

LAW 1 - THE FIELD OF PLAY

DIMENSIONS

The field of play must be rectangular. The length of the touch line must be greater than the length of goal line. The dimensions are to be as near as possible to:

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|--------------------|----------------------|
| A. Under 10 (6V6) | 40 yards X 65 yards |
| B. Under 12 (8V8) | 50 yards X 80 yards |
| C. Under 14, 16,19 | 70 yards X 120 yards |

FIELD MARKINGS

The field of play is marked with lines. These lines belong to the area of which they are the boundaries. The two longer lines are called touch lines. The two shorter lines are called goal lines. All lines are to be no more than 5 inches wide.

The field is divided into two equal halves by a halfway line. The center mark is at the midway of the halfway line. A circle with a radius of 10 yards is marked around it.

POSITIONS OF PERSONNEL AROUND THE FIELD

No one is allowed behind the goal line during the course of the game. This includes players, parents, coaches, or other spectators. The referee shall halt the game, if necessary, to enforce this rule.

The team listed first on the published schedule will be considered the home team, and will occupy the west or north side of the field (U10 and High School excluded). Coaches and inactive players from opposing teams shall be on opposite sides of the field or on a specified side of the field (U10 and high school), 2 feet behind the touchline, and outside the field of play. If coaching lines are available, coaches and inactive players are to remain behind those lines. They may occupy the area of the touchline between the penalty boxes. Coaches, assistant coaches, or specified helpers are never to be on more than one side of the field at a time.

In the event of standing water or other adverse conditions, the referee may allow both teams to occupy the same side of the field, separated by the half line.

GOALS

Goals are placed in the center of each goal line, with the two upright posts equidistant from each corner marker or corner flag. The soccer goals will be as close as possible to these specified sizes:

Under 10	18 feet wide X 6 feet high
Under 12,	21 feet side X 7 feet high
Under 14, 16, 19	24 feet wide X 8 feet high

LAW 2 - THE BALL

QUALITIES AND MEASUREMENTS

The ball must be spherical and made of a suitable material. It should weigh no more than 16 ounces or no less than 14 ounces at the start of the game. Suggested pressure is 8.5 lbs. per square inch.

SIZE OF THE BALL

Under 10,12	Size 4
Under 14, 16, 19	Size 5

REPLACEMENT OF A DEFECTIVE BALL

If a ball bursts or becomes defective during the course of a match, the match is stopped, then restarted by dropping a replacement ball at the point where the first ball became defective (unless covered by special circumstances as listed in Law 8.)

If a ball bursts or becomes defective while not in play, such as a kickoff, goal kick, corner kick, free kick, penalty kick, or throw in, the match is restarted with the replacement ball as is normal for these situations, and play will continue.

At no time can the ball be replaced without the referee's consent.

LAW 3 - THE NUMBER OF PLAYERS

PLAYERS

The match is played between two teams, each consisting of:

Under 10	6 V 6
Under 12	8 V 8
Under 14,16,19	11 V 11

All teams will consist only of players on their official DASC roster. Players may only be added to the team by the Association.

If either team has more than the maximum number of players on the field, the referee shall stop play immediately and correct the matter. A drop ball will be taken at the point the ball was at when stoppage of play occurred. If the referee determines, before restarting the game after a goal has been scored by a team with more than the maximum number of players on the field, the goal shall be disallowed and the game restarted with a goal kick.

In Under 10, 12, 14, 16, & 19, one player on the field must be designated as the goalkeeper.

The minimum players on the field to start a game are:

Under 10	5
Under 12	6
Under 14, 16, 19	7

SUBSTITUTIONS

Substitutions will be unlimited. Free substitution will be allowed in Under 10, 12, 14, 16, and 19. The substituting player can enter the field only after the replaced player leaves. All players will enter the field and exit the field at the half line. Substitutions can only be made with the consent of the referee at the following times:

- Prior to either team's throw-in with the consent of the referee.
- Prior to a goal kick by either team.
- After a goal by either team
- After an injury by either team, if allowed by the referee.
- At half time (referee does not need to notified of this substitution other than the goalkeeper).

CHANGING THE GOALKEEPER

Any of the other players on the field may change places with the goalkeeper, provided that the referee is informed of the change, and the change is made during a stoppage of play. The referee must be notified of keeper changes made at halftime of the game.

