

TOE VALLEY SOCCER ASSOCIATION REGULATIONS AND MODIFIED RULES OF PLAY

Revised August 15, 2017

1. AFFILIATION

- 1.1. TVSA is a member association of North Carolina Youth Soccer Association (NCYSA).
- 1.2. NCYSA is a member of United States Youth Soccer Association and the United States Soccer Federation, which is a member of FIFA, the international governing body for soccer.

2. SEASONAL YEAR

- 2.1. Fall season (September-November)
- 2.2. Spring season (March-May)

3. RESPONSIBILITY FOR REGISTRATION OF PLAYERS

- 3.1. The TVSA Registrar will be responsible for registration of players during registration periods defined by the TVSA Board in advance of Seasons.
- 3.2. All players will be registered with NCYSA by a certified NCYSA Registrar.
- 3.3. Registration procedures, including rules related to age limits, proof of age, team roster limitations, player release and transfer procedures will be followed according to said rules at North Carolina Youth Soccer Association at this link:
<http://www.ncsoccer.org/docs/rulesManuals/registrationProcedures.pdf>

4. SAFETY, RISK MANAGEMENT AND ABUSE PREVENTION TRAINING

4.1. Field and Equipment Conditions

- 4.1.1. TVSA shall comply with NCYSA guidance regarding the safety and setup of fields and equipment; e.g., fields shall be free of debris and goals shall be properly secured.
- 4.1.2. Referees shall have discretion concerning the safety of fields and equipment and can decide if conditions are unsafe for matches to be held.
- 4.1.3. Referees shall also have discretion concerning player specific equipment and whether it is appropriate for use in a soccer match

4.2. Inclement Weather

- 4.2.1 TVSA shall comply with NCYSA guidance regarding play and inclement weather.
 - 4.2.1.1 In particular, with lightning and thunder, TVSA will comply with guidance from NCYSA, dated October 15, 2015: "If you see lightning, clear the field. If you hear thunder, clear the field. Play will be halted for a minimum of 30 minutes. If no lightning is spotted during the 30 minutes and/or no thunder is heard during the 30 minutes, play will resume. If lightning is seen and/or thunder is heard during the 30 minute period, the clock starts over. No play will resume until a minimum of 30 minutes passes with no thunder and/or no lightning."
- 4.2.2 With snow and other weather conditions, referees will have discretion concerning whether a match should be played or continue.
- 4.2.3 In addition, the TVSA Board shall retain discretion concerning whether games shall be cancelled or rescheduled due to inclement weather.

4.3 Risk Management and Abuse Prevention Training

4.3.1 TVSA shall comply with NCYSA guidance regarding Risk Management and Abuse Prevention Training.

4.3.1.1 In particular, TVSA shall adhere to procedures outlined at the NCYSA website: <http://www.ncsoccer.org/docs/rulesManuals/rmPolicyManual.pdf>

4.4 Discipline and Appeals

4.4.1 TVSA shall comply with NCYSA guidance regarding Discipline and Appeals outlined at the NCYSA website: <http://www.ncsoccer.org/docs/rulesManuals/d-aManual.pdf>

5. CODE OF CONDUCT

5.1. TVSA shall distribute a Code of Conduct to coaches, referees, parents, and players at the outset of every season.

5.2. Coaches will be responsible for ensuring that their players and the parents of their players have received and have acknowledged the Code of Conduct.

6. OTHER RULES

6.1. TVSA's stance on playing with unaffiliated teams will be governed by guidance from NCYSA.

6.2. TVSA shall not register or admit to membership and team, player, coach, referee or administrator who is under suspension by or receiving disciplinary action by another member – this includes NCYSA/USYSA/USSF.

6.3. TVSA may not invoke the aid of the courts of the US without first exhausting all available remedies within the appropriate soccer organization, and as provided by the Ted Stevens Olympic and Amateur Sports Act.

6.4. Players, with the approval of TVSA, may roster on more than one youth team per season year according to rules provided by NCYSA regarding dual rostering.

