

Leawood Parks & Recreation/Leawood Soccer Fest Tournament

Rules of the Game

National Federation of State High School Associations

The Laws of the Game, as periodically amended and updated by the N.F.S.H.S.A., shall control all Leawood Parks & Recreation Soccer games except as superseded by these rules.

Equipment

1. Game Ball

7v7 divisions will use a size 4 ball.

9v9 divisions will use a size 4 ball.

11v11 divisions will use a size 5 ball.

2. Uniforms

All players must wear the team uniform of like color.

If there is a color conflict, the HOME team is responsible for changing jerseys.

The goalkeeper is to wear a shirt of a color/design which distinguishes them from all other players on the field.

3. Shoes

Soccer shoes, turf soccer shoes, jogging shoes, rubber cleated shoes and sneakers are generally acceptable. The hard plastic or nylon cleated soccer shoes must be checked to determine that no sharp edges exist and that the diameter of the cleats is sufficient not to cause injury.

Shoes should always be inspected prior to each game for any sharp objects that might cause injury, such as loose rivets.

Metal cleated shoes of any type are not permitted. Baseball shoes are acceptable if the cleats are soft plastic or rubber with no protruding front, center cleat.

4. Shin guards

Shin guards are **mandatory** for all players. Socks must be pulled up over the shin guards, and the shin guard must not have any sharp or protruding edges.

5. Illegal Equipment

Any equipment considered dangerous to one's self or to another player is considered illegal. A player with illegal equipment will be temporarily sent off the field; he may re-enter with the referee's permission at any stoppage of play. He must report to the referee to show that the problem has been corrected to the satisfaction of the referee.

Examples of illegal equipment (by referee's discretion): hard casts or splints not completely covered with soft padding, jewelry such as watches, bracelets, earrings, hair pieces, rings, etc.

Players wearing eyeglasses must use restraining bands or other similar restraints to insure that the eyeglasses will not be accidentally knocked off.

Officials

1. Linesmen

Each team is responsible for providing one linesman for their games. This linesman will work their team's side of the field and must stay behind the sideline and off the field or play. Since he/she must remain neutral, he/she is not permitted to coach from the sidelines. The linesman is to signal the referee by raising a flag when the ball completely crosses the touch line and is out of play. It is important to note that the line is part of the field of play; therefore, the whole ball must cross the touch line.

The referee may request that the linesman, alone, assist in determining which team is to take the throw-in (have possession of the ball). The referee's decision regarding throw-ins, goals, or other decisions are final. The referee in his/her sole discretion may replace or substitute a linesman at any time.

2. Referee

Tournament games will utilize a one-man referee system. The referee's jurisdiction begins the moment he/she enters the field of play and extends after the game until he/she leaves the field of play. This includes periods of time where play has been temporarily suspended or when the ball is out of play.

The referee has the discretionary power to stop a game for any infringement of the rules and to suspend or terminate a game by reason of weather, condition of the field, interference by spectators or for any other cause, which he may deem necessary.

The referee may warn or caution a player or coach for misconduct or unsportsmanlike behavior; and if it persists, suspend him/her from further participation in the game. When cautioning a player or coach, the referee shall display a yellow card and indicate the individual concerned. When suspending a player or coach, a red card is to be displayed. The suspended player or coach must leave the field of play and serve a one game suspension.

If a player is seriously injured in the opinion of the referee, the play will be stopped immediately. If a player is not seriously injured, the play should be allowed to continue until the ball is out of play or cleared from the goal area. If play is stopped and the coach comes on the field, the injured player must leave the field of play until the next available opportunity to substitute. After an injury, the game is restarted by a drop ball if there was no clear possession by either team at the time of stoppage; or an indirect kick by the team with possession.

The referee is also responsible for:

- (a) Keeping the official game time and half-time intervals;
- (b) Determining illegal equipment, and;
- (c) Determining goals.

Coaching

Coaching is permitted from the sidelines as long as it remains positive and is directed toward one's own team. (Distracting an opponent is not permissible.) Sideline coaching must come only from the team's side of the field and the coach(es) must stay behind the sideline and off the field of play. Parents or assistant coaches are not permitted to instruct the players from your opposing team's sidelines. This includes the sideline volunteer you get to help the referee.

