



CASA RULES

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Our Objectives

To afford the opportunity to every boy and girl to participate in the soccer program

To promote and stress sportsmanship among players, managers, coaches, referees, parents and spectators

To engage the community as coaches, managers, referees, coordinators and any other capacity in which leadership is required.

The following statements and regulations were issued as a guideline for situations that may occur during League play. These statements and regulations may be revised at the discretion of the Board of Directors of CASA.

GENERAL RULES

A. WEATHER

1. CASA will govern conditions of weather up to the time of the game, and then the referee will govern conditions during the game. The referee is authorized to shorten periods or, in severe cases, to call the game.
2. If a game is called, play will resume at a later date (at the discretion of the CASA board) from that point unless the second half kickoff has been properly executed; in which case the game will be ruled as complete.
3. All weather related information will be posted on the website.

B. POSTPONING, RESCHEDULING AND CANCELLATION OF GAMES

1. The President, Vice President, or Head Referee/Assistant Head Referee, may postpone or cancel League games
2. Coaches may not officially play or schedule make up games without approval from the League.
3. The League Scheduler will reschedule games, with proper notice given to the League. A League representative will notify coaches of new game dates, which will be final and binding.
4. It is policy that no games will be rescheduled after the first game of League play except for rain and CASA rescheduling. Whenever possible, a minimum of 2 weeks will be provided between the canceled and rescheduled game.

C. COACHING AND SPECTATOR AREA

1. Coaches are to stay on their side of the field in the area marked off and designated as the Coaching box. All coaches and players will remain within 1 - 3 yards from the touchline and 10 yards of the centerline. Spectators are to stay on the opposite side of the field as the players and coaches. **Exceptions to this rule are in the Tots and Mites divisions because 1 coach is allowed on the field to teach/direct players. In the Peewee division coaches are still allowed on the field, but should begin to work away from that.**
2. Abuses of these regulations, as determined by the referee, can lead to ejection from the field/area.
3. Only coaches will be allowed in the coaching area.
4. No spectator is allowed to enter the field of play before, during, or after the game to address the referee.

D. GOALKEEPER

1. The goalkeeper, when in possession of the ball, shall not be contacted by an opposing player at any time. Possession will be determined by the referee (possession is firm control of the ball between his/her hands and the body or ground). A direct free kick shall be awarded for this offense. The referee may also issue a yellow or red card, as appropriate.
2. A goalkeeper, not in possession of the ball, who obstructs an opponent inside the goal area, shall cause an indirect kick to be awarded to the opposing side from point of infraction
3. Once the goalkeeper obtains possession of the ball and gains control he/she has 6 seconds to release the ball back into play. The amount of steps is no longer a factor nor will the referee be asked to count out loud or make counting gestures with their hands.

E. CONDUCT

The principals of good sportsmanship will govern competition. All participants are asked to realize, accept and practice the principle that a reputation is built not only on playing skills but also good sportsmanship. If in the opinion of the referee, all is not being done to accomplish this, he may yellow card the team for unsporting behavior.

1. Coaches and players:

- a. Each coach will insure that their conduct sets the proper example for team members and spectators.
- b. The **coaches and team captains** will meet with the referees at the center of the field at the beginning of the game for the coin toss.
- c. Each player will insure that their playing conduct is that of fair play while competing to the limits of their ability.
- d. Each coach will make every effort to prevent "running up the score" against an opponent. Referees have the authority to remind the coach not to continue "running up the score" and to stop the game if this situation continues.
- e. Players and coaches will know the rules and abide by them at all times. Coaches are to instruct the teams in such a way as to motivate each player to compete according to the rules at all times.
- f. Both will show respect for the officials. Coaches are to refrain from questioning official's decisions in a disrespectful or abusive manner. Players are to refrain from addressing officials or commenting on their decisions during the play of the game.
- g. Both will show respect for coaches and players of the opposing team and demonstrate appropriate gestures of sportsmanship at the conclusion of a game.