6.5. Players may play within TVSA at multiple levels of play, but when playing in NCYSA/USYSA sponsored competitions must adhere to the rules set forth by the state and national organization.

6.6. When any player, coach, manager, club official, or game official assaults or abuses a referee, the original jurisdiction to adjudicate the matter shall vest immediately in NCYSA. TVSA MUST IMMEDIATELY REPORT THE INCIDENT

6.7. Other areas not addressed by rules and regulations noted above will be addressed by the Board of TVSA in consultation with NCYSA staff when necessary.

7. MODIFIED RULES OF PLAY—AS NOTED BELOW BY AGE GROUP

Note that any rules—especially those related to roster, team, or field size—may be temporarily amended or suspended by the board of directors at the start of, or during, each season.

6 and Under

Law 1 – The Field of Play

MINI FIELD

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 25 yards maximum 35 yards

Width: minimum 15 yards maximum 25 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line.

The Goal Area: None.

The Penalty Area: None.

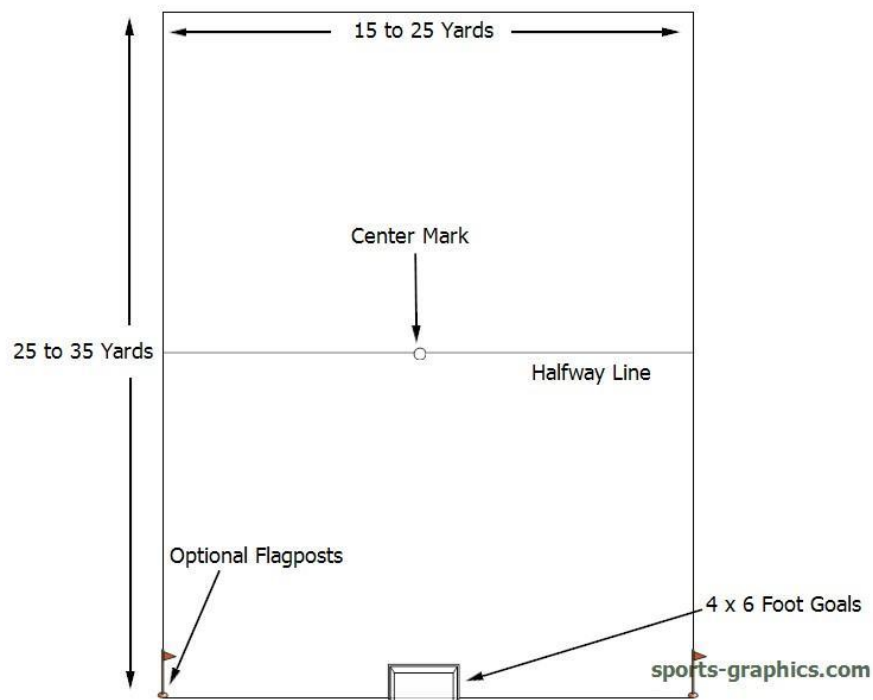
Flagposts: Corner flags are optional.

The Corner Arc: None.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is six (6) feet and the distance from the lower edge of the crossbar to the ground is four (4) feet. Goals for this age group may be smaller.

Optional: Use Pugg goals, corner flags, or bicycle flags in lieu of standard goals.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.



Law 2 – The Ball

Size three (3). The ball will need to be FIFA Quality.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than four (4) players, but 3v3 is recommended. There are NO goalkeepers.

Substitutions: At any stoppage of play and unlimited.

N. B.: If a player who is suspected to have a head injuryⁱ leaves the field of play for additional evaluation, a substitution can be made in that moment.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. It is the coach's responsibility to enforce this rule. Teams and matches may be coed.

The anticipated maximum team roster size is six (6).ⁱⁱ

Law 4 – The Players Equipment

Conform to FIFA Laws of the Game. Non-uniform clothing is allowed based on weather conditions, but uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

Law 5 – The Referee

There is no need for fully qualified referees to manage 6-U games. One or both of the coaches should officiate / manage the game. The games are intended to be an opportunity for our young players to experience the fun of playing. Minimal rules are needed and should be applied with a generous amount of flexibility. Let the players have the freedom to play with little interruption. All infringements should be briefly explained to the players.

