to signal time for prayer.
 - ii. Provide game ball
 - iii. Wear contrasting jerseys in the event a color conflict occurs
 - iv. Calls the coin toss
- b. 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" shall call their preference - heads or tails. The team winning the toss shall choose which goal to defend. The other team shall kick off.
- 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.
 - i. The kicker shall not play the ball a second time until another player has touched it. The ball has to have a full rotation by the first kicker before the second player can play the ball.
- 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. Kick off shall alternate between teams each quarter.
- f. Sanctions / Infractions:
 - i. For an infringement of the kickoff rule, the kickoff shall be retaken.
 - ii. 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.

17. 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:
 - i. Played over the touch line:
 1. Throw in by the opposing team that last touched the ball prior to it going out of play.
 - ii. 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 crosses the goal line.
 - iii. 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:
 - i. Rebounds from a goal post, cross bar or corner flag into the field of play.
 - ii. Rebounds off either the referee or assistant referee when they are in the field of play.
 - iii. In the event of a supposed infringement of the rules, until a decision by the referee is given.

18. Scoring:

a. Sportsmanship Scoring Rule:

- a. We encourage all teams to not have a greater than 10 goal differential.
- b. No scores will be kept for the U4 coed division. Scores will be kept and entered in Blue Sombrero (or current web-based software system) for all other divisions.

c. A goal is scored when:

- i. 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.

d. 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.

e. Tournament/Playoff procedure for declaring a winner - If at the end of regulation time the score is tied:

- i. Two five-minute halves shall be played.
 - ii. If the score is still tied at the end of the two five-minute halves, 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 home 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 any goals, a new set of five players will be sent forward. If a team does not have enough players to fill an additional five, the first round of players will be added (in the same original order) to the balance of the subsequent round of players.
 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 players on the team must take a kick before any player can take a second kick.

11.

12. All players must remain on the opposite side of the midfield line from where the kicks are being taken.
13. All players chosen to participate in kicks must remain within the center circle.
14. The goalkeeper who is the teammate 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.
15. The laws of the "Penalty Kick" apply for all kicks being taken.

19. Offside – No offsides for 4v4 and 5v5 games. 7v7 will have a build out line for offsides and for 9v9 games, offsides will be played at the half field line (no build out line).

- a) The build out line promotes playing the ball out of the back in a less pressured setting. (7v7 only)
- b) When the goalkeeper has the ball in his/her hands during play, the goalkeeper must notify the referee that he/she wants the opposing team to move behind the build out line until the ball is put into play. (7v7 only)
- c) Once the opposing team is behind the build out line, it is encouraged for the goalkeeper to pass, throw or roll the ball into play. Punting is allowed but not encouraged. (7v7 only)
- d) After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- e) The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area. (7v7 only)
- f) Offsides – the build out line will also be used to denote where offside offenses can be called. (7v7 only)
- g) Players cannot be penalized for an offside offense between the halfway line and the build out line. (7v7 only)
- h) Players can be penalized for an offside offense between the build out line and the goal line. (7v7 only)
- i) What is offsides: A player is caught offside if he's nearer to the opponent's goal than both the ball and the second-last opponent (including the goalkeeper) when his team-mate plays the ball to him. In other words, a player can't receive the ball from a team-mate unless there are at least two players either level with him or between him and the goal or unless his team-mate plays the ball backwards to him.

20. Free Kicks are always indirect. The ball must make a full rotation on all indirect kicks, single touches will not be allowed.

- a. If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded.
- b. If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.
- c. Infractions under the FIFA laws modified by:
 - i. An indirect free-kick is awarded if the opposing team slide tackles an opponent in the U5-U12+ boys and girls divisions. (except in goal box)
 - ii. Challenges possession of the ball by a goalkeeper.
 - iii. 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.

21. Throw-In:

- a. U4 coed teams will not do throw-ins. They will kick the ball in at the touch line. U5 teams and above will throw the ball in.
- b. 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 touchline by the opponents of the player who last touched the ball.
 - i. The ball may be thrown in any direction.
 - ii. 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.
 - iii. The player taking the throw in shall use both hands and shall deliver the ball from behind and over his/her head.