- h. Both will maintain control of emotions, avoid the use of abusive language or profanity, humiliating remarks, and/or gestures of ill temper, and physical assault upon another player at any time.
- i. Both will follow all facility rules/regulations, respecting at all times the property of others.
- j. Coaches are to insure that team spectators conduct themselves with sportsmanship and maturity at all times while in attendance at game sites and assist the game officials in maintaining control of spectators during games.
- k. No CASA coach can wear apparel while coaching a game that designates him or her as either a game official or Board Member.
- l. In addition to the normal one game suspension for a player/coach who is ejected, any player/coach who receives a second red card (for any reason) during the season will be suspended for the remainder of that season. Furthermore, **any player/coach guilty of fighting or of physical contact with a referee will be suspended immediately** for the remainder of the current season and placed on probation for the following season. Additional penalties may be imposed as deemed appropriate. These decisions will be made at the discretion of the board and head referee.
- m. A player/coach who receives three (3) yellow cards during the season will receive an automatic one game suspension.

2. Spectators

- a. Will ensure that conduct while in attendance at games shall reflect courtesy, sportsmanship, good citizenship and a positive example for the players at all times.
- b. Will show respect for the rules of the game.
- c. Will show respect for officials and refrain from questioning decisions or from addressing them in a loud, disrespectful or abusive manner.
- d. Will cheer for their team in a positive, supportive manner refraining at all times from making hostile, negative, or abusive remarks about the opposing team.
- e. Will refrain at all times from coming onto the playing area (before, during or after the game) or from throwing foreign objects or other material onto the playing field.
- f. Will follow all facility rules and regulations, respecting at all times the property of others.
- g. Will be responsible for insuring that their children do not violate these codes.
- h. Coaches can be yellow or red carded for failure of their teams' spectators to conduct themselves properly. Coaches are responsible for any one related to the team: fans, parents or other spectators.
- i. Parents should take any concerns first to their coach or to the head referee. Parents are NOT to complain to the referee. Please remember, many of our referees are kids who are themselves learning.

3. Officials

- a. Will be responsible for knowing the rules.
- b. Is fair and firm in all decisions. Calls them as they see them.
- c. Officials shall blow their whistle loudly and make the proper signal to ensure players/coaches understand the call.
- d. Treats players and coaches courteously and demands the same treatment.
- e. Knows the game is for athletes and lets them have the spotlight.
- f. Referees will be of 12 years of age or have entered the seventh grade.
- g. Whether acting as a coach or a parent, Board members will not use their position to gain an advantage from the referee, or identify themselves as a board member to confirm the referee knows him/her. If this occurs, the board will meet to discuss disciplinary action, up to dismissal from the board.

F. DEVELOPMENTAL PLAYER PROGRAM – TOTS & MITES

CASA has instituted a Developmental Player Program for younger players. Under this program, emphasis will be placed upon developing and improving the soccer skills of our younger players.

1. Fewer players will be on the field during games to allow each player more ball contact.
2. Coaches will officiate this league. There will be no referees.
3. There will be no record of goals, final scores, or League standings.
4. All players will receive participation awards provided by CASA
5. This program was established to provide a fun, safe, and instructional atmosphere for the younger children to learn soccer and good sportsmanship. Positive support from coaches and parents are essential to achieve these goals.

Note: To ensure the fields remain intact and playable for all scheduled games, no team will be allowed to practice on the CASA fields, except teams those that are coached by board members and Tot teams. If you need help finding a place for your team to practice, please ask and the Board can offer suggestions to you.

SPORTSMANSHIP

Please remember CASA is a strictly recreational youth league. Winning and losing is a part of sports and competition, however the end result of a game is not as important as learning and practicing sportsmanship and good conduct. CASA strives to provide a learning environment for youth to be introduced to the sport of soccer and offers them a safe place to play. Not only are our players learning the game, but often our referees and even many of our coaches are being developed as well.

Due to the number of teams that are in each division, it is often necessary for Jr and Sr teams in a division to compete against one another. This results in a 1-year age difference between the two teams. This may often provide an advantage to the older team, so we have included some suggestions below to help alleviate any lopsided games. Communication between coaches (and referees) before these games can help to establish an atmosphere that is still positive for both teams involved and can help to reduce any hard feelings that may arise in our competitive natures. Any additional concerns should be brought to the attention of the Head Referee or to CASA's Board.

Running up the score is not allowed. For the official scoring a maximum goal differential of 6 will be recorded. Teams ahead by 5 goals should employ the following option(s):

- a. Play a player down or the team behind may sometimes be allowed to add a player.
- b. Pass the ball at least 10 times before shooting and work on passing skills.
- c. Allow the less skilled players more time on the field.
- d. Players should be encouraged to take shots on goal with their weaker foot.