PLAYING TIME

Each player present at the game must play a minimum of half of each match. If it comes to a referee's attention during a game that this rule is being violated, the game shall be played to completion, both coaches notified, and a report of the match and the violation submitted to the Dakota Alliance Soccer Club for governance.

Exceptions to the playtime rule:

- H.S. Varsity and Jr. Varsity
- Classic, U16 or U19 Play, although it is strongly encouraged to play half a game.
- Player discipline (notify the referee prior to the match)
- Player injury or illness (notify the referee prior to the match)
- Tournament play or league playoffs for tournament play

LAW 4 - THE PLAYERS' EQUIPMENT

All players on the same team must wear jerseys that are of the same color (not necessarily identical). If required to be numbered (U10 and up) they will be individually numbered and legible. The goalkeeper will wear a shirt of a different color than those of the players on both teams in the game (the keeper does not need a number on the jersey). Jerseys must be tucked in.

In the event of a conflict of team colors, the referee will notify the coaches and an attempt should be made to find alternative colors to wear. If a team does change colors for the game, the replacement jerseys do not need to be numbered. Playing a game as "shirts and skins" will not be allowed.

Players are allowed to wear tennis shoes, turf shoes, rubber cleats (no toe cleat), or screw-in cleats (no toe cleat) provided they are deemed safe by the referee.

All players are required to wear shin guards, which must be covered by an appropriate sock. The shin guard should provide a reasonable degree of protection. If a violation occurs, the player will be asked to leave the field by the referee and correct the problem. The player may be substituted out during an accepted time of substitution. The player may only reenter the field of play with the referee's approval.

Casts, splints, or braces must be padded, and are allowed only if deemed safe by the referee.

Necklaces, bracelets, watches, earrings, other body pierced jewelry, and other jewelry are **NOT** allowed.

It is recommended those players wearing glasses wear a sport frame or safety glasses. It is recommended that the player should wear a band to hold the glasses in place.

LAW 5 - THE REFEREE

AUTHORITY OF THE REFEREE

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which that referee has been appointed.

If a referee is not present at a league match, the coaches of the two participating teams may elect to referee the game themselves, pick a parent or spectator to referee the game, or they may choose to postpone the game to a future date. If the game is played as originally scheduled with the “substitute referee”, it will be considered an official game.

The Association must be notified of the decision made and the result of the game, if it is played, within 24 hours of the completion of the match

POWERS, DUTIES, RESPONSIBILITIES

A referee shall be assigned to matches by the Referee Assignor or another person appointed by the Dakota Alliance Soccer Club. All referees shall have been certified in a course of instruction approved by the Association and administered by persons appointed by the Association.

The referee shall ensure that the ball meets the requirements of Law 2, and that players' equipment meets the requirements of Law 4. The referee shall act as a timekeeper and a record keeper for the match. The referee will stop, suspend, or terminate the match at his/her discretion if play cannot be safely continued. The referee will stop, suspend, or terminate the match because of outside interference of any kind.

In the event of injury, the referee may allow play to continue until the ball is out of play or in a neutral position on the field. However, in the event of an obvious serious injury, the referee may immediately stop the game to allow the injured player to be attended to. Any players bleeding or having blood on them will be asked to leave the field by the referee, and may only return to the field with the referee's approval.

Play will be allowed to continue when the team against which an offense has been committed will benefit from the continuation of the play. The referee will determine if the team has the advantage and will allow the play to continue on.

In the event a player commits two or more offenses, the more serious offense will be punished. The referee will take disciplinary action against players guilty of cautionable or sending off offenses, however that action does not need to be immediate. It may be done when the ball next goes out of play.

POWERS, DUTIES, RESPONSIBILITIES OF THE REFEREE (CONT.)

In any game where the outcome is protested by one of the participating teams, the game must be played out to the end. The referee must be notified of the protest. The referee shall then report the outcome and the issues to the Association. A coach wishing to protest the game shall do so in writing and deliver or postmark that report to the Association within 24 hours of the end of the respective game.

The decisions of the referee regarding the facts connected with play are final. The referee may only change a decision on realizing it is incorrect or, at his or her discretion, on the advice of an assistant referee. This change must be made before play has been restarted.

Coaching will be allowed from the sideline as long as it is limited to the head coach or an appointed assistant. Negative criticism or remarks are not permitted.

