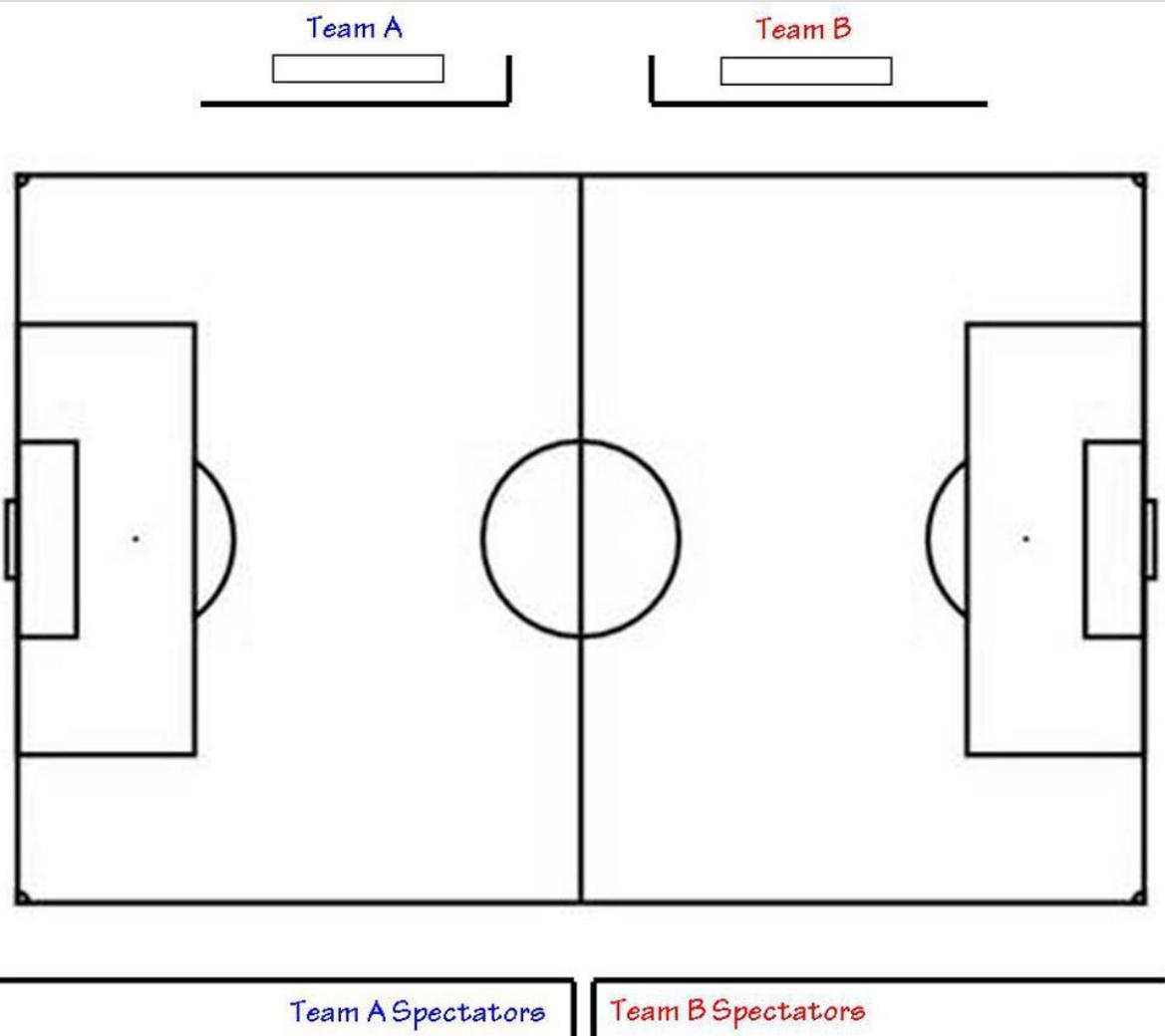




Association Rules



Parents and spectators sit on their respective half of the field across from their team.

Playing Rules for Pleasant Hill Soccer

GENERAL

1. FIFA Laws of the Game shall apply except as amended herein. See age specific rules for details.
2. Lack of knowledge of these Rules will not relieve any Coach, Team Official, Parent or Player of a team from the responsibilities and possible penalties herein. ALL CLUBS, TEAM OFFICIALS, PARENTS AND PLAYERS, BY PARTICIPATING IN KCML PLAY, AGREE THAT THEY ARE BOUND BY THESE RULES.

AGE SPECIFIC RULES - separate playing rules sheets available for U5/U6, U7/8, U9/10, U11/12 and U13 and Above.

CANCELLATIONS: see also "Weather Cancellations"

1. Pleasant Hill Soccer Association will work with coaches to reschedule games based on field availability. In the event the game can't be made up the cancellation will not hurt either team's record. In the event one team is unable or is unwilling to reschedule the will forfeit the game and it will be recorded as a loss for that team.
2. If due to weather a game is suspended in the first half, it shall be replayed from the start. If the game is suspended after the end of the first half, it shall be recorded as a completed game.
3. The program is not responsible for any fees associated with games suspended due to weather.