CONCUSSION POLICY

The following is excerpted from Illinois Youth Soccer Association's (IYSA) website. There is a concussion report attached to the back of this document. There is also a concussion incident report form available in the office of the Head Referee.

Any athlete that sustains a bump, blow, jolt to the head, or a blow to another part of the body with the force transmitted to the head and/or is exhibiting signs and symptoms of concussion **MUST** be removed from play immediately. Even though most concussions appear mild, all concussions are serious and may result in complications including prolonged brain damage and death if not recognized and managed properly. A concussion is a brain injury and all brain injuries are serious. They are caused by a bump, blow, or jolt to the head, or by a blow to another part of the body with the force transmitted to the head. They can range from mild to severe and can disrupt the way the brain normally works. In other words, even a "ding" or slight bump on the head can be serious. Concussions are invisible and most concussions occur without loss of consciousness. Signs and symptoms of concussion may show up right after the injury or may take hours or days to fully appear. If your child reports any symptoms of concussion, or if you notice the symptoms or signs of concussion yourself, seek medical attention immediately. For the latest information about concussions and symptoms, visit: www.cdc.gov/ConcussionInYouthSports/.

Symptoms:

- Headaches or pressure in head
- Nausea or vomiting
- Balance problems or dizziness
- Concentration or memory problems
- Blurry or fuzzy vision
- Sensitivity to light or noise
- Feeling foggy or groggy
- Confused
- Doesn't feel right
- Dazed or stunned appearance
- Confused about assignment and/or position
- Unsure of game, score or opponent
- Moves clumsily

- Answers questions slowly
- Shows personality change
- Can't recall events prior to or after hit/fall

Seek Immediate Medical Care for:

- Double Vision
- Prolonged Amnesia
- Seizures or Convulsions
- Loss of Consciousness
- Slurred Speech
- Repeated Vomiting
- Worsening Headaches
- Worsening Symptoms
- Prolonged Confusion

BLOOD RULE

ANY BLOOD ON A PLAYER OR THEIR UNIFORM WILL BE TAKEN CARE OF IMMEDIATELY.

This means the play stops now. If a team is in clear possession of the ball they will be awarded an indirect free kick after the player with blood is removed from the field and the coach is aware of the problem and the coach takes corrective action. The wound on the player will be bandaged and wrapped to the satisfaction of the center referee and no one else. Any blood on the uniform will have to be rinsed out or a clean jersey may be worn. No exceptions.

USSF/CASA LAWS OF THE GAME

Common sense should be the basis for applying the Laws of the Game and making additional interpretations. USSF rules shall be followed at all times except where herein provided as CASA rules.

Law 1: FIELD OF PLAY

- A proper field of play is rectangular and consists of an outer boundary, two goals at opposite ends of the field, a penalty area, a halfway line, and a few other more specialized markings. Corner flags and clear markings are necessary to assist the players and the referee during the conduct of the game. The outer boundary lines are part of the field of play.
- CASA has determined the specific field/goal sizes will be determined depending on several variables, including age, team size and field conditions.
- The penalty area is the large rectangular area in front of each goal.
- The goal area is the small rectangular area in front of each goal.
- The CASA Director of Fields will define the goal area for Tot, Mites division games.
- The corner area is a quarter circle at each corner of the field having a radius of one yard.

Law 2: THE BASICS

1. The size of the ball, number of players, game structure, times and referees shall comply with the following specifications: (**Some years may require an adjustment of number of players based on the size of the teams or size of the fields used.)

A) Division	Players	Ball Size	Game Time	Game Structure	Referees
1) Tots	3v3	3	12 min	Quarters	None (Coaches)
2) Mites	4v4	3	12 min	Quarters	None (Coaches)
3) Jr Pee Wee	7v7	3	12 min	Quarters	1-2 Referees
4) Sr Peewee	7v7	3	12 min	Quarters	1-2 Referees
5) Jr Atoms	8v8	4	30 min	Halves	2 Referees
6) Sr Atoms	8v8	4	30 min	Halves	2 Referees
7) Jr Bantams	11v11	4	30 min	Halves	3 Referees
8) Sr Bantams	11v11	4	30 min	Halves	3 Referees
9) Midgets	11v11	5	30 min	Halves	3 Referees

The number of players includes the goalie.

