



***OUSL Spring Outdoor Soccer  
Laws of the Game***

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## *Introduction*

The Orcutt United Soccer League (OUSL) is primarily a recreational soccer league located in Orcutt California and is affiliated with the California State Soccer Association – South (CSSA-S). The OUSL is a 501© (3) Non-profit organization. The OUSL Supports the Fall, Spring, TOPSoccer, Adult and competitive (Crusaders) Leagues.

The OUSL Mission Statement states:

The mission of the Orcutt United Soccer League (OUSL) is to develop sportsmanship, teamwork spirit, technical and skill opportunities in order to contribute to the betterment of the youth community.

We also intend to meet the challenges of the future with the continuous improvement for the development of related skill activities such as administration, management, coaching, and refereeing the game of “SOCCER”.

To help facilitate the goals outlined in the OUSL Mission Statement, a Spring Outdoor Soccer Division was formed. The Spring Soccer Division operates as a sub entity under the OUSL. The Spring Soccer Rules and Regulations is based under the FIFA Futsal rules to emphasize player skill development.. If an event occurs that is not directly addressed by the OUSL Spring Soccer Laws of the Game, the standard FIFA soccer rules (not the FIFA Futsal rules) are used to resolve the event. For more information regarding the OUSL, please visit the OUSL web site at [www.ousl.org](http://www.ousl.org).



***Orcutt United Soccer League  
Spring Soccer Laws of the Game  
Revision History***

<i>Date Published</i>	<i>Comments</i>
March 9, 2011	Revise Law 11 to disallow “cherry picking”.
February 10, 2010	Revised to better conform with 5v5 rules of play
March 6, 2009	Global revision to change all referenced of Indoor Soccer to Spring Outdoor Soccer. Secondly, to update the Rules & Regulations to conform with FIFA Spring Outdoor Futsall & FIFA .
March 14, 2015	change law 3 to 6 on the field 8 on the roster, Law 15 conform to FIFA
March 18, 2017	Update roster play 7v7 size corner kick not direct free kick.
March 13, 2018	change from throw-in to kick-ins, change U8 to 6v6



## OUSL Spring Quick Look Soccer Rules

Rule	OUSL Spring Soccer Rule	Comments
Ball Size	CU06: #3 CU08: #3 U14: #5: CU10: #4 U19: #5 CU12: #4	Law 3, Page 3
Substitutions	**Unlimited "flying" substitutions Referee does NOT need to be notified. ** U06: Changed in Quarters	Law 3, Page 3
Number of Players	CU06: 3 on pitch 6 players Cu8 6v6 on the pitch 8 players CU10-U19: 7 on pitch 10 players	Law 4, Page 4
Referees	No Assistant Referees will be needed,	Law 5 & 6, Page 5
Play duration	CU06: four 8 minute quarters CU08: two 20 minute halves CU10: two 20 minutes halves CU12: two 20 minutes halves CU14: two 25 minute halves CU19: two 25 minute halves	Law 7, Page 6
Half time	5 minutes.	Law 7, Page 6
Clock stoppage	Running clock never stops	Law 7, Page 6
Time outs	None	Law 7, Page 6
Restart time	4 seconds	Law 8, page 7
Offside Rule	CU06: NO CU08 and above: NO	Law 11, Page 8
Contact	Shoulder to shoulder contact permitted. <b><u>No slide tackles.</u></b> Goalkeeper may slide on ball collections.	Law 12, Page 9
Red card foul	No substitution for player sent off	Law 12, Page 9
Direct Free Kick	No direct kicks (except penalty kick)	Law 13, Page 11 and Law 14, Page 12
Indirect Free Kick	Can not directly score goal and <i>must</i> pass to teammate	Law 13, Page 11
Touchline play restart	Kick-ins	Law 15, Page 13
Goal line play restart - last touched by offensive player	Goal clearance (throw by goalkeeper)	Law 16 & 16A, Page 14
Goalkeeper restart time	4 seconds	Law 16, Page 14
Goal line play restart - last touched by defensive player	Corner kick placed on corner arch	Law 17, Page 16

### **LAW 16 - THE GOAL CLEARANCE**

A goal clearance is a method of restarting play.  
A goal may not be scored directly from a goal clearance.