A player using foul or abusive language directed at another person will be ejected from the game. A person using foul or abusive language not directed at anyone (a slip of the tongue) will be cautioned, with an ejection from the game on continuous use of foul language.

When the score of a game shows a team leading by 4 goals, it is recommended that a coach move players around or put restrictions on the team so as not to run up the score. The referee has the power to ask a coach to “back off” and keep the contest at a reasonable margin of victory. Sometimes an extra goal or two might slip in, but league games with winning margins of more than 4 to 6 goals are unacceptable.

The referee may move any game to a handicap accessible field if the need arises and if such a field is available. An accessible field must be made available if those currently using it do not require an accessible field. Accessible fields are all fields at Tomar Park, 1,2,3,4,5,6,7,8,9,10, 11,12 at Yankton Trails, and 1,2,3,4,5,6 at Spencer Park.

LAW 6 - THE ASSISTANT REFEREE

On Under 12 Advanced, and U14, 16, and 19 games (or varsity or junior varsity), two assistant referees may be assigned whose duties, subject to the decisions of the referee, are to indicate:

- When the whole ball has passed out of the field of play
- Which team is entitled to a corner kick, goal kick, or throw-in
- When a player may be offside
- When substitution is requested
- When misconduct or any other incident has occurred out of the referee’s view.

LAW 7 - THE DURATION OF THE MATCH

PERIODS OF PLAY

The match will consist of two equal periods or 4 equal quarters as listed below for each respective age group. The games will be played this amount of time unless determined by the referee and/or the two participating teams (for example, to reduce the time because of insufficient light, a delayed game start, or inclement weather).

- Under 10 25 minute halves
- Under 12 30 minute halves
- Under 14 35 minute halves
- Under 16 40 minute halves
- Under 19 45 minute halves
- Varsity & JV 45 minute halves

Players are entitled to an interval at halftime not to exceed 10 minutes. U10 halftimes are a maximum of 5 minutes.

ALLOWANCE FOR TIME LOST

Allowance may be made in any period for time lost through substitution, injury to players, removal of injured players from the field, wasting time, or other loss of time deemed unnecessary by the referee. The referee has the sole discretion to allow added time to the period.

PENALTY KICK

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

EXTRA TIME

Competition rules may state that a game cannot end in a tie (such as playoff games or league championship games). Two equal added periods might be played. Regularly scheduled league games may end in a tie and do not require an overtime.

ABANDONED MATCH

When the second half (third quarter) of a game has begun, the match shall be determined to be a full game. Any game stopped short of fulfillment will be replayed (started over) with the approval of the league commissioner. The referee may hold a game for no longer than 10 minutes at a time due to inclement weather before abandoning the game.

GAMES SCHEDULED FOR A SEASON

Each team will be scheduled a certain number of games each season, depending on the number of teams in a league and the length of the season (normally 8 to 10 games). In leagues where standings are kept, not all games will count as league games.

All games will be scheduled prior to the beginning of the season by the

Association

RESCHEDULING GAMES DUE TO BAD WEATHER OR FIELDS

Games may be rescheduled by the Association due to inclement weather or potential damage to the fields or potential for injury. The association will announce the change of schedule over the local radio stations, and it will also be available at the Association announcement phone number, 274-9895 or on the website www.siouxfallsoccer.org.

RESCHEDULING GAMES DUE TO SCHEDULE CONFLICTS

Coaches may request a game to be rescheduled, but only in the event of a major school conflict resulting in that team's inability to field a team based on the considerations for minimum players in Law 3 for U10 through U12. U14 and older teams must be unable to field 9 players to request the reschedule of a match.

Coaches that are unable to field a team because of a school conflict should make arrangements in advance by:

1. Filling out the Game Reschedule Request.
2. Contact the opposing coach and find two or three possible dates to play the game.
3. Contact the league commissioner with the completed Game Reschedule Request at least 10 days in advance of the conflict date.
4. Commissioner calls the Referee Director or designee with the dates and gets a new date and time for the game. Coaches should not contact the Referee Director.
5. Commissioner calls each coach with the new date and time.

Once rescheduled, it is now the official scheduled game and cannot be changed again.

A major school conflict will be defined as a concert, a track meet, a band or drama competition, etc. The referee director and the league commissioner will determine if the reason for the reschedule is legitimate.