- 1) There will be no Off Sides Calls in Tots, Mites and Peewees.
- 2) There will be no Penalty Kicks in Tots and Mites
- 3) If a throw-in is done incorrectly:
 - In the Tots/Mites division the coach will instruct the player on the throw in until it is done correctly.
 - In the Peewee division referees will allow the player 1 additional try to properly execute the throw-in.
 - In the Atoms, Bantams and Midget divisions, the ball is immediately awarded to the opposing team for a throw-in.

- a. The referee will give instructional signals by word and arm direction to the players for all restarts, corner, goal, throw in and fouls in all divisions.
- b. The referee will also verbalize the calls in the Jr & Sr Peewee Divisions only.

Law 3: NUMBER OF PLAYERS (AND SUBSTITUTIONS)

1. See the above chart for numbers of players. Any of the field players may change places with the goalkeeper, with the consent of the referee, provided the change is made during a stoppage of the game.
2. Yellow/Red Cards - An ejected (red carded) player may not be replaced. A player receiving a yellow card will be substituted for upon receiving the card.
3. CASA allows unlimited substitutions. Substitutions may be made, with the consent of the referee, at the following times:
 - Prior to a throw-in of the team taking the throw-in. if the other team is up at the half line they also may sub but not if the throw-in team is not subbing;
 - prior to a goal kick (either team);
 - after a goal (either team);
 - after an injury one for one (injured team only) when the referee stops play;
 - at half-time.
 - Substitutions are NOT allowed on corner kicks for either team.
 - **The substitute shall not enter the field of play until the player they are replacing has left, and then only after having received a signal from the referee.**

Law 4: PLAYER'S EQUIPMENT

1. A player shall not wear anything that is dangerous to another player (necklaces, earrings, watches, rings, bracelets, unpadded casts, etc. are not allowed). Hair control devices are limited to elastic/flexible materials.
2. Shoes must comply with detailed safety standards. All players must wear officially recognized soccer shoes. Neither metal cleats, nor *shoes with toe or side studs* will be allowed. Any shoe deemed unsafe by an official or referee will not be allowed.
3. Uniforms consist of a team shirt that is tucked in, black shorts, socks that are pulled up over their shin guards, shin guards and shoes. The goalkeeper shall wear a different color shirt or pinnie than the referee and the other players (both teams).
4. Shin guards are REQUIRED at all times. Players wearing glasses are recommended to use safety lenses and straps. If a player is wearing any external device (padded brace or cast), the coach is required to inform the referee and the opposing coach. The player may play only with consent of the referee.

Law 5: REFEREES

1. The referee has jurisdiction from the time they enter the field of play until both teams leave the field. Their decisions are FINAL.
2. Advantage Rule - The referee shall enforce the Laws of the Game but shall refrain from stopping the game for an infraction when they are satisfied that doing so would be giving an advantage to the

offending team. Playing the advantage is sometimes considered better for the team that was fouled than stopping play and awarding a free kick.

3. CASA provides that all rule infractions shall be briefly explained to the offending player.
4. The coach may ask the referee what the infraction is but if it gets excessive it will no longer be permitted.
5. The referee can stop the game for infringement of the rules.
6. The referee can stop or suspend a game whenever they deem necessary (severe weather, interference by spectators or coaches, running up the score, etc.).
7. The referee acts as the timekeeper and keeps a record of the game on the game card.
8. Referees scheduled for a game are expected to report to the field no later than 30 minutes prior to the scheduled starting time.
9. In the event a referee fails to appear, the Head Referee will designate a replacement. All involved parties will abide by the Head Referee decision and the game will begin promptly. The head referee may use fewer referees if needed.

Law 6: ASSISTANT REFEREE (AR)

1. Two assistant referees shall be appointed to assist the head referee in the appropriate age divisions.
2. The duties of the AR are to signal by use of the AR's flag: When the ball is out of play; which team is entitled to a corner kick, goal kick, or throw-in; when an offside infraction has occurred; when substitutions may be taken; and when an infraction has occurred that the referee may not have seen.
3. The center/head referee always makes the final decision of the action to be taken even if the initial AR's signal is to the contrary. Only the center/head referee can stop the game.