Benches

Each team should set up on one side of the field only. The team constitutes the players, coaches, linesman volunteer, parents and other spectators. The opposing team will do the same on the opposite side of the field. The HOME team (listed first on the schedule) will set up on the NORTH or EAST of the field (depending on field direction).

Game Time

All teams are requested to be ready at the field before game time. Because of the number of games that have to be scheduled, little time is available on the field for warm up and practice

between games. There will be situations where no field time is available because previous games have run late. The referees have been requested to start the games on time.

Each team should take separate sides of the field. Players and spectators should remain six (6) feet behind the touch lines to give players room to play the ball on the lines and to allow the linesman a clear line of sight along the touch line.

The normal half-time interval is five (5) minutes. The referee may shorten the half-time interval and the length of the second half in order to maintain scheduling.

<u>Division (grade)</u>	<u>Length of Halves</u>	<u>Ball Size</u>
U13+	30 Minutes	No. 5
U11-12 (5 th -6 th)	25 Minutes	No. 4
U6-U10 (K-4 th)	20 Minutes	No. 4

Ball in Play

1. Kick-Off

A coin toss, or similar fair method, shall be used by the referee to determine the team that is awarded the choice of a kick off or direction at the beginning of the game.

The kick-off may be taken only after the referee has blown his whistle. The game does not actually begin until the ball moves forward into the opponents half of the field. A goal can be scored directly from a kick-off. Opposing players must remain 10 yards away from the ball, as defined by the center circle, until the ball has been played. The person taking the kick may not touch the ball a second time until it has been touched by another player. If the kicker touches the ball a second time before another player, an indirect free kick is given to the opposing team.

The ball is in play at all times from the start of the match until the finish except when: (1) The ball crosses out of bounds; (2) The game has been stopped by the referee; or (3) The ball hits a foreign object that does not belong on the field, such as a dog. A ball hitting the referee, a goal post, cross bar, or corner flag and rebounding on to the field is still in play. The touch lines (side lines) and the goal lines are considered part of the field; therefore, a ball must pass completely over a touch line or a goal line either on the ground or in the air before it is out of play.

2. Scoring a Goal

A goal is scored when the entire ball crosses the goal line between the goal posts and under the cross bar. Being on the line is not over the line. It is only the position of the ball which determines a goal. A goalkeeper or other defending player may be behind the line and play the ball in front of the goal. Goalkeepers, standing behind their goal line, have scored goals against their own teams by simply pulling the ball across the goal line into their chest.

3. Throw-In

A throw-in is used to put the ball back into play after it has passed completely over the touch line (side line) at the spot where the ball crossed the line. The throw-in is to be taken by the opposite team that last touched the ball. The player taking the throw-in shall not advance the ball forward or backward from this spot before taking the throw-in.

A throw-in cannot be thrown to the goalkeeper who in turn picks the ball up with his/her hands. The penalty for this is an indirect kick for the opposing team.

The thrower is not allowed to lift either of his/her feet to gain an advantage. The throw must be completed with both hands and delivered from behind and over his/her head in one continuous motion.

The thrower may not touch the ball a second time until it has been touched by another player. (Penalty: Indirect kick from point of infraction.)

An opponent may not jump up and down or wave his/her hands in front of the thrower to distract him/her, nor may he/she place himself/herself directly on the line to prevent or obstruct the throw. (Penalty: Indirect kick and yellow card for unsportsmanlike action.) **A goal may not be scored directly from a throw-in.**

4. Corner Kick

When the ball completely passes over the goal line after a member of the defending team last touched it, it is put back into play by a member of the attacking team with a corner kick.

All players of the defending team must remain ten (10) yards away from the ball until it has been put into play. (Penalty: The kick is to be retaken by the attacking team.)

A kicker may not touch the ball a second time until it has been touched by another player. (Penalty: Indirect free kick awarded to the opposing team at point of infraction.)

Note: There is no off-side on the initial kick, and a goal can be scored directly from a kick.

5. Goal Kick

When the ball completely passes over the goal line without being a goal after being last touched by a member of the attacking team, it is put back into play by a goal kick. The goal kick may be taken from anywhere in the goal area.