Law 6 – The Other Match Officials

None.

Law 7 – The Duration of the Match

The match shall be divided into four (4) periods of not more than 10 minutes, based on the energy and motivation of the players. There shall be a maximum of a five (5) minute break between each period. The four periods do not have to be of equal duration.

Law 8 – The Start and Restart of Play

Conform to FIFA Laws of the Game, with the exception that the defending team is at least four (4) yards from the ball until it is in play. Remember, let them play and do not interfere for technicalities.

Law 9 – The Ball In and Out of Play

Conform to FIFA Laws of the Game.

Law 10 – The Method of Scoring

Conform to FIFA Laws of the Game.

Law 11 – Offside

None.

Law 12 – Fouls and Misconduct

Conform to the FIFA Laws of the Game with the exception that deliberate heading is not allowed in 4 vs. 4 games. In all instances explain the infraction to the player. All free kicks shall be indirect. No cards will be shown in this age group.

Law 13 – Free Kicks

Conform to the FIFA Laws of the Game, with the exception that all free kicks are indirect and the opponents are to be at least four (4) yards away from the ball until it is kicked.

Law 14 – The Penalty Kick

None.

Law 15 – The Throw-In

The throw-in is replaced with the pass-in¹. Opposing players are to be at least four (4) yards from the ball until it is kicked. Optional: Dribble-in.

Law 16 – The Goal Kick

The ball shall be placed on the goal line one (1) yard to the outside of either goal post. Opposing players step four yards away from the ball and once it is kicked then game on. Optional: Dribble-In.

¹ The ball is placed on the ground off of the field of play and is passed into the field of play.

Law 17 – The Corner Kick

Conform to the FIFA Laws of the Game with the exception that the ball shall be placed in the corner of the field and the opposing players are to be at least four (4) yards away from the ball until it is kicked.

Optional: Dribble-In.

ⁱ Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee* is instructed to stop play allow for treatment/evaluation as needed. If the player leaves field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to game without approved clearance will result in the referee* ending the game.

*Since there is no referee in 4 vs. 4, this responsibility falls to the coaches and parents involved.

ⁱⁱ The Youth Academy philosophy emphasizes player development over team development and focuses on the technical development of each child without the pressures of short-term match outcome. This club based format is in the best interest of both the short-term and long-term development of the children. In most instances, the youth academy format does not have set teams. Instead, the players all register with the club, but not a specific team. US Youth Soccer supports this approach for the 6 and Under age group.

8 and Under

Law 1 – The Field of Play

MINI FIELD

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 25 yards maximum 35 yards

Width: minimum 15 yards maximum 25 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line.

Optional: A circle with a radius of five (5) yards should be marked around the center mark.

The Goal Area: None.

Optional: Two lines are drawn at right angles to the goal line four (4) yards from the inside of each goalpost. These lines extend into the field of play for a distance of five (5) yards and are joined by a line drawn parallel with the goal line.

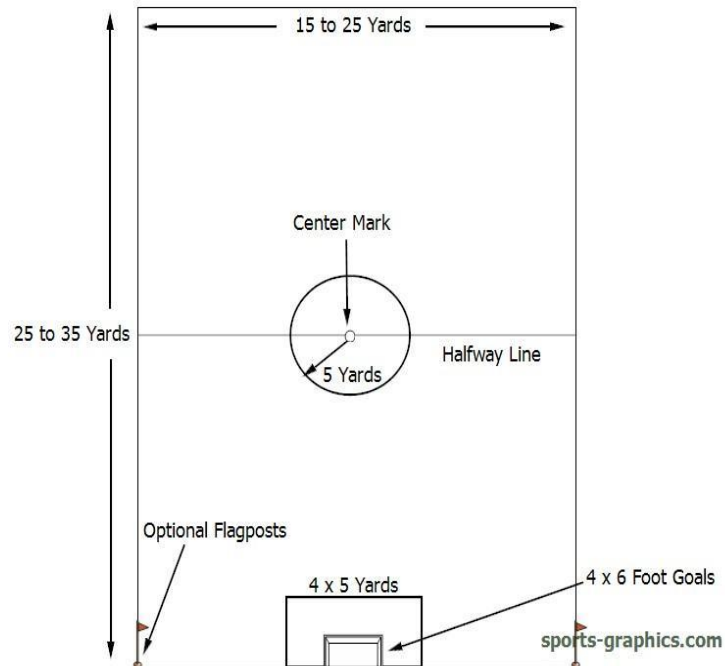
The Penalty Area: None.