LAW 8 - THE START OF PLAY

The start of play shall take place within 5 minutes of the point at which the referee is prepared to begin the scheduled match or 5 minutes after the scheduled starting time of the match, whichever is later, or the game may be abandoned. The Association shall determine if the game shall be replayed or if a forfeit will occur. U16 and U19 teams will present players cards for each player prior to the start of each game. If player passes are not available at the onset of the game, they must be present at the end of the first half or the game will be abandoned. There is no deviation on this rule.

Before a league game can begin, each team must be represented at the field of play by a coach, assistant coach, parent, or an appointed representative 18 years old or older.

A game may be abandoned with the authority of an official of the Dakota Alliance Soccer Club (directors, officers, commissioners) prior to the kickoff if the fields are deemed unfit to play on. The referee also has the authority to not begin a match due to field conditions, weather, or other factors determined to be pertinent.

PRELIMINARIES

A coin is tossed and the team winning the toss will decide which goal it will attack in the first half. The other team takes the kick off to start the match. The team winning the toss will kick off the second half. In the second half of the game, the teams will change direction and attack the opposite goal of the first half.

KICKOFF

A kickoff is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of each half in U10
- at the start of the second half of the game
- at the start of each period of extra time if applicable

A goal may be scored directly from a kickoff.

All players must be on their own (defending) half of the field.

Opponents must be at least 10 yards away from the ball until it is put in play.

The ball will be stationary at the center of the field before it is kicked.

The referee must give a signal for the kick to take place.

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

The kicker cannot touch the ball a second time until it is touched by another player. (If this does happen, an indirect free kick is awarded to the

opposing team at the spot when the infringement occurred).

KICKOFF (CONT.)

After a team scores, the kickoff is taken by the other team.

For any infringements of the above (except the kicker playing the ball twice), it will be considered that play has not begun, and the kick will be taken again.

RESTARTS IN U10

All halves will be started by a kickoff. The teams will go in the same direction for the first half and change directions in the 2nd half. The team who loses the coin toss will kick off in the first half and the team that wins the coin toss will kick off in the 2nd half.

DROPPED BALL

A dropped ball is a way of restarting the match after a temporary stoppage becomes necessary while the ball is in play.

The referee drops the ball at the place where it is located when play was stopped. Play will restart when the ball hits the ground.

The ball will be dropped again if a player touches it before it makes contact with the ground; or if it leaves the field of play after making contact with the ground and a player does not touch it.

SPECIAL CIRCUMSTANCES

A free kick awarded to a defending team in its own goal area will be taken within that goal area. The ball will not be considered to be in play until it leaves the penalty area.

An indirect free kick awarded to the attacking team in the opponent's goal area will be taken from the goal area line parallel to the goal line at a point nearest to where the infringement occurred.

A dropped ball to restart the match after play has been temporarily stopped inside the goal area will take place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.

LAW 9 - THE BALL IN AND OUT OF PLAY

The lines are considered part of the field of play and part of the area they define on the field. The ball is out of play when the whole ball crosses the entire goal line or the entire touch line either on the ground or in the air. The ball is also out of play if play has been stopped by the referee.

The ball is in play at all other times, including when it rebounds off a crossbar or upright of a goal, or a corner flagpost. The referee and assistant referees are considered part of the field of play when on the field. Balls rebounding off these officials are considered in play, including balls striking assistant referees immediately off the field and the whole ball has not left the field. If that ball bounces back into the field, it is considered in play because the whole ball never left the field.

LAW 10 - THE METHOD OF SCORING

A goal is scored when the whole ball has passed over the goal line, between the goalposts, and under the crossbar, provided no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

The team scoring the greatest number of goals during a match will be the winner. If both teams score the same number of goals, or if no goals are scored by either team, the game is a tie.

All forfeited games will result in a 3-0 score against the offending team.

The referee is responsible to report game results to the Association using the methods outlined to them for that season.

LAW 11 - OFFSIDE

There is no offside violation in U10 play.

OFFSIDE POSITION

It is not an offense in itself to be in an offside position. A player is in an offside position if he is nearer to the opponent's goal than both the ball and the second to last opponent.

A player is not in an offside position if he is in his own half of the field of play, is level with the second to last defender, or is level with the last two opponents.