**The goal clearance 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 11.

**Procedure - General**

- **the ball is rolled or thrown from any point within the penalty area by the goalkeeper of the defending team the ball must be touched or played by another player within the respective goalkeeper's own half of the court (ball can not cross the halfway line without touching another player from either team).**

the goal clearance must be carried out within 4 seconds

- The goalkeeper does not play the ball a second time until it has touched another player
- Opponents remain outside the penalty area until the ball is in play
- The ball is in play only after leaving the penalty area

**The goalkeeper is allowed to play all over the Court, like the other field players.**



## *OUSL Spring Outdoor Soccer*

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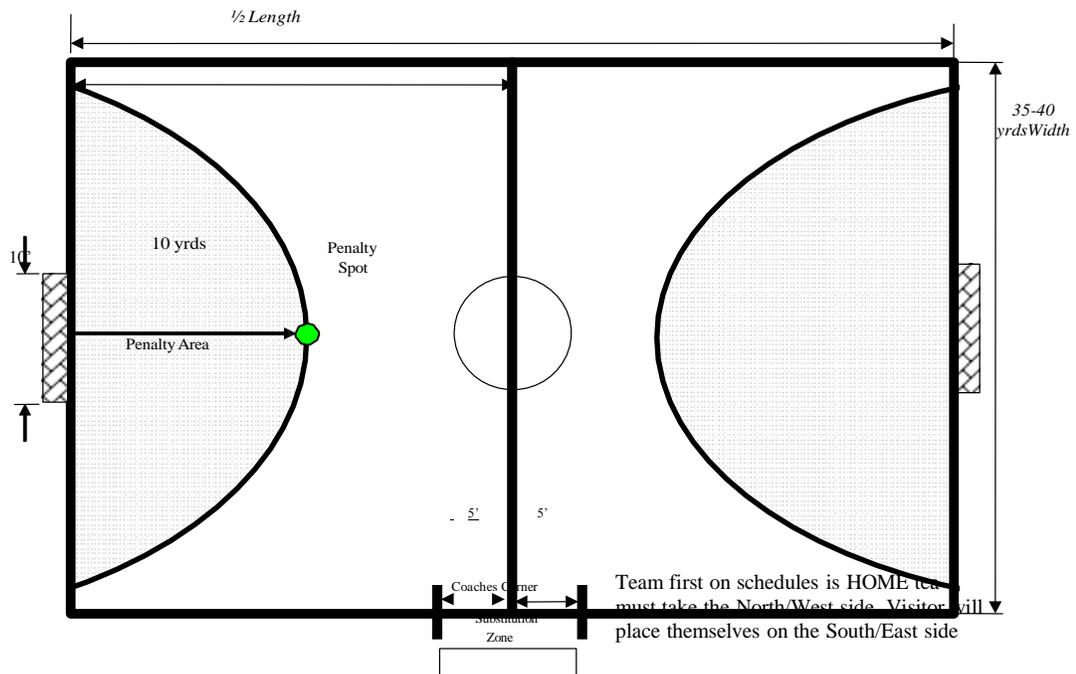


## LAW 1 - THE PITCH

The playing court for the OUSL Spring Outdoor soccer league will be similar to a standard indoor Futsall court. The Under 06 court will conform with the playing rules of the fall league. The U08 to U19 playing field will be modified to conform to the following illustration:

### Spring Soccer Pitch/Court

55-60 yds-Length



#### Dimensions:

U06: Length: 30 yards length by 20 yards width

U08: Length: 50 yards Width: 35 yards

U10 to U19 Length: 65 Width: 45 yards

#### Court Markings

The pitch 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 3 inch wide. The pitch is divided into two halves by the halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 7 yards except for U06 at 5 yards radius.

#### The Penalty Area

The top of the penalty area for U08 fields is 8 yards from the goal line; for the U10 to U19 the penalty area will be 10 yards from goal line and is used to define the boundary for the penalty area. The U06 penalty area marking will be 3 yards length by 6 yards width square.



### Penalty Mark

The penalty mark is drawn at the apex at the 8 yard line for U08 and at the apex of the 10 yard line for the U10 and above from the gol line.. No penalty mark for the U06. Substitution Zone

The substitution zone is situated on the side designated as home or visitor. The substitution zones are situated directly behind the teams' coaches box and are each at least 10 yards in length.

