



# Sporting Lee's Summit Recreational League

## Coach Expectations and Laws (Rules) of the Game

### Welcome to Sporting Lee's Summit

*To All Coaches and Assistant Coaches:*

*Soccer is the world's most popular sport, played by individuals of all ages, with millions of fans throughout the world. A chief reason for soccer's vast popularity is that it's among the most accessible and adaptable of the world's sports. Outside the United States, the game is commonly called football, officially "Association Football". The word soccer is a slang corruption of the abbreviation assoc.*

*Established in 1992 as a not-for-profit association, Sporting Lee's Summit now provides nearly 2,300 players, age 3 through 18 a recreational soccer program. Sporting Lee's Summit is run entirely by volunteers from the local community. The main goal of Sporting Lee's Summit is to create a forum in which kids do what they enjoy most, **HAVE FUN**. The philosophy of Sporting Lee's Summit is to provide children of Lee's Summit with a soccer program that teaches fundamentals, encourages development of the player (both as a soccer player and a person), sportsmanship/teamwork and yet still allow players to have fun with their soccer experience. As a coach, you are the front line offense in communicating these goals and ensuring that Sporting Lee's Summit accomplishes these goals.*

*Coaches are not required to be licensed but are encouraged to do so. Additionally, coaches are required to receive a minimum of 2 hours training by the City of Lee's Summit to participate in the recreational program. Throughout each season, Sporting Lee's Summit provides clinics designed to foster your coaching skills. Announcements of sponsored clinics generally occur at the coaches meetings held at the beginning of each season.*

*Sporting Lee's Summit registration fees are our main source of funding. Revenue from corporate and team sponsorships are our next two largest sources of funds. Your support of our sponsors and recognition of them assists in keeping our registration fees low and prevents us from having to resort to other fundraising options, such as door-to-door candy and gift sales. Attached are materials designed to assist you in your coaching experience. Please feel free to contact your division representative or a Sporting Lee's Summit Executive Board member should you have any questions about Sporting Lee's Summit. Your comments and suggestions on Sporting Lee's Summit, its goals, and this material are encouraged and appreciated.*

*Sincerely,  
Sporting Lee's Summit*

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**Bill of Rights for Young Athletes**

Right to participate in sports

•

Right to participate at a level commensurate with each child's maturity and ability

•

Right to have qualified adult leadership

•

Right to play as a child and not as an adult

•

Right to participate in safe and healthy environments

•

Right to proper preparation for participation in sports

•

Right to an equal opportunity to strive for success

•

Right to be treated with dignity

•

Right to have fun in sports

## LEAGUE STRUCTURE

### Organization of Teams

Teams are organized through a player draft at the beginning of each season. Once on a team, teams are allowed to stay together from season to season should the player choose to remain on the same team. A player must play consecutive seasons to remain on the team. Should a player sit out a season or more, they must go back into the draft.

Player drafts are designed to balance teams within a division so that each team is fairly matched. The design of our league works best when teams are of equal strength resulting in games that are challenging to all teams.

After the player draft, **contact your players within 72 hours.** Players often have siblings and or friends that hear from their coaches and want to know when they are going to be able to lay/practice.

Contact your Division Representative or the League Commissioner if a player misses preseason practice or notifies you he/she is not going to play. We often have players on a waiting list eager to play that can be assigned to your team.

Some parents may volunteer to be a Team Parent. You should utilize this assistance for phone calls for game/practice cancellations, organizing treat schedules and other miscellaneous duties.

The trading of players is not allowed except with the approval of the League Commissioner and the Division Representative. All coaches and the Division Representative must approve initial trades that take place during the draft process.

If you lose a player, contact your Division Representative as soon as possible. A player of equal rating (+2 or -2) will be assigned from the waiting list, if available.

### Equipment

The league provides matching shirts that the players get to keep.

The shirt must be the outer most garment worn by the player when on the field. In colder weather, players may wear a long sleeve, sweatshirt or jacket underneath their jersey so the color is visible. If a sweatshirt with a hood is worn, it must be tucked beneath the shirt so cannot be grabbed by another player unintentionally.

Sporting Lee's Summit will provide shirts based on the size provided during registration. An additional shirt that is the average size for your division will be provided to account for trades or late additions. If you need an additional shirt, email [admin@sportingls.org](mailto:admin@sportingls.org) to arrange for a replacement.

Pennies may be used instead of a goalkeeper shirt. A limited number of Goalkeeper shirts are available each season on a first-come first-serve basis.

Many coaches will have the name of the player imprinted on the back of the shirt. While this is not required, players do enjoy this and its easier for parents to encourage their teams' players during the game. **Note: Please be sure the parent does not have a problem with having their child's name on the shirt and that they approve the additional charge for the service.**

### Games/Weather

Sporting Lee's Summit plays games on Saturdays, generally between the hours of 7:30am and 7:00pm. All games are held at Legacy Park located at 1501 NE Legacy Park Drive in Lee's Summit.

In the event of inclement weather, games may be postponed. Coaches and players should check the rain out number anytime the temperature is not expected to rise to 32 degrees wind-chill, it is raining or snowing, or we have experienced a lot of rain at the end of the week. We may or may not cancel games when these conditions exist.

## Weather guidelines:

The following people have the authority, in this order to cancel a game:

- The League Commissioner
- Head Referee
- League President
- Field Marshal

Playing conditions:

- Dry conditions: wind chill above 32°F, temperature above 40°F – we play
- Wet conditions (rain, drizzle, etc.): wind chill above 40°F, temperature above 48°F – we play

Sporting Lee's Summit makes every effort to make up games canceled due to inclement weather. If the forecast is projected to improve, only a portion of games may be canceled. If games are cancelled, make-up games will be held on designated Sundays.

## Game schedules

Schedules are provided as soon as practical after formation of teams. You should ask players to arrive at least 20 minutes before the scheduled start of the game.

**Note:** If you coach multiple teams and notice conflicts between teams, please contact the League Commissioner as soon as possible to see if changes can be made. Game schedules cannot be changed after 72 hours prior to the first scheduled game.