EQUIPMENT:

1. Players must all have numbered jerseys of a like color and style. Jersey numbers for each member of a team must be different.
2. Goalies must wear a color that distinguishes them from the rest of the players and referees.
3. No players at any level will be penalized or prevented from playing for slight color differences, extra stripes on shorts, etc.
4. Earrings, jewelry, hair beads, braids, dreadlocks, headbands, bandanas, ponytails, etc. being allowed each game is left up to the discretion of the center referee. If he deems it to be dangerous, unnecessary or possibly being used as a weapon, the referee may instruct the item to be removed, taped, or pinned up. Failure to comply will

result in that player being removed from the game until the problem is corrected.

5. Shin guards are required and must be covered entirely by the socks.

6. Goalies may wear baseball caps.

7. Players are allowed to wear gloves and stocking hats on those days when the weather would require them.

8. Full length jogging pants, sweatshirts or jackets may be worn on days the weather require them. Jogging pants should be worn over the shorts. Sweatshirts or jackets must be under the jersey so the number is visible.

9. Sliding pants must be above the top of the knee. Color is of no bearing.

10. Cast, knee braces, anything except shin guards made of rigid material must be covered with at least $\frac{1}{2}$ inch of padding and must be approved by the center referee. All edges must be completely covered so they do not show.

11. Players must have shirts tucked in at the beginning of each quarter or half. Referees are to remind players if they do not. If a player refuses to tuck in the shirt as instructed they will be cautioned (carded) for dissent.

12. Should a player be sent off the field to correct, get, or change any part of their uniform, equipment, etc., they shall not be allowed back onto the field until approved by the referee.

13. Though pennies are normally available at KC Metro League locations, it is still advisable to have an alternate shirt in case of color conflicts.

14. Home team is responsible for color change.

FORFEITS:

1. Forfeits are subject to review by the program board.

2. Forfeited games will not be rescheduled unless the forfeiting team prepays all fees due for the game to be rescheduled and the team that received the win wishes to replay.

3. Teams have ten (10) minutes past game time to properly man the field before a forfeit will be called. A forfeit will be recorded as a 0-3 loss to the forfeiting team.

4. In the event that neither team is able to field the minimum number of players, then the record will show a cancelled game with no results for either team.

5. The referee, at his/her discretion, may terminate a game under the following conditions: a) A team leaves the field during play without the approval of the referee. b) A team is sent from the field by the referee for frequent and/or violent misconduct. c) Extreme sideline area misconduct (by player, coach or spectators) that causes interruption of play. d) Possession or consumption of alcoholic beverages or drugs by coaches, players, parents or spectators. Only the Pleasant Hill Soccer Association has the authority to declare a winner, a forfeit, or a replay of the match in its entirety. The referee must report fully on the events to their next higher authority.

8. Failure of a coach/team official to remain out of sight, out of sound after being sent off or receiving a Red Card may result in a forfeit.

9. If the coach/team official receives a Red Card and is required to leave and there is no other carded adult able to supervise the team, the game will result in an automatic forfeit.

GAME CONDUCT

COACHES ARE RESPONSIBLE FOR THE CONDUCT OF THEIR PLAYERS AND SPECTATORS. IF A SPECTATOR'S CONDUCT WARRANTS THE ISSUANCE OF A YELLOW AND/OR RED CARD, IT WILL BE CONSIDERED AS AWARDED TO THE COACH.

1. PHYSICAL VIOLENCE, FOUL AND ABUSIVE LANGUAGE, OR HARASSMENT WILL NOT BE TOLERATED. Such conduct will be reported even in situations where cards were not issued. Any incident of a player or coach issued a Red Card for physical violence, assault, or abuse directed against a referee or assistant referee will be subject to an automatic review by the PHSA board. The use of noise making or amplifying devices is PROHIBITED. PHSA is a Smoke Free Facility all smoking is prohibited.

2. The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. The referee(s) is empowered to:

- a. Rule on what equipment or accessories are considered dangerous;
- b. Issue Yellow or Red cards during that entire period;
- c. Terminate a game for coach, players, or spectator misconduct.
- d. Refuse to allow the game to be played if, in the referee's judgment, the field is unplayable.

INJURIES

1. For safety reasons, any injured players, excluding the goalie, that causes the game to be stopped due to injury, must be removed from the game but may re-enter on the next substitution opportunity.
2. A 1-for-1 substitution will be allowed on injuries meaning both teams may sub one (1) player.
3. If blood is present on the player, jersey, or any clothing worn by the participant, the blood must be removed. The participant may replace that article of clothing in order to re-enter the game. Clothing substitutes do not have to match the uniform but should distinguish them from the other team. Again, pennies are normally available at most fields.
4. Open injuries/wounds must be covered to the referees satisfaction. Blood must not be showing.

LINE UP CARDS

1. PHSA will provide peel-n-stick line up cards to all teams.
2. Line up cards are to be completed as instructed at the top of each card. Players should be listed in shirt (jersey) number order with the full first and last name of each.
3. The team name, team number and coach's name must be the same as shown on the game schedule for that session.