### Goals

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar. The distance (inside measurement) between the posts is 21 feet and the distance from the lower edge of the crossbar to the ground is 7 feet. Both goal posts and the crossbar have the same width and depth of 3 inches. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or some other adequate support. The depth of the goal, described as the distance from the inside edge of the goal posts towards the outside of the Court, is at least 31 inches at the top and 3 feet at ground level.

### Safety

The goals may be portable but they must be anchored securely to the ground during play.

### Surface of the Court

Grass surface will be used for the Spring Soccer season.

## LAW 2 - THE BALL

The ball shall be: As approved by FIFA for soccer use, size #3 for CU06 & CU08 and size #4 for CU10 – CU12 and size #5 for CU14 & CU19.

### 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 while not in play, at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in, the match is restarted according to the Laws. The ball may not be changed during the match without the permission of the referee.



## LAW 3 - THE NUMBER OF PLAYERS

### Players

A match is played by two teams, each consisting of no more than:

- a. CU06 three (3) players and no goalkeeper.
  - Maximum number of player assigned to an CU06 team is 6.
- b. CU08-six (6) players. One player is designated as the goalkeeper.
  - \* Maximum players assigned to a team is 9.
- c. CU10-CU19 seven (7) players. One player is designated as the goalkeeper.
  - Maximum players assigned to a team is 10.

To start a match the minimum number of players per team shall be three (3). If, in the event of players being sent off, fewer than three players (including the goalkeeper) are left in either of the teams, the match must be abandoned.

### Substitution Procedure

- a. CU06, substitutions must be made at each quarter.
- b. CU 08-CU19 the number of “flying” substitutions made during a match is unlimited. A player who has been replaced may return to the Court as a substitute for any player.

A “flying” substitution is one that is made when the ball is in or out of play and for which the following conditions are observed:

- the player leaving the Court must do so at his own substitution zone.
- the player entering the Court must also do so at his own substitution zone but not until the player leaving the Court has passed completely over the touchline.
- a substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- the substitution is completed when the substitute enters the Court, from which moment he becomes a player and the player whom he is replacing ceases to be a player.

A goalkeeper may change places with any other player. (Note: There is no stoppage of the game or stoppage of the game time, when there is a goalkeeper change.)

### Infringements / Sanctions

If, while a substitution is being made, a substitute enters the Court before the player being replaced has completely left:

- play is stopped.
- the player being replaced is instructed to leave the Court.
- the substitute is cautioned.
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

If, while a substitution is being made, a substitute enters the Court or a player being replaced leaves it from a place other than the substitution zone:

- play is stopped.
- the offending player is cautioned and shown the yellow card.
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.



## LAW 4 - THE PLAYERS' EQUIPMENT

### Safety

A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewelry or earrings.

### Basic Equipment

The basic mandatory equipment of a player are: a jersey or shirt, shorts, socks, shin guards, and soccer shoes. If thermal undershorts are worn, they will be of the same main color as the shorts.

### Jersey or shirt

Numbers shall appear on the back of all shirts. Each Player of the same team shall have a different number. Colors of the numbers shall contrast clearly with the colors of the jersey.

### Shinguards

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

### Goalkeepers

- the goalkeeper is permitted to wear long trousers.
- each goalkeeper wears colors which easily distinguish him from the other players and the referees.
- goalkeepers must wear their team jersey under their goalkeeper's jersey.

### Infringements/Sanctions

For any Infringement of this Law:

- the player at fault is instructed by the referee to leave the Court to correct his equipment or to obtain any missing item of equipment.
- the player may not return to the Court without first reporting to one of the referees, who then checks that the player's equipment is now correct.
- the player is only allowed to re-enter the match when the ball is out of play.



## 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, from the moment he enters the locality where the Court is situated until he leaves. There will be NO PAID referees for CU06.

### Powers and Duties

#### The Referee :

- enforces the Laws of the Game.
- 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.
- keeps a record of the match and 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 that occur before, during or after the match.
- acts as timekeeper in the event that this official is not present.
- stops, suspends or terminates the match for any infringement of the Laws or due to any kind of outside interference.
- takes disciplinary action against players guilty of cautionable and sending-off offences
- ensures that no unauthorized persons enter the Court.
- stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the Court.
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured.
- ensures that any ball used meets the requirements of Law 2.