Players of the opposing team must remain outside of the penalty area until the ball clears the penalty area. The team taking the kick may have any number of players inside the penalty area, but they may not play the ball until it first clears the penalty area. If a ball does not clear the penalty area or is played before it clears the penalty area, the kick is retaken.

Any player may take the goal kick, including the goalkeeper. The ball must be kicked off the ground. It may not be picked up and punted by the goalkeeper. The kicker may not kick the ball a second time before it is touched by another player. (Penalty: Indirect free kick awarded to the opposing team at the point of infraction.)

A goal can be scored directly from a goal kick.

Offside

- a. A player is in an off-side position if he/she is ahead of the ball on the opponents' half of the field and is nearer to the opponents' goal line than at least two of his opponents. (A 1990 rule change allows him/her to be even with the second to the last player.)
- b. A player will be judged off-side if he/she is in an offside position the moment the ball is played to him/her by one of his/her teammates or to where he/she can get to the ball. A player in an offside position may not be judged offside by the referee if: He/she is not involved in nor makes any attempt to be involved in the play; he/she does not influence the play and/or he/she is not attempting to gain an advantage from being in that position.
- c. A player is never to be judged off-side if he/she received the ball directly from:
 - A corner kick
 - A throw-in
 - A goal kick
 - A drop ball by the referee

Once offside, a player cannot put himself/herself on-side unless (1) an opponent next plays the ball; (2) he/she is behind the ball; or (3) he/she has two opponents between him/her and their goal line when the ball is played by one of his/her teammates. A ball rebounding off the goal post will not put a player on-side if he/she was off-side when the ball was last played to him/her by a teammate.

Penalty for being off-side is an indirect free kick awarded to the opponents at the point of infraction.

Off-sides will not be called at the Kindergarten and 1st grade levels. Blatant off-sides will be called in 2nd grade. Blatant off-sides shall be in the discretion of the referee, but shall generally be determined to be a player who is in an off-side position without making an effort to be in an on side position or more than 3 yards off side regardless of the player's intention.

Goalkeeper

The goalkeeper has special privileges inside of his/her penalty area. He/she may carry, strike or propel the ball with his/her hands or arms. He/she may not be charged, interfered with or impeded in any manner by an opponent while he/she is in possession of the ball. Possession includes the act of tossing the ball into the air and catching it or dropping the ball for the kick.

Once the goalkeeper obtains possession of the ball with his/her hands, he/she has 6 seconds to put the ball into play. The goalkeeper may not touch the ball a second time with his/her hands unless the ball has cleared the penalty area or if it has been touched by an opponent. A goalkeeper may not delay in releasing the ball into play. (Penalty: Indirect free kick by the opponent at the point of infraction.)

When a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands. If, however, the goalkeeper does touch the ball with his/her hands, the penalty is an indirect free kick for the opposing team.

Fouls and Free Kicks

A free kick is used to restart a game. The ball must be stationary when kicked, and all players of the opposing team must be at least ten yards from the ball. Free kicks may be taken immediately unless the referee stops play and directs that the free kick not be played until the whistle is blown restarting play. These kicks can be direct or indirect as follows:

1. Direct Free Kick and Related Offenses

As the name implies, a goal can be scored directly from a direct free kick. If a direct kick foul is committed in the penalty box, it results in a penalty kick. The following is a list of the fouls that will result in a direct free kick:

- Kicking or attempting to kick an opponent (includes kneeing)
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charging an opponent in a violent or dangerous manner (includes charging a player that has both feet off the ground)
- Charging an opponent from behind. Charging or tackling from behind with cleats exposed shall be an automatic yellow card violation.
- Striking or attempting to strike an opponent

- Holding an opponent
- Pushing an opponent
- Intentionally handling the ball by any one other than the goalkeeper in his/her own penalty area. The intentional handling of the ball in the penalty area by anyone other than the goalkeeper shall be an automatic penalty kick in Kindergarten through 2nd grade and a yellow card in 3rd grade and up.
- Goalkeeper striking or attempting to strike an opponent with the ball

Tripping an opponent includes throwing or attempting to throw him/her by the use of the legs, or by stooping in front of or behind an opponent so to cause him/her to fall or lose balance. A slide tackle is a legal tackle only when used to tackle the ball which is under the control of an opponent. There should be no intent to trip an opponent. Initial contact is to be made with the ball and not the opponent. The slide tackle must be done in the normal peripheral vision of the opponent.