MODIFICATIONS

1. Because of concerns for the safety of younger players, beyond the limitations of the laws of the game, the "League" does not allow players ages U-11 and below to be allowed to head the ball during games. Heading the ball is defined as a player using or attempting to use his/her own head to play the ball. Should a referee or assistant referee see a player head the ball, the referee must stop play, inform the player they may not head the ball, and restart with an indirect free kick to the opposing team from where the player headed or attempted to head the ball. If the location is inside the goal area, the restart should be moved to the 6 yard line at a point nearest to where the player headed or attempted to head the ball. This does not apply to a player being struck in the head by a ball he/she didn't intend to play in that manner. While referees might stop play in this circumstance to evaluate potential injury, should the player show any of the signs referees watch for that might indicate a serious injury, per the laws of the game that restart would be a dropped ball. Referees must understand that heading the ball is NOT a violation of the laws of the game, so no criteria associated with fouls or infractions of the laws, should be applied to this violation of league safety requirements except those mentioned above. Referees must use common sense. For instance, should a player head the ball away from the goal, even though by definition this might meet the criteria for denying a goal scoring opportunity, that should not be applied in this circumstance. Likewise, players who are guilty of heading the ball should never be issued a caution or sending off. The referee should rather focus on helping the players understand that the league does not allow heading until they are older because it is unsafe.

PLAYING REQUIREMENTS

1. Individual age level playing rules are listed on separate sheets. These are available separately.
2. Field markings will conform to modified youth soccer guidelines.
3. All teams U12 and younger, must be playing small-sided games.
4. All referees are USSF licensed. For all Small Sided games, the number of referees is determined by the Home league. For all other play, games will be assigned a three man system. In case a referee doesn't show, the center referee will use club linesmen.
5. There shall be a five (5) minute half time between the 1st and 2nd half.
6. Length of games may be shortened to accommodate weather or light conditions. This should be done equally for each quarter or half and declared before the start of the game.
7. Mercy Rule: If in the 2nd half one team is ahead of the other by ten (10) or more points, the referee is to ask the losing team if they want the game stopped thus awarding the win to the other team. See also "Suspension of Game"

REFEREES: see also "Playing Requirements"

1. Shall abide by the guidelines set by this program for games played within this program.
2. Are responsible for checking passes before the start of each game.
3. Shall note any problems with passes (ie: didn't have, missing, not complete, etc.) on their portion of the game card.

START of PLAY: see also "Equipment" and "Referees"

1. The minimum number of players along with player passes and completed line up card are required before the start of the game.
Every team MUST have a currently carded ADULT (does not need to be carded to that team) on the sideline before and during the game.
2. If passes are not available at the start of the game, the team has until the end of the game to provide them.
3. Referees will attempt to check teams in fifteen (15) minutes before the start of the game.
4. Players not able to be checked before the start of the game, may not enter the game until they have been properly checked in by one of the referees involved with that game.
5. Games will not be stopped to check players in.
6. All players must remain until the referee has checked all passes.
7. Required line up cards are to be completed as explained at the top of the card.
8. Team number is the number showing on the schedule for that session.

SUSPENSION of GAME

1. Games may only be stopped by a referee, head referee or member Club official associated with the member Club hosting the game.
2. The referee is to note this information on the game card at the time of the stoppage.
3. Mercy Rule: If in the 2nd half one team is ahead of the other by ten (10) or more points, the referee is to ask the losing team if they want the game stopped thus awarding the win to the other team. See also "Playing Requirements".

RED CARD/EJECTIONS

1. Ejections are to be served immediately and apply to the next game played for the team that the ejected person played for when they received the suspension. The suspension does not apply to other teams the ejected person may participate with.
2. Ejected person must leave the playing field (OUT OF SIGHT, OUT OF SOUND) area IMMEDIATELY or CAUSE their team to forfeit. If a coach, after receiving a red card, refuses to leave the premises (out of sight, out of sound) after a reasonable amount of time (not more than 5 minutes) they will not only sit out their next game but also will sit out 2 additional games (for a total of a 3 game suspension)
3. If the next game the suspension applied to is canceled, the suspension carries over to the next scheduled game.
4. If a suspended players name appears on the line up card, it must be marked out before the team is checked in and the game begins. If not, it will be assumed the suspended player participated which will result in a forfeit being declared.
5. Any suspended person participating in a game will receive an additional suspension of at least one (1) game. Additional penalties may be imposed.
6. Any coach playing a suspended player will receive a suspension of at least one (1) game. Additional penalties may be imposed.
7. Any suspended coach, manager, trainer, or assistant participating in a game will receive an additional suspension of at least one (1) game. Additional penalties may be imposed.
8. A person receiving 2 red cards for fighting or serious foul play in a session shall be ejected from PHSA League for the rest of that session. This suspension does not carry over to the next session.

WEATHER CANCELLATIONS

1. Coaches are responsible for calling the rain out number of the host member Club their game is scheduled to be played at that day.
2. If no message or not updated, then assume the games are still being played.
3. Listen to the complete message. At times, depending on conditions, only certain games may be canceled.