The decisions of the referee regarding facts connected with play are final.

## LAW 6 - THE ASSISTANT REFEREES

1. There will be NO Assistant Referees for the Spring Outdoor Program.



## LAW 7 - THE DURATION OF THE MATCH

### Periods of Play

The match lasts two equal periods as follows:

- CU06 4 each 8 min quarters (allow 2 minutes for in between quarters)
- CU08 20 minute halves
- CU10 20 minute halves
- CU12 20 minute halves
- CU14 25 minute halves
- CU19 25 minute halves

If the match is started late, the period of the first half shall be reduced by the amount of time lost. It is essential that games run strictly to time. Teams not ready to kick-off at the scheduled time as signaled by the referee will be penalized by shortening the game time.

Time-out - No timeouts.

### Half-time Interval

The half-time interval must not exceed five (5) minutes.



## LAW 8 - THE START AND RESTART OF PLAY

### Preliminaries

. The kick-off is decided by the toss of a coin. The Home team calls “heads” or “tails” for the coin toss. The coin toss is done within 5 minutes of the scheduled start of the game. The team winning the toss takes the kick-off to start the match. The team that loses the toss takes the kick-off to start the second half of the match.

### 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 CANNOT be scored directly from the kick-off.**

### Procedure

- all players are in their own half of the field
- the opponents of the team taking the kick-off are at least 10 feet 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 may 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.

### 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. However, if this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.

For any other infringement of the kick-off procedure the kick-off is retaken.

### Dropped Ball

A dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary, while the ball is in play and provided that immediately preceding the stoppage it has not passed over the touchline or goal line, for any reason not mentioned elsewhere in the Laws of the Game.

### Procedure

The referee drops the ball at the place where it was located when play was stopped, except if it was in the penalty area, in which case he drops it on the penalty area line, at the place nearest to where the ball was located when the match was stopped. Play restarts when the ball touches the ground.

### 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 Court after it makes contact with the ground, without a player touching it



## LAW 9- THE BALL IN AND OUT OF PLAY

### 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

### Ball in Play

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

- it rebounds from a goal post or the crossbar onto the pitch
- it rebounds from the referee when they are on the pitch

## LAW 10 - THE METHOD OF SCORING

### Goal Scored

Except otherwise provided by these Laws, a goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.

### 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 a draw.

## LAW 11- OFFSIDE

- Law 11 - Offside rule is technically not in effect, however the intent of the rule will be followed. Positioning a player in front of or near the opponent's goal irrespective of the location of the ball on the field (also known as "cherry picking") is contrary to the aims of the OUSL Spring Soccer program. The referee shall take appropriate action to prevent this kind of play by awarding an indirect free kick to the offended team. The referee may also provide instructional statements to the violating players and coach.



## LAW 12- FOULS AND MISCONDUCT

All fouls committed outside of the penalty area will result in the award of an indirect free kick to the opposing team. For fouls committed inside the penalty area, reference Law 14, The Penalty Kick.

An indirect 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, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent

An indirect free kick is also awarded to the opposing team if a player commits any of the following offences:

- holds an opponent
- spits at an opponent
- sliding tackle will NOT be allowed, except for the goalkeeper in his own penalty area and provided that he does not play in a careless, reckless way or using excessive force
- handles the ball deliberately, except for the goalkeeper in his own penalty area

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offences:

- touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate

An indirect free kick is also awarded to the opposing team, to be taken from the place where the infringement occurred, if, in the opinion of the referee, a player:

- plays in a dangerous manner
- deliberately impedes the progress of an opponent when the ball is not being played
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned in Law 10, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

### **Disciplinary Sanctions**

#### Cautionable Offences

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

1. is guilty of unsporting behavior.
2. shows dissent by word or action.
3. persistently infringes the Laws of the Game.
4. delays the restart of play.
5. fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance.
6. enters or re-enters the Court outside of the team's substitution zone without the referee's permission or infringes the substitution procedure.
7. deliberately leaves the Court outside of the team's substitution zone without the referee's permission.