OFFSIDE

A player in an offside position is penalized if, at the moment the ball is touched or played by one of his teammates, he is (in the opinion of the referee) involved in the play by:

- playing the ball
- interfering with play
- interfering with an opponent
- gaining an advantage by being in that position

Offside is to be judged at the moment the ball is passed to a player, and not when the player in question receives the ball. A player not offside when the ball is kicked does not become offside during the flight of the ball. However, a player in an offside position who comes back to the ball after it is played will still be considered to be offside.

If a player is in an offside position and if the ball rebounds off the goal posts, crossbar, or the goal keeper and that player plays it, he is offside.

If a player is in an offside position and the ball deflects off a defender and that player plays it; and the referee determines the defender did not or could not control the ball, the player is considered to be offside.

NOT OFFSIDE

There is no offside offense if the player receives the ball directly from a goal kick, a throw in, or a corner kick.

A player is not offside just because he is in an offside position. It must be determined that player is involved in the play.

INFRINGEMENTS/SANCTIONS

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

LAW 12 - FOULS AND MISCONDUCT

DIRECT FREE KICK

A direct free kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless, or with excessive force.

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent

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

- makes contact with an opponent to tackle the ball and gain possession of the ball, and makes that contact before playing the ball. (Players making contact with each other while playing a ball is allowed. However, if in the referee's opinion, one player is not playing the ball but is rather playing the person, it is an offense.)
- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for the goalkeeper within his/her own penalty area)

PENALTY KICK

A penalty kick is awarded if any of the above offenses is committed by a player inside his/her own penalty area, irrespective of the ball's position. However, the ball must be in play when the offense occurs.

INDIRECT FREE KICK

An indirect free kick is awarded to the opposing team if a player, in the opinion of the referee, commits any of the following offenses:

- Plays in a dangerous manner
- Impedes the progress on an opponent
- Prevents the keeper from releasing the ball from his/her hands.

Additions to Law 12 - Fouls and Misconduct

A penalty kick will be awarded if, while the ball is in play, the goalkeeper, inside his/her own penalty area, strikes or attempts to strike an opponent by throwing the ball at that opponent.

A player may be disciplined for a cautionable or sending off offense whether on or off the field of play, whether directed toward an opponent, a teammate, a referee, an assistant referee, or any other person. Once the referee has entered the field of play, all rights are given to that referee, and any disciplines may be handed out even if the game has not yet begun or has already ended.

Any player sent off from a game after issued a red card, will not be replaced on the field and will not participate in the remainder of that game or the next regularly scheduled league game. Any coach ejected from a game may be replaced by another adult, but may not participate in another game until the incident has been reviewed by the Association and appropriate discipline handed down.

The goalkeeper is considered to be in control of the ball by touching it with any part of the arms or hands. Possession of the ball includes the keeper deliberately deflecting the ball, but does not include the circumstances where, in the opinion of the referee, the ball rebounds accidentally from or is deflected by the goalkeeper, for example after making a save.

A player may pass the ball to his own goalkeeper using the head or chest or knee, and the keeper may use his/her hands to collect the ball. If, however, in the opinion of the referee, a player uses a deliberate trick while the ball is in play to circumvent the Law, the player is guilty of unsporting behavior. The player may be cautioned, and an indirect free kick is awarded to the opposing team at the spot of the infringement.

A player using a deliberate trick to circumvent the Law in the taking of a free kick is guilty of unsporting behavior, and may be cautioned. In this instance, the kick should be retaken.

In such circumstances, it is irrelevant whether the goalkeeper subsequently touches the ball or not. The offense is committed by the player attempting to circumvent both the letter and the spirit of the Law.

Additions to Law 12 - Fouls and Misconduct

When the goalkeeper has taken possession of the ball within his/her own penalty area, attacking players are required to move away and to the side while the keeper returns the ball. If a player is standing in front of or beside the keeper, they are to remain stationary if the keeper moves to the side to return the ball. Any player moving with the keeper or attempting to screen the keeper from returning the ball may be cautioned and an indirect kick awarded to the opposing team.

INDIRECT FREE KICK

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

- Takes more than 6 seconds while controlling the ball with his/her hands before releasing it from his/her possession.
- Touches the ball again with his/her hands after it has been released from his/her possession
- Touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate
- Touches the ball with his/her hands after receiving it directly from a throw in taken by a teammate.
- Wastes time

The indirect free kick is taken where the offense occurred subject to the considerations of Law 8.