Flagposts: Corner flags are optional.

The Corner Arc: None.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is six (6) feet and the distance from the lower edge of the crossbar to the ground is four (4) feet. Goals for this age group may be smaller.

Safety: Goals must be anchored securely to the ground. Portable goals may be used if they satisfy this requirement.



Law 2 – The Ball

Size three (3). The ball will need to be FIFA Quality.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than four (4) players. There are NO goalkeepers.

Substitutions: At any stoppage of play and unlimited.

N. B.: A player who is suspected to have a head injuryⁱ leaves the field of play for additional evaluation, a substitution can be made in that moment.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. It is the coach's responsibility to enforce this rule. Teams and matches may be coed.

The anticipated maximum team roster size is eight (8).ⁱⁱ

Law 4 – The Players Equipment

Conform to the FIFA Laws of the Game. Non-uniform clothing is allowed based on weather conditions, but uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

Law 5 – The Referee

Registered referee with a minimum U. S. Soccer certification of Grade 9 or parent/coach or assistant coach.

Basic fouls and boundaries should be respected. All infringements should be briefly explained to the players.

Law 6 – The Other Match Officials

None.

Law 7 – The Duration of the Match

The match shall be divided into four (4) periods of not more than 12 minutes, based on the energy and motivation of the players. The length of the match should be determined before the match starts by both coaches. There shall be a maximum of a five (5) minute break between each period. The four periods do not have to be of equal duration.

Law 8 – The Start and Restart of Play

Conform to the FIFA Laws of the Game, with the exception that the defending team is at least five (5) yards from the ball until it is in play. Remember, let them play and do not interfere for technicalities.

Law 9 – The Ball In and Out of Play

Conform to the FIFA Laws of the Game.

Law 10 – The Method of Scoring

Conform to the FIFA Laws of the Game.

Law 11 – Offside

None.

Law 12 – Fouls and Misconduct

Conform to the FIFA Laws of the Game with the exception that all fouls shall result in an indirect free kick. When a player deliberately heads the ball in a game, 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 [if one is being used], 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.

The game official must explain ALL infringements to the offending player. No cards shown for misconduct.

N.B.: A hand ball infraction occurs when a player handles the ball deliberately. The “hand” includes the entire arm up to the top of the shoulder. Instinctive, self-protective reactions are not penalized at this young age. Accidental contact (ball striking hand or arm) is not an offense and should not be penalized.

Law 13 – Free Kicks

Conform to the FIFA Laws of the Game with the exception that all free kicks are indirect and all opponents are to be at least five (5) yards from the ball until it is kicked. Deliberate heading is not allowed in 4 vs. 4 games.

Law 14 – The Penalty Kick

None.

Law 15 – The Throw-In

Conform to the FIFA Laws of the Game. Allow teams to retake foul throws.

Law 16 – The Goal Kick

The goal kick shall be taken anywhere along the goal line within five (5) yards of the goal. Opposing players must drop off five (5) yards from the ball until the ball is kicked. Optional: If the goal area is marked on the field of play then the goal kick shall be taken there. The ball is in play when it is kicked and clearly moves.

Law 17 – The Corner Kick

Conform to the FIFA Laws of the Game with the exception that opponents remain at least five (5) yards from the ball until it is kicked.

ⁱ Per U.S. Soccer’s Concussion Initiative, if a player is suspected to have a head injury the referee* is instructed to stop play allow for treatment/evaluation as needed. If the player leaves field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to game without approved clearance will result in the referee* ending the game.