For any of these offences, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offence was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. A caution is also given provided that no graver infringement of the Laws has been committed.

#### Sending-Off Offenses

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

1. is guilty of serious foul play
2. is guilty of violent conduct
3. spits on an opponent or any other person
4. 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)
5. 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
6. uses offensive, insulting or abusive language
7. receives a second caution in the same match

If play is stopped because a player is sent off the Court for offence 6 or 7, without having committed any additional infringement of the Laws, the game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

A player who has been sent off may not re-enter the game in course, nor may he sit on the substitutes' bench. He must leave the field of play. The team will play a player short. No substitute is allowed..



## LAW 13 - FREE KICKS

### Types of Free Kicks

Free kicks are either **direct** or **indirect**. A penalty kick is the only type of direct free kick (all fouls outside the penalty area only result in indirect kicks).

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

### The Direct Free Kick

- if a direct free kick is kicked directly into the opponent's goal, a goal is awarded

### The Indirect Free Kick

- a goal can be scored only if the ball subsequently touches another player before it enters the goal
- the kicker must pass the ball to another player (attempts at goal are not allowed)

### Position of Free Kick

- all players (opponents AND teammates) must be at least 5 yards from the ball until it is in play
- the ball is in play after it has been touched or played

### 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, after the ball is in play, the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team, taken from the place where the infringement occurred. However, if this offence is committed within the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

If, in the opinion of the referee during an indirect free kick, the kicker attempts to score a goal by deflecting the ball off of an opponent rather than pass the ball to a teammate:

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

If the team taking the free kick takes more than 4 seconds to do so:

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

### Signals

- Direct Free Kick: the referee keeps one arm horizontal pointing in the direction the kick is to be taken until the kick is taken.
- Indirect Free Kick: 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.



## LAW 14 - THE PENALTY KICK

A penalty kick is awarded if a player commits any of the offences listed below inside his own penalty area and with the ball 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 each period of extra time.

A penalty 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, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent

A penalty kick is also awarded to the opposing team if a player commits any of the following offences:

- holds an opponent
- spits at an opponent
- slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle), except for the goalkeeper in his own penalty area and provided that he does not play in a careless, reckless way or using excessive force
- handles the ball deliberately, except for the goalkeeper in his own penalty area

### 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.

The players other than the kicker are located:

- inside the pitch
- outside the penalty area
- behind or to the side of the penalty mark
- at least 5 yards from the penalty mark

### Procedure

- the player taking the penalty kicks the ball forward
- he may 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 the goalposts and under the crossbar:

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



### Infringements/Sanctions

If any of the following situations occur:

A player of the defending team infringes this Law:

- the kick is retaken, only if a goal is not scored
- the kick is not retaken if a goal is scored

A teammate of the player taking the kick infringes this Law of the Game:

- the kick is retaken if a goal is scored
- the kick is not retaken if a goal is not scored

The player taking the kick infringes this Law of the Game after the ball is in play:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

## LAW 15 - kick-in

- \* ball is to be placed on the ground and kicked into play.  
opposing team to be 6yds. from where the ball is to be kicked, Players not to delay restart.



## LAW 16 - THE GOAL CLEARANCE

A goal clearance is a method of restarting play.

A goal may not be scored directly from a goal clearance.

The goal clearance 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 11.

Procedure - General

- the ball is rolled or thrown from any point within the penalty area by the goalkeeper of the defending team
- **the ball must be touched or played by another player within the respective goalkeeper's own half of the court (ball can not cross the halfway line without touching another player from either team).**
- the goal clearance must be carried out within 4 seconds
- the goalkeeper does not play the ball a second time until it has touched another player
- opponents remain outside the penalty area until the ball is in play
- the ball is in play only after leaving the penalty area

The goalkeeper is allowed to play all over the Court, like the other field players.

Infringements/Sanctions

If the ball is not rolled or thrown directly beyond the penalty area:

- the goal clearance is retaken

If, after the ball is in play, the goalkeeper touches the ball a second time, before it has touched another player:

- an indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line from the place nearest to where the infringement occurred

If, after the ball is in play, the goalkeeper touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate (consistent with Law 12):

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

If the ball passes beyond the goalkeeper's half of the court without first having been touched or played by a player:

- an indirect free kick to the opposing team from any point on the halfway line.