## Game Cards

Coaches must complete a game card before the start of the game. Game cards are provided by the league. You may get extra game cards at the concession stand. **The game card must be completed in full listing all players with first and last names.** If you make these up in advance, as most of us do, cross off any player that does not show up for a game. Please notify the League Commissioner in the event that you receive multiple jerseys with matching numbers. Only game cards issued by Sporting Lee's Summit will be acceptable. **The referee will not start game play although the play clock will start at the scheduled time if the game cards are not properly filled out.** At the conclusion of each game the referee should provide you the opportunity to write comments regarding issues such as officiating or field conditions on the backside. Game cards are very important to the league. We use them to compile game information about referees and fields as well as lopsided games. All game cards are reviewed weekly by the League Commissioner.

## Heat Guidelines

Sporting Lee's Summit has implemented the following guidelines to deal with extreme heat at all youth soccer games and practices. It is designed to provide participants with a standard for safe play in situations of extreme heat. The two values that Sporting Lee's Summit will take into account when modifying or canceling games/practices are air temperature and relative humidity. The combination of these two elements reflects the heat index. We will rely on the heat index reading that is updated hourly by the National Weather Service in Pleasant Hill.

Sporting Lee's Summit has defined five heat index zones. These zones are based on recommended guidelines published by the American College of Sports Medicine (ACSM) for participation in sports activities during periods of extreme heat.

- *White Zone*- Heat index of **65-80** degrees. In this range, the participant is in very little danger from heat and no special measures will be taken by Sporting Lee's Summit.
- *Yellow Zone* - Heat index of **81-98** degrees. In this range, coaches will be encouraged to take extra steps to protect their players by making sure they keep them hydrated and by encouraging frequent substitution during games and practices.
- *Orange Zone* - Heat index of **99-105** degrees. In this range, Sporting Lee's Summit will implement the following at games: all measures taken in the Yellow Zone; water coolers will be available at each field complex for players/parents/fans. If it is a practice day, coaches are instructed to keep players well hydrated and to take frequent breaks.

- **Red Zone**- Heat index ranging of **106 to 115** degrees. In this range, Sporting Lee's Summit will implement the following for games: all measures taken in the Yellow and Orange Zones; the length of games will be modified according to the schedule below.
  - PreK/K – games will consist of four (4) 6 min quarters with 3 min rest between quarters & 5 min halftime
  - 1<sup>st</sup>/2<sup>nd</sup> – games will consist of four (4) 8 min quarters with 3 min rest between quarters & 5 min halftime
  - 3<sup>rd</sup> and up – games will consist of four (4) 10 min quarters with 3 min rest between quarters & 5 min halftime
  - If it is a practice day, coaches are instructed to reduce the time of practice, take frequent breaks and keep players well hydrated.
- **Black Zone**- Heat index **above 115**. In this range, Sporting Lee's Summit will cancel all games until the heat index returns to 115 or below. Notification will be given through the Sporting Lee's Summit rainout line (816-545-4625) and at the fields. If it is a practice day, coaches are instructed to cancel practice until the heat index returns to 115 or below. Notification is the responsibility of the coach.

**Note** - During the course of the day, the heat index will rise and fall depending upon the time of day, amount of wind, cloud cover, etc. The above program modifications could also change throughout the course of the day, especially on a weekend. For example, a 1pm game on Saturday could be played under the Orange Zone guidelines and a 4pm game could be played under Red Zone guidelines. Coaches and parents will be informed of the appropriate zone of play through the Sporting Lee's Summit rainout number – 816-545-4625 and at the fields. The above are merely guidelines and it is the responsibility of parents to make the ultimate decision as to the participation of their child in Sporting Lee's Summit events when heat may be a factor, taking into consideration the age and physical condition of their child. Parents also have the ultimate responsibility to inform their child about the dangers of heat and need for protection, including sunscreen and proper hydration.

### Practices

Sporting Lee's Summit has arrangements with the Lee's Summit School District and Lee's Summit Parks and Recreation for the use of their facilities for practice times and locations. Some churches also allow the use of their facilities for practice. Please have your team parents park in the designated parking areas so that we may continue to use the facilities.

Please do not mow at any practice locations. This could jeopardize the league's ability to offer practices at these locations for all players.

You may find your own practice location. However you must notify the Vice President of Fields at [fields@sportingls.org](mailto:fields@sportingls.org) of your practice location and time. Sporting Lee's Summit maintains a general liability (not medical coverage) policy that covers the owner of the property. This coverage is only valid if the League has been notified of your practice location.

All injuries should be reported to the League as soon as the injury is incurred.

If you signed up for a practice field and time at the coaches meeting and encounter conflicts with other coaches or other sports, please contact the Vice President of Fields. He will assist in working out the conflict.

Practices should be regularly scheduled at a time convenient to the players on your team. Sporting Lee's Summit does not allow more than three soccer activities in any one week, including practice, games and scrimmages. Single soccer practices should be limited to no more than 2 hours.

### Scrimmage Games

Scrimmage games between teams within a division are encouraged. However, the scrimmage game will count as one soccer activity and will need to be scheduled on a practice facility.

## Playing Time/Positions

Each player is guaranteed by Sporting Lee's Summit to play at least 50% of each game and should not be allowed to play more than 80% of the game depending on team size. No player should play 100% of the game, except during absences. If a player regularly misses practices or games, please contact the League Commissioner.

Sporting Lee's Summit is designed to allow players to develop an overall understanding of soccer fundamentals. As such, players should be rotated and allowed to play multiple positions throughout the season. This assures player development and knowledge of the game. Exceptions can be made for players that do not want to play goalkeeper.

### **Sporting Lee's Summit does not allow the same player to tend goal for more than half the game.**

Placement of a player as goalkeeper for one half and not playing on the field in the second half is not consistent with our goals and efforts to teach the game of soccer. This practice is strictly prohibited.