*Since there may be no referee in 4 vs. 4, this responsibility falls to the coaches and parents involved.

ⁱⁱ The Youth Academy philosophy emphasizes player development over team development and focuses on the technical development of each child without the pressures of short-term match outcome. This club based format is in the best interest of both the short-term and long-term development of the children. In most instances, the youth academy format does not have set teams. Instead, the players all register with the club, but not a specific team. US Youth Soccer supports this approach for the 8 and Under age group.

10 and Under

Law 1 – The Field of Play

DEVELOPMENT FIELD

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 55 yards maximum 65 yards

Width: minimum 35 yards maximum 45 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: 4 yards out from the goal line x 8 yards wide.

The Penalty Area: 12 yards out from the goal line x 24 yards wide. A penalty arc with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Penalty Mark: 10 yards

Flagposts: Conform to FIFA Laws of the Game

The Corner Arc: Conform to the FIFA Laws of the Game.

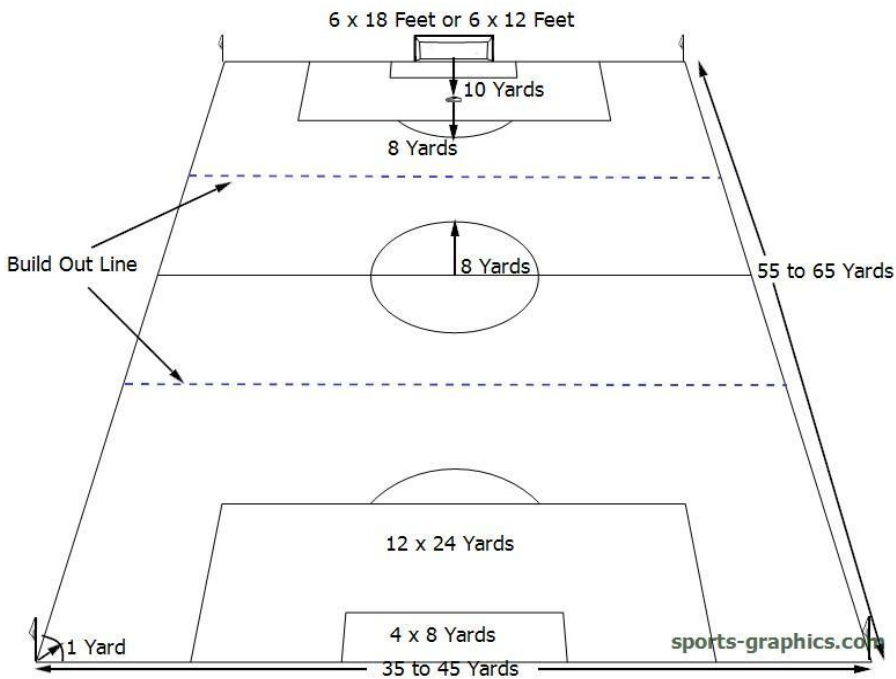
Build Out Line²: Equidistant between the top of the penalty area and the halfway line.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is twelve (12) feet and the distance from the lower edge of the crossbar to the ground is six (6) feet.

Optional: For the developmental field the goal may be a maximum of 6 feet high by 18 feet wide.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they Satisfy this requirement.

² The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. At any time, the goalkeeper may pass, throw or roll the ball to a teammate, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Punts or drop-kicks are not allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the defending third in an unpressured setting. After the ball is put into play, the opposing team can then cross the build out line and play resumes as normal.



Law 2 – The Ball

Size four (4). The ball will need to be FIFA Quality.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the designated goalkeeper. A match may not start or continue if either team consists of fewer than five players.

Substitutions: At any stoppage of play and unlimited.

N. B.: A player who is suspected to have a head injuryⁱ leaves the field of play for additional evaluation, a substitution can be made in that moment.

Playing time: Each player SHALL play a minimum of 50% of the total playing time, which is controlled by the coach. Teams and matches may be coed.