Jumping at an opponent is not jumping into the air to play a ball by jumping upward.

Intentionally handling the ball or striking or carrying the ball with the hand or arm is a foul. Unintentional handling occurs when the ball inadvertently bounces or otherwise strikes the hands or arms of a player; this is not a foul unless the hand or arm is moving toward, or directing the ball. Girls are permitted to protect the chest with the hands and arms tight against the chest; boys may protect the groin in the same manner. Hands or arms coming off the chest or groin and directing the ball is a "hand ball foul".

Pushing an opponent with the hand away from the body or with the arms extended or pushing with the elbow is a foul.

Holding an opponent with the hand or any part of the arm extended from the body to obstruct the opponent is a foul.

2. Indirect Free Kick and Related Offenses

A goal can not be directly scored from this kick. A referee will extend one arm upward to signal that the kick is indirect. The following offenses result in an indirect kick:

- Dangerous play
- Charging an opponent when the ball is not within playing distance
- Obstruction
- Charging the goalkeeper
- Goalkeeper taking more than 6 seconds while in possession of the ball or delaying in releasing the ball
- Entering or leaving the field of play without referee permission (except in Kindergarten through 2nd grade division)
- Playing a ball a second time before it has been touched by another player at the kick off, throw-in, free kick, corner kick or goal kick
- Off-side

- Misconduct, foul or abusive language
- Impeding the goalkeeper in releasing the ball
- A ball is played by a teammate back to their goalkeeper whom picks the ball up with their hands.

A player may be charged fairly if the player is within playing distance of the ball as long as the charge is not in a dangerous manner. A fair charge consists of contact near the shoulder when both players are in an upright position and have at least one foot on the ground. Charging into an opponent who is in the air in an attempt to play the ball is a foul. Intentionally charging the goalkeeper when the keeper is in possession of the ball is a serious foul.

Dangerous play includes such items as raising the foot above the waist to kick the ball or lowering the head below the waist to play the ball with another player in playing distance, withholding the ball from play by covering it on the ground with your body; kicking the ball, or attempting to kick, the ball in possession of the goalkeeper is dangerous play.

Obstruction occurs when a player, not in possession of the ball and/or not attempting to play the ball, interposes his/her body, or arms as an obstacle to an opponent forcing him/her to change course.

Warnings, Cautions, and Ejections

1. Warning - No Card

A warning may be given by the referee at any time; this, in general, informs the player or coach that his/her play or action on the field or off the field is of concern to the referee. A warning need not be given by the referee before a caution or ejection.

2. Caution - Yellow Card

The player or coach/spectator is being notified that his/her playing or action is unacceptable. A player is to receive a caution for the following actions:

- An intentional foul, especially those that are serious in nature
- Persistent infringement violating the rules of the game (especially after a warning)
- For acting in an unsportsmanlike manner
- Dissenting with a decision of the referee
- Charging or tackling from behind with cleats exposed
- Persisting in infringement

3. Ejection or Disqualification - Red Card

A player receiving a red (ejection) card must immediately leave the field of play and may not participate for the remainder of the game or the next game. Substitution is not allowed for the player being ejected. A disqualification is given to a player for the following reasons:

- Committing a second cautionable (yellow) offense will result in a soft red. This player can be replaced by another player but cannot participate in the remainder of the game.
- Using foul or abusive language

- Exhibiting violent conduct or committing any foul in a violent manner

The coach is responsible for the actions of the suspended player and must make sure that a suspended player does not become a disruptive influence.

A coach may receive a caution or disqualification for:

- Dissenting with the referee
- Coming on the field of play without permission or not leaving the field of play when requested to do so
- Using foul or abusive language
- Unsportsmanlike conduct
- Not controlling the actions of his fans or parents

Any player or coach receiving a red card may not play or coach for the remainder of that game and is also disqualified from the next game played.