If the goal clearance is not carried out within 4 seconds from the time the goalkeeper has possession of the ball:

- an indirect free kick to the opposing team from any point on the halfway line.



## LAW 16A - GOALKEEPER BALL COLLECTION

### A ball collection is defined as:

- the ball, having last touched an opponent, is in the hands of the goalkeeper (the goalkeeper has collected the ball).
- the ball is still in play.

A goal may not be scored directly from a goalkeeper releasing the ball.

### Ball Release Procedure

- once goalkeeper has collected the ball, opponents must *attempt* to clear the penalty area until the ball is in play
- goalkeeper does not have to wait until opponents clear the penalty area to release ball
- the ball is rolled or thrown from any point within the penalty area by the goalkeeper of the defending team (no drop kicks)
- the ball must be touched or played by any player (including goalkeeper) within the respective goalkeeper's own half of the court (ball can not cross the halfway line without touching a player from either team).
- the ball release must be carried out within 4 seconds
- ball is always in play (ball does not have to clear penalty area and either team may play ball)
- goalkeeper may either distribute ball to another player or play the ball directly
- if goalkeeper plays the ball directly, goalkeeper may not take a shot until ball has crossed the halfway line or goalkeeper has lost possession of the ball

### Infringements/Sanctions

If, after the ball has been released, the goalkeeper handles the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team from the penalty area line from the place nearest to where the infringement occurred

If the ball passes beyond the goalkeeper's half of the court without first having been touched or played by a player:

- an indirect free kick to the opposing team from any point on the halfway line.

If the ball release is not carried out within 4 seconds from the time the goalkeeper has possession of the ball:

- an indirect free kick to the opposing team from any point on the halfway line.

If goalkeeper executes a drop-kick:

- an indirect free kick to the opposing team from any point on the halfway line.

If goalkeeper plays ball directly and takes shot prior to the ball crossing the halfway line (without losing ball possession):

- an indirect free kick to the opposing team from any point on the halfway line.



## LAW 17 - THE CORNER KICK

A corner kick is a method of restarting play.

A goal may not be scored directly from a corner kick, cannot score against your own 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 9.

### Procedure

- the ball is placed exactly on the point of intersection of the goal line and the touch line.
- opponents remain at least 5 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 or touched
- the kicker does not play the ball a second time until it has touched another player

### Infringements/Sanctions

An indirect free kick is taken by the opposing team if:

- the player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred.
- the corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball. The indirect free kick is taken from the corner arc.

For any other infringement:

- the corner kick is retaken.

## Spring Tournament

**What:** OUSL is hosting “**Spring Tournament 2017**”. The Spring Tournament is a competitive tournament and each team will play a minimum of three (3) reduced length games. All brackets have at least two preliminary games on Saturday and one preliminary game with possible playoffs on Sunday (see Tournament Format section below). Spring Tournament is only for OUSL registered teams. Scores and standings will be kept in all age divisions. The coaching philosophies that the OUSL ascribes to will be maintained (i.e., every child will play at least 50% of each game, and coaches should have their players play all positions).

**When:** Last weekend of spring games. All games will be played at the standard OUSL playing fields.

**Who:** Boys/Girls U08, U10, U12, U14, and U19 teams that participated in the OUSL seasonal year are eligible to compete (U06 teams are not eligible). Players must play on the same team they played with during the OUSL season. **No loan players are allowed.**



**Tournament Format:** Each bracket's tournament format is based on the number of teams entered in the bracket. The Tournament Director establishes each bracket's format after registration is complete.