Law 7: DURATION OF THE GAME

1. CASA provides that duration of the game will be as detailed in the chart shown under Law 2.
 - a. Adjustments may be made at the discretion of the Head Referee due to weather conditions or other considerations.
 - b. Allowance may be made in either period for all time lost through substitution, the transport from the field of injured players, time-wasting or other causes, **the amount of time added will be at the discretion of the referee.** Time shall be extended to permit a penalty kick being taken at the end of the half or at the end of the match.
 - c. Players will be allowed a 5 minute break at half time.
2. Game structure
 - a. The start of play at the beginning of each half and after a goal shall proceed with a kickoff.
 - b. At the beginning of the game, the team winning the toss shall decide which goal it will attack in the first half of the match. The other team takes the kick off to start the match.
 - c. After half time, the ends shall be changed and the kickoff shall be taken by the team opposite from the team that took the kickoff at the beginning of the game.

- d. On a kickoff, the ball must be stationary on the ground at the center of the field and may move in any direction to start play. The player initiating the kick off may not touch the ball a second time until it has been touched by another player on the field. If this rule is violated, the kickoff shall be retaken.
 - e. The player taking the kickoff may not play the ball a second time until it has been touched by another player. If this rule is violated, the kickoff shall be retaken.
 - f. Every player on each team must be in their own half of the field, and all players of the team opposing the kicker must be at least ten yards away from the ball when the ball is put into play. If this rule is violated, the kickoff shall be retaken.
 - g. A goal may be scored directly from a kickoff.
 - h. After a temporary suspension of play for any reason not otherwise mentioned in the Laws of the Game. The referee shall restart the game by a drop ball where the ball was when play was stopped, unless it was within the goal area at that time, in which case it shall be dropped on that part of the goal area line which runs parallel to the goal line, at the point nearest to where the ball was when play was stopped. A player may not play the ball until it touches the ground. If this rule is violated, the drop ball shall be retaken. A goal may be scored directly from a drop ball.
3. If one of the scheduled teams is a no-show or does not have the minimum number of players (2 under the required number playing on the field), ten minutes past the scheduled start time, the game shall be recorded as a 1 - 0 forfeiture.

Law 8: BALL IN AND OUT OF PLAY

1. The ball is out of play only: when it has crossed the goal line or touchline in its **entirety**, whether on the ground or in the air, or when the game has been stopped by the referee. In or out of play is determined by the ball **ONLY**. Play will continue as long as the ball is in play, even if the player is out of bounds.
2. The ball is in play at all other times during the game, even if: it rebounds from the goal post, crossbar, or corner flag into the field of play, it rebounds off the referee or a linesman when they are in the field of play, or an apparent infraction has occurred but the referee has not stopped the game.

Law 9: METHOD OF SCORING

1. A goal is scored when the **whole of the ball** crosses the goal line between the goal posts and under the crossbar, provided it was not thrown, carried, or intentionally propelled by arm or hand by an attacking player (except the opposing goalkeeper who throws the ball from his/her own penalty area).
2. If a defending player deflects the ball with their hand or arm and the ball goes in the goal, a goal is scored.

Law 10: OFFSIDE

1. A player is in an offside position if they are nearer the opposing team's goal line than the ball at the moment the ball is played unless: They are in their own half of the field; two opposing players are nearer their goal line than they are (including the opposing goalkeeper); the ball is last touched by an opponent; or they receive the ball directly from a goal kick, corner kick, throw-in, or drop ball.
2. A player in an offside position is not offside unless, in the opinion of the referee, they are interfering with play or with an opponent, actively involved in the play or are seeking to gain advantage by being in an offside position.
3. For an offside infraction, the defending team is awarded an indirect free kick from the place where the offside occurred.