## Playing Objective

The primary objective of Sporting Lee's Summit is to foster player development, both their soccer skills and personal development skills. Please make every attempt to keep the score down in a lopsided game. A lopsided game is one in which you are five (5) goals ahead. When you reach this margin, you should start doing any of the following to prevent the score from increasing. By every attempt, we mean:

- Move your better players to defender
- Make each of your players use his/her opposite foot
- Make you team pass a certain number of times before they can shoot
- Take your better players out of the game
- Play short (number of players on the field)

If you, as a coach, cannot prevent the score from becoming too lopsided, the referee, Commissioner, or other field officials can assist you. Coaches are expected to strive for and teach sportsmanship, fundamentals and skill development as opposed to win/loss. This is essential to the success of Sporting Lee's Summit. The following excerpt from Coaching Youth Athletes is often cited as the underlying principal of Sporting Lee's Summit. "Winning isn't everything, but striving to win is." - Vince Lombardi

Reward athletes more for their effort than for their actual success. The basic problem is that athletes learn from parents. Coaches, teammates and the media tend to gauge their self-worth largely by whether they win or lose. The devastating result of this belief is that athletes can maintain their sense of self-worth only by making others feel unworthy. The most important thing you can do as a coach to enhance the motivation of your athletes is to change this yardstick of success. Success must be seen in terms of athletes exceeding their own goals rather than surpassing the performance of others. Winning is important, but it becomes secondary to athletes striving to achieve their personal goals.

The personal goals are specific performance or behavioral objectives rather than goals concerning the outcome of winning or losing. The following are examples of personal goals, which focus on performance and other behavioral objectives.

- "My Goal is to score this season"
- "I want to improve my dribbling so that I can control the ball with either foot"
- "I want to learn to relax more and enjoy playing"

When winning is kept in perspective, sports programs produce children who enjoy movement, who strive for excellence, who dare to risk error to learn and who grow with both praise and constructive criticism. When winning is kept in perspective, there is room for fun in the pursuit of victory, or more accurately, the pursuit of victory is fun. With proper leadership, sports programs produce children who accept responsibilities, who accept others and, most of all, who accept themselves. - Coaching Young Athletes, 1981

## Player Ratings

At the end of each season, coaches are required to rate each player on their team. Player ratings are essential to the continued success of Sporting Lee's Summit and a major part of our player draft. Coaches should be

objective and rate players honestly based on their performance. Player ratings are turned in at the end of season coaches meeting that occurs during the last week of each season.

The player ratings are reviewed by each coach, the Division Representative and in certain cases, the Executive Board. Please remember that Sporting Lee's Summit strives to balance teams in an effort to challenge each player to their fullest potential.

Player ratings must be completed prior to a coach receiving team pictures and trophies at the end of the season.

### **Sporting Lee's Summit Player Ratings**

Use the rating description below to determine a rating, 1 to 10, for each player. You may use the odd numbers for those players whose skills fall in between the descriptions.

- 10 - Possesses advanced soccer skills for his/her age division and demonstrates this ability on the field. Is aggressive and can dominate the play of the game. This player, if in an offense position, has scored or has high potential for scoring. This player, if in a defensive role, can consistently be counted on to obtain control of the ball from the opponent. Considering the age group, this player shows signs of developing a complete understanding of the game of soccer.
- 8 - Possesses very good soccer skills, but may not dominate play. This player is generally aggressive and involved in the play of the game when in his/her area of the field. This player, if in the offensive position, has the ability to score. If in a defensive position, generally can be counted on to obtain control of the ball from the opponent. Considering the age group, this player understands most aspects of the game.
- 6 - Possesses relatively good soccer skills, but has room for improvement. Aggression may be lacking, but the player participates in the play of the game. This player, when in the offensive position, attempts to score. When in the defensive position, this player can obtain control of the ball occasionally. Considering the age group, this player possesses good knowledge of the game.
- 4 - This player is learning the game of soccer and skills are present, but he/she needs improvement. This player is not aggressive, but generally is involved in game play. This player is not ready to score and has minimal impact on defense. Considering his/her age group, this player is learning the game and shows interest in the sport.
- 2 - This player, generally his/her first season, has minimal soccer skills. Considering the age group, this player shows little aggression and little interest in the sport.

### **Fair Play**

Several years ago Sporting Lee's Summit established a fundamental principle allowing teams to remain intact from season to season. In rare occasions this has created the opportunity for a team to develop dominance over the remaining teams within the age group. These teams shall be referenced as Power House or Dominating Teams.

Individual players and teams now have the opportunity to originate and participate in Sporting Lee's Summit at the recreation level. The USYSA recognizes this as a "C" level team. Sporting Lee's Summit currently promotes "C" level participation. Those individuals and teams that excel beyond the recreational level can participate in more competitive levels on a local basis referred to as "B" level (an Intermediate step) and an "A" level or premier competition. USYSA also promotes competition at State, Regional and National levels of play referred to as ODP or Olympic Development Play.

### **Objective**

In an effort to maintain fair play, create development opportunities for all players at different levels of the game and insure the positive image and advancement of the game of soccer; the Board of Directors of Sporting Lee's Summit shall have a quantifiable set of criteria for recognizing and advancing all teams within Sporting Lee's Summit. The recent partnership with the Heartland League allows Sporting Lee's Summit to offer play at the "B" and "A" levels against teams of equal caliber. The desired result for establishing these quantifiable criteria is to expand the high standards of play established by Sporting Lee's Summit and to create a seamless transition for teams to develop in the game of soccer within the Sporting Lee's Summit framework.

## Oversight

Every team's performance shall be evaluated seasonally by key members of Sporting Lee's Summit to be recognized as the **Competition Committee**. This committee includes the Vice President in charge of Recreation Competition, the Vice President in charge of Competitive and all associated Assistant Commissioners. The Competition Committee shall be proactive in all player drafts in an effort to curb the development of Dominant teams and establish balance with each age group and level of play.