DISCIPLINARY SANCTIONS - CAUTIONABLE OFFENSES

A player is cautioned and shown a yellow card if he/she commits any of the following offenses:

- is guilty of unsporting behavior
- shows dissent by word or action
- persistently infringes the Laws of the Game
- delays the restart of play
- fails to respect the required distance when play is restarted with a corner kick or free kick
- enters or re-enters the field of play without the referee's consent
- deliberately leaves the field of play without the referee's consent
- uses foul or abusive language not directed at anyone (a slip of the tongue)

DISCIPLINARY SANCTIONS - SENDING OFF OFFENSES

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

- is guilty of serious foul play
- is guilty of violent conduct
- spits on an opponent or any other person
- deliberately handling the ball to prevent an opponent's goal
- denies an obvious goal scoring opportunity for an opponent moving toward the player's goal by committing an offense punishable by a free kick or penalty kick
- uses foul or abusive language directed at another person.
- receives a second caution in the same match

LAW 13 - FREE KICKS

TYPES OF FREE KICKS

Free kicks are either direct or indirect. For both direct and indirect free kicks, the ball must be stationary when the kick is taken. The kicker cannot touch it a second time until it has touched by another player.

THE DIRECT FREE KICK

If a direct free kick is kicked directly into the opponent's goal, a goal is awarded.

If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

THE INDIRECT FREE KICK

A goal can only be scored if the ball subsequently touches another player before it enters the goal.

If an indirect free kick is kicked directly into the opponent's goal, a goal kick is awarded.

If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team, subject the Special Circumstances covered in Law 8.

POSITION OF FREE KICK

On a free kick inside the penalty area, and a direct or indirect free kick is given to the defending team:

- all opponents must be at least 10 yards from the ball
- all opponents need to remain outside the penalty area until the ball is in play
- the ball is in play when it is kicked directly beyond the penalty area
- a free kick awarded in the goal area is taken from any point inside that area

On a free kick inside the penalty area given to the attacking team:

- all opponents must be at least 10 yards away unless they are standing on their own goal line between the goal posts
- the ball is in play when it is kicked and it moves
- an indirect free kick awarded inside the goal area is taken on that part of the goal area line which runs parallel to the goal line, at the point nearest to where the infringement occurred

POSITION OF FREE KICK

On a free kick outside the penalty area, and a direct or indirect free kick is given to either the attacking or the defending team:

- all opponents must be at least 10 yards from the ball
- the ball is in play when it is kicked and it moves
- the free kick is taken from the place where the infringement occurred

INFRINGEMENTS & SANCTIONS

If, when a free kick is taken, the referee determines an opponent is closer to the ball than the required distance, the kick is retaken.

If, when a free kick is taken by the defending team inside its own penalty area, the ball is not kicked directly out of the penalty area and thusly is not in play, the kick shall be retaken.

If, after a ball is in play, the kicker touches it a second time (except with his hands) before it is touched by another player, an indirect free kick is awarded the opposing team at the spot of the infringement.

If after a ball is in play, the kicker deliberately handles it before it is touched by another player, a direct free kick is awarded to the opposing team, to be taken from the place the infringement occurred. (If a hand ball occurs after another player has touched it, it is enforced as penalty for handling the ball). If the kicker handles it inside his/her penalty area, it is a penalty kick.

If a goalkeeper deliberately handles the ball before another player touches it, a direct kick is awarded the opposing team if the infringement is outside the keeper's penalty area, or an indirect free kick is awarded if the infringement is inside the keeper's penalty area at the point of the infringement subject to the position of the free kick in Law 13.

LAW 14 - THE PENALTY KICK

In U10 and older, a penalty kick is awarded against a team which commits one of the offenses, for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

POSITION OF THE BALL & PLAYERS

- The ball is placed on the penalty mark, which is 12 yards (10.5 for U10 & U12) from the goal line directly out into the field from the center of the crossbar.
- The player taking the penalty kick must properly be identified.
- The defending goalkeeper must remain on the goal line, facing the kicker, and must be inside the goal posts until the ball has been kicked. (Note, the keeper may now move on the line, but cannot leave the line.)
- The players other than the kicker are located inside the field of play, but outside the penalty area and behind the penalty mark. They must be at least 10 yards away from the penalty mark. (Hence the “D” shape on the penalty box.)
- The referee will not signal for the penalty kick to take place until all players have taken up positions according to the Law. The referee will then decide when the kick is complete.