Law 11: FOULS AND MISCONDUCT

1. Free kicks may be awarded to the opposing team as a means of penalizing fouls and misconduct. The player committing the foul or misconduct may also be cautioned or ejected, even if a free kick is not awarded due to application of the advantage clause (Law 5).
2. A player who commits any of the following fouls in a manner considered by the referee to be careless, reckless or involving disproportionate force are penalized by awarding a direct free kick to the opposing team:
 - (a) Kicks or attempts to kick an opponent.
 - (b) Trips or attempts to trip an opponent.
 - (c) Jumps at an opponent.
 - (d) Charges an opponent.
 - (e) Strikes or attempts to strike an opponent.
 - (f) Pushes an opponent.
 - (g) Slide tackles an opponent (There are NO slide tackles permitted in ANY division)
 - (h) Or who commits any of the following four offenses:
 - (i) Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
 - (ii) Holds an opponent.
 - (iii) Spits at an opponent
 - (iv) Handles the ball deliberately (except as goalkeeper, inside the goal area).
3. A penalty kick is awarded if any of the above offenses is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.
4. The following rule infractions are penalized by awarding an indirect free kick to the opposing team:
 - a. Plays in a dangerous manner.
 - b. Impedes the progress of an opponent.
 - c. Prevents the goalkeeper from releasing the ball from his hands.
 - d. An indirect free kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following five offenses:
 - e. Takes more than 6 seconds while controlling the ball with his hands, before releasing it from his possession.
 - f. Touches the ball again with his hands after it has been released from his possession and has not touched any other player.
 - g. Touches the ball with his hands after it has been deliberately kicked to him by a team mate.
Intentional Pass back by a teammate
 - h. Touched the ball with his hands after receiving it directly from a throw-in taken by a teammate.
 - i. Wastes time.
 - j. If this infraction occurs within the goal area, the free kick is taken from the goal area line nearest to the infraction.
 - k. Wastes time.
 - l. If this infraction occurs within the goal area, the free kick is taken from the goal area line nearest to the infraction.
5. A player shall be cautioned (referee shows yellow card) and substituted for if they:
 - a. Are guilty of unsporting behavior.
 - b. Shows dissent by word or action.
 - c. Persistently infringes the Laws of the Game.
 - d. Delays the restart of play.
 - e. Fails to respect the required distance when play is restarted with a corner kick or free kick.
 - f. Enters or re-enters the field of play without the referee's permission.
 - g. Deliberately leaves the field of play without the referee's permission.

6. A player shall be ejected from the game (referee shows red card) if they are guilty of:
 - a. Serious foul play.
 - b. Violent conduct.
 - c. Spits at an opponent or any other person.
 - d. Denies an opponent 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).
 - e. 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.
 - f. Uses offensive, insulting or abusive language.
 - g. Receives a second caution in the same match.

An ejected player may not be replaced. CASA provides that a player or coach who is ejected from a game normally will not be allowed to participate in their next game to be played. The ejected player or coach must leave the "field of play" immediately before the match is to restart. The field of play is defined as 100 yards from the outer lines of the pitch or the parking lot whichever is further away from the pitch.

The game referee will report the ejection to the Head Referee and fill out a game report, which in turn will pass it on to the CASA Board.

Law 12: FREE KICKS

1. The two kinds of free kicks are:
 - a. Direct free kick (from which a goal may be scored directly against the offending team.)
 - b. Indirect free kick (from which a goal cannot be scored unless the ball is touched by a player other than the kicker before going into the goal.)
2. Direct free kicks are awarded only for the direct free kick fouls under Law 12. All other offenses are awarded an indirect free kick unless specifically stated otherwise in the law that describes the offense.
3. A free kick is taken from the place where the offense occurred, except when awarded in the goal area:
 - a. Any free kick awarded to the defending team, within its own goal area, may be taken from anywhere within the goal area.
 - b. Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal area line which runs parallel to the goal line, at the point nearest to where the offense was committed.
4. The ball must be stationary on the ground before the kick is taken. The ball is in play when it is kicked and moves, and may not be played by the kicker a second time before being touched by another player.
5. All opposing players must be at least ten yards away from the ball when the ball is put into play. If this rule is violated, the free kick is retaken.
6. If the offense occurred less than ten yards from the opponent's goal line (5, 6 and 8 yards for above), the opposing players may stand on their own goal line between the goal posts.
7. On free kicks taken within its penalty area by the defending team, all opposing players must be outside the penalty area and at least 10 yards back from the ball. The ball must travel outside the penalty area before being in play. The goalkeeper shall not receive the ball into his/her hands, in order that they may kick it into play.