Coaches will sign a Code of Conduct outlining the Mission and Goals of Sporting Lee's Summit and abide by the by-laws and decisions of the Board of Directors and its Committees. The message conveyed in both letters and spirit, in its best intentions, is to promote the game of soccer and to introduce and develop young players within the game.

## Criteria for Establishing Dominance

The following key factors shall define a Power House Team:

- Duration of dominance
- Win - Loss Record - Regular Season / Post-Season Tournament
- Goal Differential
- Competitive Play

Teams which exhibit dominance over their respective age group and level of play for a maximum of **two consecutive seasons** shall be considered a Power House Team and subject to the **Fair Play Options** available to the **Competition Committee**. The committee shall have at its discretion the light to reduce the number of seasons to determine a teams dominance if deemed necessary.

### Win - Loss Record

Teams winning 90% of regular season and post season tournament games with in the same age group and level of play over the three season look back; shall be considered a dominant team for that particular age group and level of play. Consecutive undefeated seasons including tournaments should be considered dominant with regard to all factors.

### Goal Differential

Teams with a goal differential of +20 or more over the next closest team and/or a team that consistently accounts for 20% or more of all goals within a particular age group and level of play over the three season look back shall be considered a dominant team.

### Dual Participation

Currently Sporting Lee's Summit allows players to participate in recreation and share-play competition with certain limitations. The Competition Committee may utilize the current by-laws of Sporting Lee's Summit regarding dual participation by players to determine if dominance over an age group and level has occurred looking back as briefly as one season.

While Sporting Lee's Summit has demonstrated discretion on behalf of individual players to maintain dual participation, no team shall have the ability to participate in multiple levels of competition. As such a team would immediately be determined to be a team of dominance in the lower age and level of play division.

A team's participation and related success in tournaments hosted outside of Sporting Lee's Summit and Heartland shall influence the decision of the Competition Committee but not be a singular factor in any decision as Sporting Lee's Summit encourages any and all positive experiences with the game.

## Fair Play Options

The Competition Committee shall have at its disposal three immediate opportunities to resolve a situation where a dominant team has been recognized. These decisions shall not be made in haste and any action taken by the Competition Committee must be made with the following in mind (*in no priority or order*):

- What is in the best interest of the team?
- What is in the best interest of the division?

- What is in the best interest of the individual players?
- What is in the best interest of the league?

The Competition Committee must also take into consideration any immediate changes that may occur for the team or the age group / level of play. Some examples might be:

- Significant age change in next bracket - U10 to U12
- Field size change in upcoming season
- Demonstrable split in team personnel

#### ***Option 1 - Team Moves to Next Competitive Level***

A team shall be invited to participate at the next highest level of competition. A “C” team should move to a “B” level and a “B” to an “A”. Where a “B” division is split between “B2” and “B1” the move should reflect the incremental changes. In the case of a “C” recreation team moving to competitive share -play, Sporting Lee’s Summit should extend the resources of the league in making the transition as smooth as possible for players and families.

#### ***Option 2 - Team Moves Up One Age Group***

This option is directed for teams at the “C” level. Sporting Lee’s Summit offers an appealing and safe environment to enjoy the game of soccer. Should a team elect not to move to a “B” level of share-play competition, the committee shall have at its discretion the ability to move a team up to the next age group at the recreation level of play.

#### ***Option 3 - Split team into two balanced halves***

As a final option in resolving issues of a dominant team at the recreation level that chooses not to advance to the next level of competition or move in to a higher age bracket, the committee shall reserve the right to divide the team equally in half between skill level and years of experience. The two halves can be the foundation of two new teams or placed in the next player draft.

#### ***Appeal***

A team shall have the right to appeal the decision of the Competition Committee in writing to the full Board of Directors of Sporting Lee’s Summit. A vote by the Board shall be conducted at its first opportunity to affirm the decision of the Competition Committee or proceed with a recommendation from the appealing team.

In the event that the Sporting Lee’s Summit Board of Directors support a recommendation from an appealing team yet the outcome of the regular season remains a consistent dominance over that age group and level of play then the league reserves the right to place the dominant team one age group higher in the immediate post season tournament and / or prohibit their participation until an equitable solution can be implemented.

## Coaches Code of Conduct

Sporting Lee's Summit is concerned about the conduct of all coaches and referees. We want to ensure that games are fair, positive and enjoyable experiences for all of the children and adults involved. A soccer game should be friendly and unifying, a spirited social and athletic occasion for players, coaches, referees and spectators. To clarify expectations of coach conduct, we jointly expect all coaches to conform to this code of conduct.

Before, during and after the game be an example of dignity, patience and positive spirit. Before a game, introduce yourself to the opposing coach and to the referee. During the game, you are responsible for the sportsmanship of your players. If one of your players is disrespectful, irresponsible or overly aggressive, take the player out of the game at least long enough for him/her to calm down.

You are also responsible for setting the expectations of proper conduct for the parents of your players. It is imperative to explain acceptable player and parent behavior in a preseason meeting. Encourage them to applaud and cheer for good plays by either team. Discourage them yelling at players and the referee. During the game, do not address the referee at all. If you have a small issue, discuss it with the referee calmly and patiently after the game. If you have a major complaint, or if you think the referee was unfair, biased, unfit or incompetent, report your opinion to your league. Your reactions will be taken seriously if they are presented objectively and formally. After the game, **THANK** the referee and ask your players to do the same.

## Important Notice

Referees, especially young and inexperienced ones, are like your players and yourself, in that they need time to develop. You can play an important role in helping them to improve by letting them concentrate on the game. You can help by encouraging them, by accepting their inevitable, occasional mistakes and by offering constructive post-game comments. On the other hand, you could discourage and demoralize the referees by criticizing their decisions, by verbally abusing them and inciting or even accepting your own players' overly aggressive behavior.

Your example is powerful, for better or worse. If you insist on fair play, if you concentrate on your players' enjoyment of the game and their overall, long term development, and if you support the referee, your players and their parents will notice. Likewise, if you encourage your players to play outside the rules, if you're overly concerned about results, or if you criticize the referee harshly, your players and their parents will also notice.