# of Teams	Typical Tournament Format	Awards
3	Double round-robin, no play-offs, 4 games per team	1 <sup>st</sup> and 2 <sup>nd</sup>
4	Standard round-robin, no play-offs, 3 games per team	1 <sup>st</sup> and 2 <sup>nd</sup>
5	Standard round-robin, no play-offs, 4 games per team	1 <sup>st</sup> and 2 <sup>nd</sup>
6 – 7	Preliminary round of 3 games per team, 1 <sup>st</sup> and 2 <sup>nd</sup> place teams advance to championship, 3 <sup>rd</sup> and 4 <sup>th</sup> place teams advance to consolation game for 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>
8 and above	Preliminary round of 3 games per team, top 4 teams advance to play-offs, winners of semi-final games advance to championship game, losers of semi-final games advance to consolation game	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> , 4 <sup>th</sup>

**Tournament Conduct:** See OUSL Mission Statement and Coaches Code of Ethics and OUSL Code of Ethics. **Special Note: A coach, parent, or spectator that is ejected during a game shall be banned from all OUSL venues for the remainder of the “Spring Tournament”.**

QUESTIONS OR CONCERNS: Check the website for additional information: [www.ousl.org](http://www.ousl.org).

**Tournament Director: COME JOIN THE FUN AND EXCITEMENT OF THE OUSL Spring Tournament**

Spirit of the Game:

“Let the players enjoy the games. Let them have a day of fun and competition.”



## Spring Tournament RULES

**General:** Only OUSL Tournament registered players are allowed to compete.

- 1) **All REFEREE** decisions are final. **NO PROTESTS** will be accepted.
- 2) Shin guards are mandatory for all players.
- 3) Medical Release Forms are mandatory for all players.
- 4) All participating players must play 50% of each game.
- 5) All Games must end 5 minutes before the next schedule game.

### Substitutions Substitution Procedure

- c. CU06, substitutions must be made at each quarter.
- d. CU 08-CU19 the number of “flying” substitutions made during a match is unlimited. A player who has been replaced may return to the Court as a substitute for any player.

A “flying” substitution is one that is made when the ball is in or out of play and for which the following conditions are observed:

- the player leaving the Court must do so at his own substitution zone.
- the player entering the Court must also do so at his own substitution zone but not until the player leaving the Court has passed completely over the touchline.
- a substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- the substitution is completed when the substitute enters the Court, from which moment he becomes a player and the player whom he is replacing ceases to be a player.

A goalkeeper may change places with any other player. (Note: There is no stoppage of the game or stoppage of the game time, when there is a goalkeeper change.)

### Infringements / Sanctions

If, while a substitution is being made, a substitute enters the Court before the player being replaced has completely left:

- play is stopped.
- the player being replaced is instructed to leave the Court.
- the substitute is cautioned.
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

If, while a substitution is being made, a substitute enters the Court or a player being replaced leaves it from a place other than the substitution zone:

- play is stopped.
- the offending player is cautioned and shown the yellow card.
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

### **Awards:**

- 1) All players will receive participation recognition.
- 2) Trophies will be awarded for first (1<sup>st</sup>) and second (2<sup>nd</sup>) place in each bracket.
- 3) For each bracket with 6 to 7 teams entered, trophies will be presented for third (3<sup>rd</sup>) place.
- 4) For each bracket with 8 or more teams entered, trophies will be presented for third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) place.
- 5) Check the Awards Schedule for when awards will be presented (usually after the last game).

### **Point System:**

WIN	=	6 POINTS
LOSS	=	0 POINTS
TIE	=	3 POINTS



FORFEIT*	=	8 POINTS
SHUTOUT	=	1 POINT
GOALS	=	1 POINT EACH UP TO 3 PER GAME
RED CARD	=	2 POINT DEDUCTION

\* A forfeit shall occur if a scheduled team is not on the field ready to play at the scheduled start time.

\*\* If a team plays four games in a preliminary round, the fourth game does not count for points or tie breaker determination.

### **Preliminary Round or No-Playoff**

#### **Tie Breaker Determination:**

- 1) Winner Head-to-Head
- 2) Goal differential (forfeits not counted)
- 3) Fewest goals against
- 4) Most goals for
- 5) Most Shutouts (forfeits not counted)
- 6) Most total wins (a forfeit will count as a win)
- 7) Head-to-Head goal differential
- 8) FIFA penalty shootout

**Playoff Tie Breakers:** If a playoff game is tied at the end of regulation play, the winner shall be determined by:

- 1) Up to two five (5) minute overtime golden goal periods (**sudden death**) with a two (2) minute half time.
- 2) FIFA penalty shootout

**Game Length:** All game times shall be as follows:

- 1) Under 8, two (2) 15 minute halves
- 2) Under 10, two (2) 15 minute halves
- 3) Under 12, two (2) 15 minute halves
- 4) Under 14, two (2) 15 minute halves
- 5) Under 19, two (2) 15 minute halves