Law 13: PENALTY KICK

1. A penalty kick is awarded if the defending team commits one of the direct free kick fouls within its own penalty area.
2. The penalty kick is taken from the penalty mark, which is centered in the box.
3. All players except the kicker and the goalkeeper must be outside the penalty area, behind the ball and at least 10 yards away from the penalty mark.
4. The goalkeeper must stand with both feet touching the goal line until the ball is kicked. The keeper can move their feet along the goal line.
5. The ball must be kicked forward and is in play when it moves. The kicker may not play it a second time before being touched by another player.
6. A goal may be scored directly on a penalty kick.
7. For any violation of 3, 4 or 5 above:
 - a. If by the attacking team other than the kicker and a goal results, the penalty kick shall be retaken
 - b. If by the defending team and a goal does not result, the penalty kick shall be retaken.
8. Time shall be extended to allow a penalty kick to be taken.

Law 14: THROW-IN

1. A throw-in is awarded if the ball passes completely over a touchline, on the ground or in the air.
2. The ball is thrown in within one meter from the place where it crossed the line by a player of the team opposite to that of the player who last touched it. A throw-in taken from any position other than the point where the ball passed over the touchline shall be considered to have been improperly thrown.
3. The thrower must face the field and part of each foot must be on the ground, either on the touchline or outside the field of play. The ball must be thrown with both hands and must be delivered from behind and over their head
4. A goal cannot be scored directly from a throw-in.
5. If the throw-in is improper, a throw-in from the same place shall be awarded to the opposing team. Exceptions to this rule are stated earlier for Tots, Mites and Peewee divisions.
6. The ball is in play immediately upon entering the field of play, but may not be played by the thrower before being touched by another player.

Law 15: GOAL KICK

1. A goal kick is awarded the defending team if the ball passes completely over its goal line, outside the goal, after having last been touched by a player of the attacking team.
2. The goal kick is taken from any point within the goal area.
3. All opposing players must be outside the penalty area.
4. The ball must travel outside the penalty area before being in play and may not be played by the kicker a second time before being touched by another player.

5. A goal may be scored directly from a goal kick.
6. If the ball does not travel outside the penalty area, the goal kick shall be retaken.
7. A goal kick may be taken by any player. It does NOT have to be taken by the goalie.

Law 16: CORNER KICK

1. A corner kick is awarded the attacking team if the ball passes completely over the defending team's goal line, outside the goal, after having last been touched by a player of the defending team.
2. The corner kick is taken from within the quarter circle nearest the place where the ball crossed the goal line. The corner flag must not be moved while taking the corner kick.
3. All opposing players must be 10 yards from the 1 yard marker or 11 yards from the corner.
4. The ball is in play when it is kicked and moves, and may not be played by the kicker a second time before being touched by another player.
5. A goal may be scored directly from a corner kick.
6. If the kicker plays the ball before another player touches it, the opposing team shall be awarded an indirect free kick. For any other violation of this law, the corner kick shall be retaken.
7. A player may NOT be offside if they receive the ball directly from the corner.
8. There will be **NO slide tackle**, not even to stop the ball from entering the goal. If a slide tackle occurs in the Tot or Mite Divisions the coach will take that player off and correct the matter. If a slide tackle occurs during any other division a yellow card will be issued and an indirect kick will be the restart and second will result in an ejection. **CASA does not allow slide tackles.**