Think about what you're doing during a game!

- Uphold the Spirit of the Game!
- If you follow the expectations described above, the spirit of the game will be alive and well in Missouri and will grow, along with the enjoyment of all.
- Coaches who do not follow the expectations described above will be disciplined or removed.

## LAWS OF THE GAME

Sporting Lee's Summit generally follows the "Laws of the Game" as set forth by the Federation Internationale de Football Association (FIFA). Several modifications have been made to these rules to keep the spirit of our philosophy. Notice that these laws were taken directly from FIFA, you will notice a variance in punctuation and spelling of words and phrases.

### Laws of the Game

#### Law 1 - The Field of Play

1. Dimensions - The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
2. Field Markings - The field of play is marked with lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. All lines are not more than 12 cm (5 ins) wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle is marked around it.
3. The Goal Area - A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line from the inside of each goalpost. These lines extend into the field of play and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
4. The Penalty Area - A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line from the inside of each goalpost. These lines extend into the field of play and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.
5. Flag posts - A flag post, not less than 1.5 m (5 ft) high, with a non-pointed top and a flag is placed at each corner.
6. The Corner Arc - A quarter circle with a radius of 1 m (1 yd) from each corner flag post is drawn inside the field of play.
7. Goals - Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm (5 ins). The goal lines are the same width as that of the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper. The goalposts and crossbars must be white. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

#### Sporting Lee's Summit Modifications

- 1) Field dimensions, markings and goal sizes differ by division (age) and are set by the Board prior to the start of each season.
- 2) Coaching area extends from the Penalty area to mid-field, with each team having its own half field. Coaches and players must remain three feet from the side touch line at all times during the game.
- 3) Spectators are to remain on the side opposite the teams. Spectators must stay at least four feet from the side touchline.
- 4) Goalkeeper coaches are not allowed in any division. No person is permitted behind the goal or goal end of the field.
- 5) The Head Coach and up to two (2) Assistant Coaches are the only coaches allowed on the "Team" side. All coaches must wear league issued team coach's shirts while coaching. Sporting Lee's Summit provides 3 Coach shirt's at no cost. The cost of additional Assistant Coach shirts are the responsibility of the coach and/or team.

#### Law 2 – The Ball

1. Qualities and Measurements - The ball is:
  - spherical
  - made of leather or other suitable material
  - of a circumference of not more than 70 cm (28 ins) and not less than 68 cm (27 ins)

- not more than 450 g (16 oz) in weight and not less than 410 g (14 oz) at the start of the match
- of a pressure equal to 0.6 – 1.1 atmosphere (600 – 1100 g/cm<sup>2</sup> ) at sea level (8.5 lbs/sq in 15.6 lbs/sq in)

### **Sporting Lee's Summit Modifications**

- 1) The league provides game balls or the referee may select one from those offered by the two teams.
- 2) Ball sizes:
  - a. PreK – 2<sup>nd</sup> Grade - Size 3
  - b. 3<sup>rd</sup> – 6<sup>th</sup> Grade - Size 4
  - c. 7<sup>th</sup> Grade and up - Size 5

#### **2. Replacement of a Defective Ball**

If the ball bursts or becomes defective during the course of a match:

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the first ball became defective

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in

- the match is restarted accordingly

The ball may not be changed during the match without the authority of the referee.

### **Law 3 – The Number of Players**

#### **1. Players**

A match is played by two teams, each consisting of not more than eleven players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players.

#### **Sporting Lee's Summit Modifications to Law 3.1**

- 1) Number of Players on Field - Note: The Commissioner of the league may approve changes to the above numbers for a particular division when enrollment or other factors dictate the need.
  - PreK/Kdg: 4 Players
  - 1<sup>st</sup> – 4<sup>th</sup>: 7 Players (6 field + 1 goalkeeper)
  - 5<sup>th</sup>/6<sup>th</sup>: 9 Players (8 field + 1 goalkeeper)
  - 7<sup>th</sup> and Up: 11 Players (10 field + 1 goalkeeper)
- 2) A match will not start if either team has fewer than 2 less than the expected number of players on the field. It is the decision of the opposing coach to show sportsmanship and play down / hold players off the field.

#### **2. Substitution Procedure**

To replace a player by a substitute, the following conditions must be observed:

- the referee is informed before any proposed substitution is made
- a substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee
- a substitute only enters the field of play at the halfway line and during a stoppage in the match
- a substitution is completed when a substitute enters the field of play from that moment, the substitute becomes a player and the player he has replaced ceases to be a player
- a player who has been replaced takes no further part in the match
- all substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not

#### **Sporting Lee's Summit Modifications to Law 3.2**

- 1) All of the team members may be substituted in and out freely during the match.
- 2) Substitutions are made during any dead ball, such as throw-in, corner kick, or goal kick. A single substitution may also be made any time a player is injured. If a player substitution is made due to injury, the opposing team may also make a single substitution. The Referee reserves the right to allow substitutions so that substitutions do not negatively impact the flow of the game.

- a. PreK through 4<sup>th</sup> Grade - Substitute on any dead ball, not until referee beckons players onto field
- b. 5<sup>th</sup> Grade and Up - Substitute on own possession throw-in or if opposing team substitutes during their throw-in, and any corner kick, goal kick or goal, not until referee beckons players onto field

3. Changing the Goalkeeper - Any of the other players may change places with the goalkeeper, provided that:
- the referee is informed before the change is made
  - the change is made during a stoppage in the match

### Sporting Lee's Summit Modifications to Law 3.3

Goalkeepers may be substituted as described above, but the new goalkeeper must be ready to avoid delay of game (cannot take time to change jersey, gloves, etc. on the field).