- iv. The ball shall be in play immediately upon entering the field of play.
- v. The player taking the throw-in shall not play the ball again until another player has touched it.

vi. A goal cannot be scored directly from a throw-in.

c. Infringements/Sanctions:

i. 4v4 divisions:

- 1. If the ball is improperly thrown: the same team will be allowed a second throw –in attempt.
- 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.

ii. 5v5, 7v7, and 9v9 divisions:

- 1. If the ball is improperly thrown: the other team will be awarded a throw in.
- 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.

22. 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 defending team shall take a goal kick.

b. Procedure:

- i. The ball is kicked from any point within the goal area by a player of the defending team.
- ii. Opponents remain a reasonable distance from the goal box area as deemed by the referee until the ball is in play.
- iii. The kicker does not play the ball a second time until it has touched another player.
- iv. The ball is in play when it is kicked directly beyond the goal area.
- v. For 7v7 and 9v9 games: The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area.

c. Infringements/Sanctions

- i. If the ball is not kicked directly into play beyond the goal area: 1. The kick is retaken.
- ii. 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.
- iii. If, the goalie receives the ball directly into his/her hands:
 - 1. If, the goalie receives the ball directly into his/her hands:
 - 1. An penalty kick is awarded to the opposing team, as this is deemed a pass-back, the penalty kick is to be taken from the 10yd PK spot for 5v5/7v7/9v9

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:
 - i. The ball is placed inside the corner arc at the nearest corner flag-post.
 - ii. The corner flag-post is not moved.
 - iii. Opponents must remain a reasonable distance as deemed by the referee.
 - iv. The ball is kicked by a player of the attacking team.
 - v. The ball is in play when it is kicked and moves a full rotation.
 - vi. The kicker does not play the ball a second time until it has touched another player.
 - vii. Goals may be scored on corner-kicks by 7v7 and 9v9 without secondary touch.

26) Discretionary Fouls:

- f. Offenses resulting in ejections from the field of play or cautions are at the discretion of the referee for any infraction.
- g. 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:
 - i. Is guilty of violent conduct.
 - ii. Uses foul or abusive language.
 - iii. Spits at an opponent or any other person.
 - iv. Receives a second caution in the same game.
- h. A player or coach shall be cautioned and shown a yellow card if he/she commits any of the following offenses:
 - i. A player or coach is guilty of unsporting behavior.
 - ii. Shows dissent by word or action.
 - iii. Persistently infringes the Laws of the game.
 - iv. Delays the restart of play.
 - v. Fails to respect the required distance when play is restarted with a corner kick, goal kick or free kick.
 - vi. Enters or re-enters the field of play without the referee's permission.
 - vii. Deliberately leaves the field of play without the referee's permission.
 - viii. Coaches may applaud a goal from the sideline but coaches may not enter the field to celebrate a goal.
 - ix. 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).
- i. 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:

- j. Players may be withheld from a game for disciplinary reasons, by the coach, when it has been reported to the Soccer 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 soccer board.

- k. Coaches may automatically be withheld from any number of games for disciplinary reasons, by the league, when it has been reported to the Soccer Director by the referee that the coach has received a red or yellow card caution during a game.
- l. 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.

28) Referees for all Grades:

- m. U4 coed games will have no referee.
- n. 4v4 and 5v5 games will have one referee.
- o. 7v7 and 9v9 games will have two referees.
- p. 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.**
- q. 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.**
- r. 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 Soccer Director and/or League Official.**
- s. The referee(s) shall allow no persons other than the players to enter the field of play without their permission.
- t. 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.
- u. 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.
- v. 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."**

30) Game Requirements:

Each player must play at least 50% of each game. It is up to the individual player's parent to let PSO know if their own child is not playing 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 the 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 the head-to-head competition.
2. The number of victories compared to the number of defeats recorded.
3. Goals against: The team with fewest goals 'against' shall receive a higher standing.
4. Goals in favor: Team with the 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.

c) 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 (10 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.

32) Game Protests:

- a) Protests pertaining to a referee's judgment call will not be considered.
- b) The only infractions that PSO soccer will recognize are the ineligibility of a player.

33) Refund of Registration Fee:

2. Refund Policy:

1. No refund will be paid to anyone after the first practice.
2. If a refund is wanted before the first practice, a \$25.00 administrative fee will be incurred.
3. A full refund of the registration fee will be made if a player registers and PSO cannot provide a team.

34) The PSO soccer director can add, change, modify or delete any rules at any time before, during or after the season. Modification to the schedule will also fall under this rule for both regular season and post-season play.