LAW 17: HEADING THE BALL – NEW RULE IN EFFECT BEGINNING IN 2016 SEASON

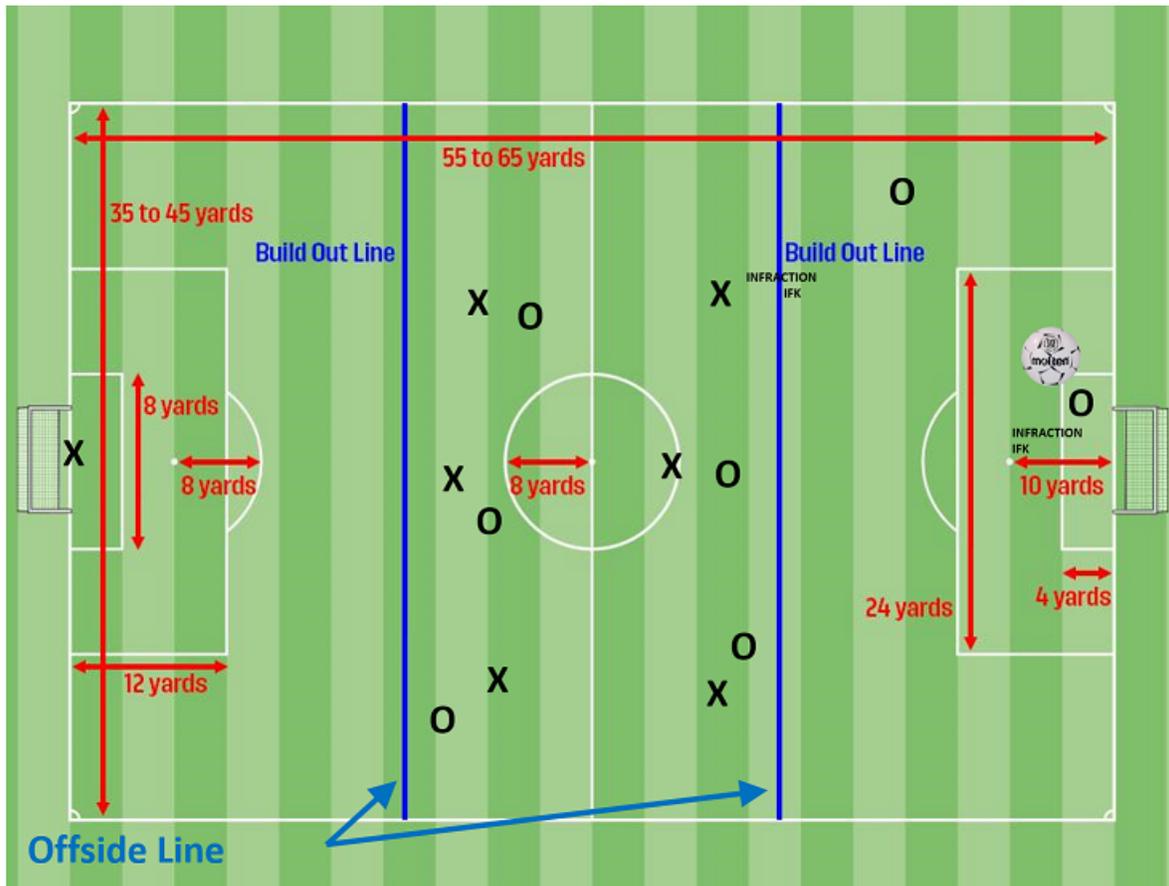
CASA prohibits the intentional heading of the ball in players 11 and under. The ONLY division at CASA that allows intentional head balls is the Midget division.

- When a player deliberately heads the ball in a game (as determined by the referee), an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

For more detailed information regarding the institution of this rule in the state and nationally, please visit the IYSA website here: <http://www.illinoisyouthsoccer.org/home/906579.html>

LAW 18: BUILD-OUT LINE – NEW RULE IN EFFECT BEGINNING IN 2019 SEASON (PEEWEE & ATOM DIVISIONS ONLY)

Build out line Instructional Video: [Build Out Line Video](#)



- The spirit of this rule is to encourage the U9 and U10 teams to learn how to play the ball forward from the first third. Traditionally keepers have been able to just punt the ball across the midway line which was a detriment to the players learning how to progress the ball forward from defense to mid field to the attackers.
- When the goalkeeper (Team O) has the ball in his/her hands during play, the opposing team (Team X) must move behind the build-out line until the ball is released from the goalkeeper's possession and crosses the penalty area.
- Once the opposing team is behind the build-out line, the goalkeeper can release the ball by passing (NOT dribbling), throwing, or rolling the ball to a teammate who is on his/her side of the build-out line or beyond the build-out line.
- Section 1R has clarified that the goalkeeper may roll (not bounce) the ball and then pass the ball to a teammate on their side of the build out line.
- PUNTS and DROP KICKS are not allowed from the keeper.
- After the ball is released from the goalkeeper's possession and crosses the penalty area, the opposing team may cross the build-out line and play resumes as normal.
- The goalkeeper releasing the ball from possession or the player taking the goal kick does not have to wait for the opposing players to move behind the build-out line.
- The play from the goalkeeper or from the goal kick can be played to a teammate beyond the build-out line.
- **UPDATE** - on Goal Kicks, the ball must be kicked and cross the penalty area before the opposing team can cross the build out line to attack the ball.