#### 4. Infringements/Sanctions

If a substitute enters the field of play without the referee's permission:

- play is stopped
- the substitute is cautioned, shown the yellow card and required to leave the field of play
- play is restarted with a dropped ball at the place it was located when play was stopped

If a player changes places with the goalkeeper without the referee's permission before the change is made:

- play continues
- the players concerned are cautioned and shown the yellow card when the ball is next out of play
- For any other infringements of this Law:
- the players concerned are cautioned and shown the yellow card

#### 5. Restart of Play

If play is stopped by the referee to administer a caution:

- the match is restarted by an indirect free kick, to be taken by a player of the opposing team from the place where the ball was located when play was stopped

#### 6. Players and Substitutes Sent Off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

### Law 4 – The Players' Equipment

#### 1. Safety

A player must not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewelry).

#### 2. Basic Equipment

The basic compulsory equipment of a player is:

- a jersey or shirt
- shorts – if thermal undershorts are worn, they are of the same main color as the shorts
- stockings
- shinguards
- footwear

### Sporting Lee's Summit Modifications

- 1) **League issued jerseys must be the outermost article of clothing worn.**
- 2) **A player will NOT be allowed to play or practice without shin guards.** Socks must be worn over shin guards. NO hard surfaces or sharp edges shall be exposed during games and practices.
- 3) Rubber Cleats are allowed, but not required. **Baseball and Football cleats are NOT allowed.** Baseball cleats are identified by a cleat on the toe of the shoe. Football cleats have cleats protruding from either side of the side.
- 4) **No jewelry (watches, necklaces, earrings, etc.)** shall be worn by a player during games or practices. Starter earrings (posts) are permitted but only if properly covered and taped with cloth athletic tape (a Band Aid may be used if cloth tape is unavailable).

### 3. Shinguards

- are covered entirely by the stockings
- are made of a suitable material (rubber, plastic, or similar substances)
- provide a reasonable degree of protection

### 4. Goalkeepers

- each goalkeeper wears colors which distinguish him from the other players, the referee and the assistant referees

### 5. Infringements/Sanctions

For any infringement of this Law:

- play need not be stopped
- the player at fault is instructed by the referee to leave the field of play to correct his equipment
- the player leaves the field of play when the ball next ceases to be in play, unless he has already corrected his equipment
- any player required to leave the field of play to correct his equipment does not reenter without the referee's permission
- the referee checks that the player's equipment is correct before allowing him to re-enter the field of play
- the player is only allowed to re-enter the field of play when the ball is out of play

A player who has been required to leave the field of play because of an infringement of this Law and who enters (or re-enters) the field of play without the referee's permission is cautioned and shown the yellow card.

### 6. Restart of Play

If play is stopped by the referee to administer a caution:

- the match is restarted by an indirect free kick taken by a player of the opposing side, from the place where the ball was located when the referee stopped the match.

## Law 5 – The Referee

The 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 he has been appointed.

### Powers and Duties

The Referee:

- enforces the Laws of the Game
- controls the match in co-operation with the assistant referees and, where applicable, with the fourth official
- ensures that the ball meets the requirements of Law 2
- ensures that the players' equipment meets the requirements of Law 4
- acts as timekeeper and keeps a record of the match
- stops, suspends or terminates the match, at his discretion, for any infringements of the Laws
- stops, suspends or terminates the match because of outside interference of any kind
- stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences. He is not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials and/or spectators who fail to conduct themselves in a responsible manner and may at his discretion, expel them from the field of play and its immediate surrounds

- acts on the advice of assistant referees regarding incidents which he has not seen
- ensures that no unauthorized persons enter the field of play
- restarts the match after it has been stopped
- provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occurred before, during or after the match

## Decisions of the Referee

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

## Sporting Lee's Summit Modifications

- 1) One referee per field will be used for the PreK and Kdg (4 VS 4) divisions. All other division will use 2 or 3 referees. In case of a referee shortage, games may be played with one referee.
- 2) In the absence of a second referee at the discretion of the referee, a spectator representing each team may serve as touch line judge, indicating when the ball is in and out of play.
- 3) The referee's decision is final. Arguing with the referee will not change decisions and is strictly prohibited.
- 4) Sporting Lee's Summit uses young athletes as referees. Please keep this in mind and remember that nobody is perfect.
- 5) If you have a question about a call, ask the referee for an explanation but do not argue in disagreement during game play. Wait until after the game and off the field to further your discussion. If you are not satisfied with the explanation, please walk away from the situation calmly and contact the League Commissioner (comment on reverse side of the game card if you would like to).
- 6) Coaches, players, and parents are required to treat referees with respect. A referee can eject a coach if deemed necessary to maintain control of the game.

## Law 6 – The Assistant Referees

### 1. Duties

Two assistant referees are appointed whose duties, subject to the decision of the referee, are to indicate:

- when the whole of the ball has passed out of the field of play
- which side is entitled to a corner kick, goal kick or throw-in
- when a player may be penalized for being in an offside position
- when a substitution is requested
- when misconduct or any other incident has occurred out of the view of the referee

### 2. Assistance

The assistant referees also assist the referee to control the match in accordance with the Laws of the Game. In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.

## Law 7 – The Duration of the Match

### 1. Periods of Play

## Sporting Lee's Summit Modifications

- 1) Duration of Games
  - a. Prek/Kdg - 2 fifteen minute halves
  - b. 1<sup>st</sup>/2<sup>nd</sup> - 2 twenty minute halves
  - c. 3<sup>rd</sup>/4<sup>th</sup> - 2 twenty-five minute halves
  - d. 5<sup>th</sup> and Up - 2 thirty minute halves
- 2) The referee shall serve as the official timer and scorekeeper. A game is considered complete if the game is stopped any time after the whistle has blown signaling the end of the first half. If a game is abandoned before the completion of the first half, it will be replayed in its entirety. Games may be shortened due to scheduled adherence and weather conditions.

## 2. Half-Time Interval

- Players are entitled to an interval at half-time.
- The half-time interval must not exceed 15 minutes.
- The duration of the half-time interval may be altered only with the consent of the referee.