The accumulation of more than one red card or three yellow cards, by the coach or player, shall be subject to disciplinary action that may result in suspension for the remainder of the season. The league coordinator will make disciplinary ruling.

Penalty Kicks

A penalty kick is awarded instead of a direct free kick if the foul occurs inside of the penalty box area. The penalty kick is taken from the penalty mark regardless of where the foul occurred.

All players, with the exception of the goalkeeper, and the player taking the kick, must remain outside of the penalty box and 10 yards away from the penalty mark as defined by the penalty arch until the ball has been kicked (put into play). If there is infringement by a member of the defending team, the kick is retaken if a goal has not been scored. (If a goal is scored, the infringement is ignored.) If the infringement is by the attacking team, the goal is disallowed and the kick retaken. (If a goal is not scored, the infringement is ignored.)

The goalkeeper must stand on the goal line between the goal posts until the ball has been kicked (the goalkeeper can move laterally on the goal line). If the goalkeeper moves his/her feet off the line forward before the ball is kicked, the kick is retaken if a goal is not scored.

The kicker may not kick the ball until the referee blows his/her whistle. If while kicking he/she starts and stops his movements in an attempt to confuse or draw the goalkeeper off line, the kick is to be retaken. As with any free kick, the kicker may not play the ball a second time until it has been touched by another player even if the ball hits the goal post or cross bar and rebounds to the kicker. (Penalty: Indirect free kick at point of infraction.)

Note: Indirect free kicks are not penalty kicks and are handled as any indirect kick from the point of infraction with the exception that any point of infraction inside of the goal box is positioned on the goal box line.

Cancellations

In the event of inclement weather, the website, text message update system and weather hotline will be updated with information regarding game cancellations. Games may be shortened in length if a weather delay occurs (time TBD at the discretion of the Tournament Directors). In the event of half lengths being shortened, both halves must remain equal time. Games that have reached or passed halftime will be counted as final. Games that have not reached the halftime

mark will result in a 1-1 tie (regardless of the actual score at the time the game is stopped). The determination of delays/abandonment of games will be at the Tournament Director's discretion.

Refund Policy

The Tournament Committee, and/or host affiliate will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament, or due to any team being removed from the tournament. Tournament cancellation prior to the commencement of the event will result in a refund of \$100 (to cover fixed costs such as tournament director/referee assignor fee, medals/trophies, printing/mailing, tournament facility rental, merchandise costs, online registration software fees, equipment rental, etc.). Once the tournament begins, refunds for guaranteed games not played will be given at a rate of \$50.00 per game not played. However, once two rounds of games have been played, no refunds will be given. Teams withdrawing after the registration deadline will forfeit entire entry fee.

Overtime

There will be no overtime periods in pool play or the elimination stages. Penalty kicks will be used to decide the outcome of semifinal and final games only; pool play games will end as the score is recorded at the end of regulation time. If a referee should err and allow a pool play game to go to overtime, the official score shall stand as the score at the end of regulation time.

Forfeits

The minimum number of players required for each game format is as follows: 11v11 – 7, 8v8 – 5. A five minute grace period will be extended beyond the scheduled kickoff time before a forfeit shall be declared, unless other arrangements have been reached with the tournament director. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a match will be declared a group winner for advancement purposes. Forfeits will be recorded with a score of 1-0.

Protests

There will be no protests. All disputes will be resolved immediately by the site director. These decisions will be final. Please note that under no circumstances may a referee's decision, issuance of a red or yellow card, or a coach or team ejection be reviewed or overturned.

Delay of Start

Any team delaying the start of a scheduled game by more than fifteen minutes without authorization from the tournament director shall forfeit the game to the opponent. Forfeits will be recorded with a score of 1-0.

Point System

3 points for a win
1 point for a tie
0 points for a loss

Tie Breakers

If, at the conclusion of the preliminary rounds, a tie breaker is needed to determine which team moves on to the semifinals or finals, the following criteria will be utilized:

1. Head to head (not used if more than two teams are involved in the tie breaker)
2. Goal difference (goals scored minus goals allowed with a four goal maximum differential; e.g., 10-1 games will be deemed 5-1)
3. Most shutouts
4. Fewest goals allowed
5. Sudden death penalty kicks