#### **Other Rules:**

- 1) Teams will set up with player coaches and spectators on the same side of the fields. U08 – U10 fields, teams set up in the space between both fields. U12 – U14 fields, teams set up on opposing sides of the fields. As the teams face the field; Home team on the North/West, Visitor on the South/East. Home Team will provide three (3) game balls.
- 2) No spectators near the goal area. If space permits, spectators remain at least six feet behind the touchline and at least eighteen yards from the corners of the field. Spectators are not allowed behind the end line and goals for any reason.
- 3) Game cards will be provided to each team by the tournament at Team Check-in. Each Coach must present their team game card to the Referee at the beginning of the match. **No Game Card, No Match, Recorded as a Forfeit, No Exceptions.** The Referee will fill out each game card with scores and any cautions or ejections then return the Game Card to the scoring area. Game Card to the Stats table for recording after each match. After the last game the Coach will check with Stats table to determine advancement or winners.
- 4) Any games terminated because of fighting will earn the team(s) expulsion from the tournament and all games played will be forfeited. Results will be recalculated for forfeiture points, unless their opponent having won the game earned the same or more points from the win, which will stand as a win and factor for tie breaker determination as a win.



- 5) A player receiving a **RED CARD** will be ejected from the field of play and must completely leave the field upon which play is being held. A two (2) point deduction for each **RED CARD** received will affect the team's total points. A coach, parent, or spectator ejected from the field of play must completely leave the field upon which play is being held. The team they represent will have a two (2) point deduction for that game only. If a player receives a red card, the player is suspended for the remainder of that game and the next game. If a coach, parent, or spectator is ejected from a game, that individual is banned from all OUSL venues for the remainder of the tournament.
- 6) **NO alcoholic beverages are allowed. NO dogs are allowed. NO smoking is allowed.**
- 7) Coaches and players, parents, and spectators must remain on their side of the field,.
- 8) **EVERYONE NEEDS TO CLEAN UP THEIR AREA AFTER EACH GAME.**
- 9) All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee. The goalkeeper will be attired in an outfit that is different from the opposing keeper, all other players on the field, and the referee. In cases of uniform color similarity, the designated home team (listed first) will wear pinnies.
- 10) No equipment shall be worn that is dangerous to another player (**any cast constructed of hardened material, whether padded or not, is defined as being dangerous equipment**).
- 11) **Reminder: No jewelry is permitted to be worn anywhere on a player.** Taping of jewelry is not permitted. Medical alert bracelet/necklaces are allowed, if taped.
- 12) Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.
- 13) No one may play if they are bleeding or there is blood on their uniform. The player must leave the field and may be substituted at the coach's discretion. The uniform must be changed. The player may return to the game after bleeding is stopped, the wound is covered and the player is wearing a uniform without blood on it.
- 14) A referee may wait for up to 5 minutes after the scheduled start time for one or more of the teams to complete pre-game check in or provide the minimum number of players to begin the match.
- 15) If a game cannot be started on time or must be temporarily suspended for safety issues (such as lightning or other severe weather conditions), or cannot be completed as scheduled due to weather conditions, the referee or a team official should call the Tournament Director at 805-878-0967 for guidance.
- 16) For a suspended game that cannot be completed during the allocated game time slot **and the Tournament Director has determined that the match cannot be completed,** if the first half of the match has been completed, the match will be considered completed and the results considered final.
- 17) The Tournament Director will work with the teams to attempt to reschedule games not played or abandoned in the first half through no fault of either team. A reschedule may not be possible in all cases. Games that require a result for advancement of teams or points to determine winners may be scheduled for shootout completion as determined by the Tournament Director.
- 18) If weather does not permit the completion of the tournament to determine champions, the Orcutt United SL may either cancel the tournament or reschedule teams to complete the tournament in a round robin shootout format, to be determined. Teams that participate in these contingency tournament completion scenarios must meet the criteria of all playing rules (e.g., be there at the scheduled time, minimum number of players, proper equipment, etc.).
- 19) The decision of the Tournament Director regarding game completion, cancellation, or reschedule is final.