## 3. Allowance for Time Lost

Allowance is made in either period for all time lost through:

- substitution(s)
- assessment of injury to players
- removal of injured players from the field of play for treatment
- wasting time
- any other cause

The allowance for time lost is at the discretion of the referee.

## 4. Penalty Kick

If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

## 5. Extra Time

Competition rules may provide for two further equal periods to be played. The conditions of Law 8 will apply.

## Law 8 – The Start and Restart of Play

### 1. Preliminaries

- A coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the match.
- The other team takes the kick-off to start the match.
- The team which wins the toss takes the kick-off to start the second half of the match.
- In the second half of the match the teams change ends and attack the opposite goals.

### 2. Kick-off

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable

A goal may be scored directly from the kick-off.

### 3. Procedure

- all players are in their own half of the field
- the opponents of the team taking the kick-off are at least 9.15 m (10 yards) from the ball until it is in play
- the ball is stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker does not touch the ball a second time until it has touched another player

After a team scores a goal, the kick-off is taken by the other team.

### 4. Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred

For any other infringement of the kick-off procedure:

- the kick-off is retaken

### 5. Dropped Ball

A dropped ball is a way of restarting the match after a temporary stoppage, which becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

### 6. Procedure

The referee drops the ball at the place where it was located when play was stopped. Play restarts when the ball touches the ground.

### 7. Infringements/Sanctions

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the field of play after it makes contact with the ground, without a player touching it

## 8. Special Circumstances

A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area.

An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

A dropped ball to restart the match after play has been temporarily stopped inside the goal area takes 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.

## Sporting Lee's Summit Modifications to Law 8.8

Encroachment limit is 6 yards for all divisions except 5<sup>th</sup> Grade and above divisions. This also applies to Goal Kicks.

## Law 9 – The Ball In and Out of Play

### 1. Ball Out of Play

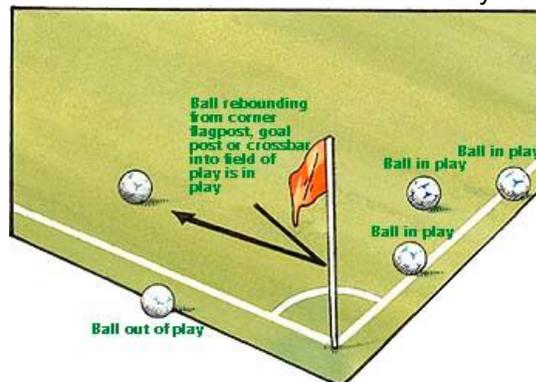
The ball is out of play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

### 2. Ball In Play

The ball is in play at all other times, including when:

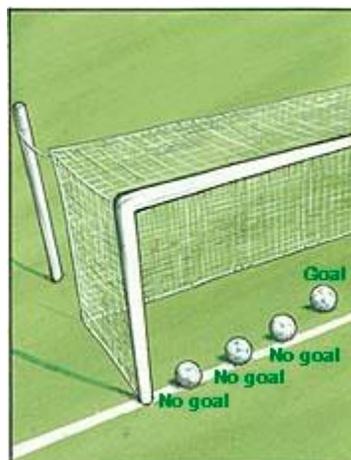
- it rebounds from a goalpost, crossbar or corner flag post and remains in the field of play
- it rebounds from either the referee or an assistant referee when they are on the field of play



## Law 10 – The Method of Scoring

### 1. Goal Scored

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



## 2. Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

## 3. Competition Rules

For matches ending in a draw, competition rules may state provisions involving extra time, or other procedures approved by the International F.A. Board to determine the winner of a match.

### **Sporting Lee's Summit Modifications** to Law 10.3

Regular season games may end in a draw. No tournament game will end in a draw, refer to procedures to determine the winner of a match.

## **Law 11 – Offside**

### 1. Offside Position

It is not an offence in itself to be in an offside position.

A player is in an offside position if:

- he is nearer to his opponents' goal line than both the ball and the second last opponent

A player is not in an offside position if:

- he is in his own half of the field of play or
- he is level with the second last opponent or
- he is level with the last two opponents

### 2. Offence

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position

### 3. No Offence

There is no offside offence if a player receives the ball directly from:

- goal kick or
- a throw-in or
- a corner kick

### 4. Infringements/Sanctions

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

### **Sporting Lee's Summit Modifications**

PreK-2<sup>nd</sup> Grade - Offside is not called

1<sup>st</sup>/2<sup>nd</sup> Grade - Offside is not called unless the privilege is exploited

3<sup>rd</sup> Grade and up - Offside is called

## **Law 12 – Fouls and Misconduct**

Fouls and misconduct are penalized as follows:

### 1. Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using 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 four offences:

- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from where the offence occurred.

## 2. Penalty Kick

A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

## 3. Indirect Free Kick

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

- takes more than six seconds while controlling the ball with his hands, before releasing it from his possession
- touches the ball again with his hands after it has been released from his possession and has not touched any other player
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate
- wastes time

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from where the offence occurred.

## 4. Disciplinary Sanctions

### 5. Cautionable Offences

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- 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 permission
- deliberately leaves the field of play without the referee's permission

### 6. Sending-Off Offences

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

- is guilty of serious foul play
- is guilty of violent conduct
- spits at an opponent or any other person
- denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- uses offensive, insulting or abusive language
- receives a second caution in the same match

## Sporting Lee's Summit Modifications

Sporting Lee's Summit is designed to teach players the game of soccer, teamwork and good sportsmanship.

**Red Card offenses by coaches, players, and/or parents will not be tolerated.**

### 1) Players

- a. A player that receives a red card will be ejected from that game and not be permitted to play in the next scheduled game. Depending of the offenses, a second red card in the same season may result in expulsion from the remainder of that season's play.

### 2) Coaches and Parents

- a. A coach that receives a red card will be ejected from that game and not permitted to coach in the next scheduled game. Depending on the offenses, a second red card in the same season may result in expulsion from the remainder of that season's play.
- 3) **All cards will be reviewed by the League Commissioner** and depending on the circumstances surrounding any particular incident, a coach or player may be ejected from the league. Such decision is at the sole discretion of the Executive Board.