PROCEDURE

- The player kicking the ball must kick the ball forward. He/she can't play it a second time until it has touched another player. The ball, however, is in play when it is kicked and moves forward.
- A goal is scored from a penalty kick if the ball passes between the goalposts and under the crossbar, even if it is touched by the keeper or if it hits the goalposts or crossbar.

INFRINGEMENTS AND SANCTIONS

If the referee gives the signal for a penalty kick to be taken and before the ball is in play, one of the following situations occurs:

1. The player taking the kick infringes the Laws of the Game; or a teammate of the player kicking the ball enters the penalty area or moves in front of, or within 10 yards of the penalty mark:
 - the referee allows the kick to proceed
 - if the ball enters the goal, the kick is retaken
 - if the ball does not enter the goal, an indirect kick is awarded the defending team at the point where the infraction occurred.

2. The goalkeeper infringes the Laws of the Game; or a teammate of the keeper enters the penalty area or moves in front of or within 10 yards of the penalty mark:
 - the referee allows the kick to proceed
 - if the ball enters the goal, a goal is awarded
 - if the ball does not enter the goal, the kick is retaken

3. A player of both the defending team and the attacking team infringes the Laws of the Game by moving in front of, or within 10 yards of the penalty mark:
 - the kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball a second time (except with the hands) before it is touched by another player, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (unless covered by Special Circumstances in Law 8).

If the kicker deliberately handles the ball before it is touched by another player, a direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (unless covered by Special Circumstances in Law 8).

If the ball is touched by an outside agent as it moves forward, the kick is retaken.

If the ball rebounds into the field of play from the goalkeeper, the crossbar, or the goalposts, and is then touched by an outside agent, the referee stops play and a dropped ball is taken at the place where it touched the outside agent, subject to the Special Circumstances covered in Law 8.

LAW 15 - THE THROW-IN

A throw-in is a method of restarting play.

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

A throw-in is awarded:

- when the whole ball passes over the touch line (side line) either on the ground or in the air
- from the point where it crossed the touch line
- to the opponents of the player who last touched the ball

PROCEDURE

At the moment of delivering the ball, the thrower must:

- face the field of play
- have part of each foot either on the touch line or on the ground outside the touch line
- use both hands
- deliver the ball from behind the head, and come directly over the head

The thrower may not touch the ball again until it has touched another player. Defenders must be at least 2 yards away from the thrower.

The ball is in play immediately when it enters the field of play.

INFRINGEMENTS/SANCTIONS

If, after the ball is in play, the thrower touches the ball a second time (except with the hands) before it is touched by another player, an indirect kick is awarded to the opposing team at the spot of the infringement, subject to the Special Circumstances covered in Law 8.

If, after the ball is in play, the thrower deliberately handles the ball before it is touched by another player, a direct kick is awarded the opposing team at the spot of the infringement, subject to the Special Circumstances covered in Law 8.

If the goalkeeper throws the ball in, and deliberately touches it with the hands before it is touched by another player, and this infringement occurs within the goalkeeper's penalty area, an indirect free kick is awarded to the opposing team at the point of the infringement subject to the Special Circumstances covered in Law 8.

If an opponent unfairly distracts or impedes the thrower, he/she is cautioned by unsporting behavior and cautioned. The throw-in is then taken by the same team awarded the throw.

For any other infringement of this Law, the throw-in is awarded to the opposing team.

LAW 16 - THE GOAL KICK

A goal kick is a method of restarting play.

A goal may be scored directly from a goal kick, but only against the opposing team. (If a team taking a goal kick directly kicks the ball into their own goal, it has not left the penalty area, and the kick is retaken. If the ball leaves the penalty area, does not touch another player, and goes directly into the team's own goal, a corner kick is awarded to the opposing team.)

A goal kick is awarded when the whole ball, having last been touched by the attacking team, passes over the goal line in the air or on the ground, and a goal is not scored as outlined in Law 10.

PROCEDURE

The ball may be kicked from anywhere within the goal area by a player of the defending team.

The ball is in play when it is kicked directly beyond the penalty area.

Opponents must remain outside the penalty area until the ball is in play. Teammates can be in the area, but cannot touch the ball until it is kicked directly beyond the penalty area.

The kicker may not play the ball a second time until it is touched by another player.

INFRINGEMENTS/SANCTIONS

If the ball is not kicked directly into play beyond the penalty area, the kick is retaken.