## Law 13 – Free Kicks

### 1. 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 and the kicker does not touch the ball a second time until it has touched another player.

### 2. The Direct Free Kick

- if a direct free kick is kicked directly into the opponents' 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

### 3. The Indirect Free Kick

#### Signal

The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

#### Ball Enters the Goal

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

- if an indirect free kick is kicked directly into the opponents' 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

### 4. Position of Free Kick

#### Free Kick Inside the Penalty Area

Direct or indirect free kick to the defending team:

- all opponents are at least 9.15 m (10 yards) from the ball
- all opponents 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

Indirect free kick to the attacking team:

- all opponents are at least 9.15 m (10 yards) from the ball until it is in play, unless they are on their own goal line between the goalposts
- the ball is in play when it is kicked and moves
- an indirect free kick awarded inside the goal area is taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the infringement occurred

#### Free Kick Outside the Penalty Area

- all opponents are at least 9.15 m (10 yards) from the ball until it is in play
- the ball is in play when it is kicked and moves
- the free kick is taken from the place where the infringement occurred

### 5. Infringements/Sanctions

If, when a free kick is taken, 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 from inside its own penalty area, the ball is not kicked directly into play:

- the kick is retaken

Free kick taken by a player other than the goalkeeper If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area
- Free kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands), before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

### **Sporting Lee's Summit Modifications**

Direct free Kick Offenses are awarded as Indirect Free Kicks in PreK, Kdg, 1<sup>st</sup>, and 2<sup>nd</sup> grade divisions.

### **Law 14 – The Penalty Kick**

A penalty kick is awarded against a team which commits one of the ten offences 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.

#### **1. Position of the Ball and the Players**

The ball:

- is placed on the penalty mark

The player taking the penalty kick:

- is properly identified

The defending goalkeeper:

- remains on his goal line, facing the kicker, between the goalposts until the ball
- has been kicked

### **Sporting Lee's Summit Modifications**

The goalkeeper is permitted to move his feet while remaining on the goal line (i.e., moving sideways), but is still not permitted to move forward off the line by stepping or lunging forward until the ball is in play.

The players other than the kicker are located:

- inside the field of play
- outside the penalty area
- behind the penalty mark
- at least 9.15 m (10 yards) from the penalty mark

#### **2. The Referee**

- does not signal for a penalty kick to be taken until the players have taken up position in accordance with the Law
- decides when a penalty kick has been completed

#### **3. Procedure**

- the player taking the penalty kicks the ball forward
- he does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:

- the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper

#### **4. Infringements/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:

The player taking the penalty kick infringes the Laws of the Game:

- 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, the kick is not retaken

The goalkeeper infringes the Laws of the Game:

- 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

A team-mate of the player taking the kick enters the penalty area or moves in front of or within 9.15 m (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, the kick is not retaken
- if the ball rebounds from the goalkeeper, the crossbar or the goal post and is touched by this player, the referee stops play and restarts the match with an indirect free kick to the defending team

A team-mate of the goalkeeper enters the penalty area or moves in front of or within 9.15 m (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

A player of both the defending team and the attacking team infringe the Laws of the Game:

- the kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

The kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

The ball is touched by an outside agent as it moves forward:

- the kick is retaken

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
- play is restarted with a dropped ball at the place where it touched the outside agent

## **Sporting Lee's Summit Modifications**

Penalty Kicks are awarded as Indirect Free Kicks in PreK, Kdg, 1<sup>st</sup>, and 2<sup>nd</sup> grade divisions.

### **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 of the ball passes over the touch 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

#### **1. Procedure**

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- uses both hands
- delivers the ball from behind and over his head

The thrower may not touch the ball again until it has touched another player.

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

## Sporting Lee's Summit Modifications

In all divisions below 3rd Grade, kick-ins are used in lieu of throw ins. Otherwise, players will be allowed only one throw-in attempt.

### 2. Infringements/Sanctions

Throw-in taken by a player other than the goalkeeper

If, after the ball is in play, the thrower touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred
- a penalty kick is awarded if the infringement occurred inside the thrower's penalty area

Throw-in taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands), before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

If an opponent unfairly distracts or impedes the thrower:

- he is cautioned for unsporting behavior and shown the yellow card

For any other infringement of this Law:

- the throw-in is taken by a player of 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.

A goal kick is awarded when:

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

### 1. Procedure

- the ball is kicked from any point within the goal area by a player of the defending team
- opponents remain outside the penalty area until the ball is in play
- the kicker does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked directly beyond the penalty area

### 2. Infringements/Sanctions

If the ball is not kicked directly into play beyond the penalty area:

- the kick is retaken

Goal kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Goal kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

For any other infringement of this Law:

- the kick is retaken

## Law 17 – The Corner Kick

A corner kick is a method of restarting play.

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

A corner kick is awarded when:

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

### 1. Procedure

- the ball is placed inside the corner arc at the nearest corner flag post
- the corner flag post is not moved
- opponents remain at least 9.15 m (10 yards) from the ball until it is in play
- the ball is kicked by a player of the attacking team
- the ball is in play when it is kicked and moves
- the kicker does not play the ball a second time until it has touched another player

### 2. Infringements/Sanctions

Corner kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Corner kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred

outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred

- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where

the infringement occurred

For any other infringement:

- the kick is retaken

## Procedures to determine the winner of a match

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss takes the first kick
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams

- 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
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the center circle
- The goalkeeper, who is the team mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, behind the penalty area border line which runs parallel with the goal line and at least 9.15m (10 yards) from the penalty mark.
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.

### **Sporting Lee's Summit Modifications**

The League Commissioner and/or the Executive Board may alter these procedures for Tournament play. If such decisions are made, a complete list of tournament guidelines will be made available. **Note:** The Executive Board reserves the right to modify the laws of soccer to adapt to the philosophy of the Sporting Lee's Summit. If you have any questions regarding these laws, please contact the League Commissioner.