If, after the ball has been put into play, the kicker touches the ball a second time (except with his/her hands) before it is touched by another player, an indirect free kick is awarded to the opposing team from the place where the infringement occurred, subject to the Special Circumstances covered in Law 8.

If, after the ball has been put into play, the kicker deliberately handles the ball before it is touched by another player, a direct free kick is awarded to the opposing team from the place where the infringement occurred, subject to the Special Circumstances covered in Law 8. If the infringement occurs within the kicker's penalty area, a penalty kick is awarded the opposing team.

INFRINGEMENTS/SANCTIONS (CONT.)

If, after the ball has been put into play, the keeper deliberately handles the ball before it has touched another player, and the keeper is within his/her own penalty area, an indirect free kick is awarded the opposing team, subject to the Special Circumstances covered in Law 8.

For any other infringements of this Law, the kick is retaken.

LAW 17 - THE CORNER KICK

A corner kick is a method of restarting a game.

A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when the whole ball, having last touched a member of the defending team, passes over the goal line in the air or on the ground and a goal is not scored in accordance with Law 10.

PROCEDURE

The ball is placed inside the corner arc (within a 1 yard area of the corner flagpost or the spot for a corner flagpost).

The corner flagpost may not be moved unless instructed to do so by the referee.

The ball must be kicked by a member of the attacking team.

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

Opponents must remain at least 10 yards away from the ball until it is play.

The kicker may not play the ball a second time until it has been touched by another player.

If the ball entirely passes over the goal line in the air or on the ground, and a goal is not scored in accordance with Law 10, and another player has not touched the ball, a goal kick is awarded the defending team.

INFRINGEMENTS/SANCTIONS

If, after the ball has been put into play, the kicker touches the ball a second time (except with his/her hands) before it is touched by another player, an indirect free kick is awarded to the opposing team from the place where the infringement occurred, subject to the Special Circumstances covered in Law 8.

If, after the ball has been put into play, the kicker deliberately handles the ball before it is touched by another player, a direct free kick is awarded to the opposing team from the place where the infringement occurred, subject to the Special Circumstances covered in Law 8. If the infringement occurs within the kicker's penalty area, a penalty kick is awarded the opposing team.

For any other infringements of this Law, the kick is retaken.

Determining Player Age

The US Youth Soccer Association determines the age of a player based on the player's age as of July 31st in the year prior to the fall season. The player will be considered that age through the spring season.

Example: A player turns 10 years old on August 10, 2009. For the Fall 2009 the age is determined on July 31st of the current year (2009). For the Spring 2010 season the age is determined on July 31st of the prior year (2009). So this player is considered to be 9 years old, and would play in Under 10 for Fall 2009 and Spring 2010.

If you were this age on
July 31st before the
current season:

You would play:

8	Under 10
9	Under 10
10	Under 12
11	Under 12
12	Under 14
13	Under 14
14	Under 19
15	Under 19
16	Under 19
17	Under 19
18	Under 19

Dakota Alliance Soccer Club - League Play

DETERMINING TEAM STANDINGS IN THE LEAGUE:

Teams accumulate points during the season as follows:

Win - 2 points

Tie - 1 point

Loss - 0 points

Standings are only kept in divisions U12 and older.

The team accumulating the most points during the regular season will be declared the league champion. The team with the second most points will be the runner-up. Tie breakers may be used to determine first and second place teams.

In the fall season, there will be no championship or playoff games. The top two teams with the most accumulated points based on wins/losses will get 1st and 2nd place in the league.

In the spring season, the top two teams with the most accumulated points based on wins/losses will get 1st and 2nd place in the league. Tie breakers will be used in the event two or more teams are tied. Playoff games will determine division champions.

Example: If a team has a record at the end of the Spring season of 8-0 and gets 1st place in their league based on points, the team would still have to win their playoff games to be the division champions.

TIE BREAKERS:

In the event two or more teams tie in accumulated points from league play, the following tie breaker procedure is used:

1. Head to head competition between the teams involved in the tie. (only counting a win, tie or loss, and not the number of goals in the game(s)).
2. Goals allowed during the season in all league games played.
3. Goals scored in all games during the season, up to a maximum of a three goals per game.
4. Flip of a coin.

If more than two teams are tied on league play, the same sequence is followed until a team is eliminated. The remaining teams then restart the sequence at tie breaker #1 until the tie is broken.