The maximum team roster size is twelve (12).ⁱⁱ

Law 4 – The Players Equipment

Conform to the FIFA Laws of the Game. Non-uniform clothing, matching the uniform color, is allowed based on weather conditions. Uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

Law 5 – The Referee

Registered referee with a minimum U. S. Soccer certification of Grade 9 or parent/coach or assistant coach.

Law 6 – The Other Match Officials

None.

Optional: use registered Assistant Referees, if available. If registered Assistant Referees are not assigned, it is permissible to use club linesmen/women (preferably parents) to signal ball out of play only.

Law 7 – The Duration of the Match

Conform to the FIFA with the exception of the match being divided into two (2) equal halves of twenty-five (25) minutes. There shall be a half-time interval of up to ten (10) minutes. No added time at the end of either half.ⁱⁱⁱ

Law 8 – The Start and Restart of Play

Conform to the FIFA Laws of the Game, with the exception that the defending team is at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play

Conform to the FIFA Laws of the Game.

Law 10 – The Method of Scoring

Conform to the FIFA Laws of the game.

Law 11 – Offside

None

Law 12 – Fouls and Misconduct

When a player deliberately heads the ball in a game, 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.

Law 13 – Free Kicks

Conform to the FIFA Laws of the Game with the exception that all opponents are at least eight (8) yards from the ball until it is kicked.

Law 14 – The Penalty Kick

Conform to the FIFA Laws of the Game, with the exception that the penalty mark is ten (10) yards from the goal line.

Law 15 – The Throw-In

Conform to the FIFA Laws of the Game.

Law 16 – The Goal Kick

Conform to the FIFA Laws of the Game with the exception that opposing players must retreat behind the build out line until the ball is in play. The team taking the goal kick may choose to restart play before the opponents have retreated behind the build out line. The ball is in play when it is kicked and the ball has clearly moved.

Law 17 – The Corner Kick

Conform to the FIFA Laws of the Game with the exception that opponents remain at least eight (8) yards from the ball until it is kicked.

ⁱ Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play allow for treatment/evaluation as needed. If the player leaves field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to game without approved clearance will result in the referee ending the game. ⁱⁱ The Youth Academy philosophy emphasizes player development over team development and focuses on the technical development of each child without the pressures of short-term match outcome. This club based format is in the best interest of both the short-term and long-term development of the children. In most instances, the youth academy format does not have set teams. Instead, the players all register with the club, but not a specific team. US Youth Soccer supports this approach for the 10 and Under age group.

ⁱⁱⁱ During weather conditions of extreme heat and humidity a water break halfway through each half is acceptable if both coaches agree or the break is prescribed by a game administrator.

12 and Under

Law 1 – The Field of Play

SMALL-SIDED FIELD

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 70 yards maximum 80 yards

Width: minimum 45 yards maximum 55 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: 5 yards out from the goal line x 16 yards wide.

The Penalty Area: 14 yards out from the goal line x 36 yards wide. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flagposts: Conform to the FIFA Laws of the Game.

The Corner Arc: Conform to the FIFA Laws of the Game.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is eighteen (18) feet and the distance from the lower edge of the crossbar to the ground is six (6) feet.

Optional: A 7' x 21' goal is allowed.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.



Law 2 – The Ball

Size four (4). The ball will need to be FIFA Quality.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than nine (9) players, one of whom is the designated goalkeeper. A match may not start or continue if either team consists of fewer than six players.

Substitutions: At any stoppage of play and unlimited.

N. B.: A player who is suspected to have a head injuryⁱ leaves the field of play for additional evaluation, a substitution can be made in that moment.

Playing time: To develop players need to play, so it is recommended that each player plays a minimum of 50% of the total playing time, which is controlled by the coach.

Teams and matches may be coed.

The maximum team roster size is sixteen (16).

Law 4 – The Players Equipment

Conform to the FIFA Laws of the Game. Non-uniform clothing, matching the uniform color, is allowed based on weather conditions. Uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

Law 5 – The Referee

Registered referee with a minimum of a U. S. Soccer Grade 9 certification.

Law 6 – The Other Match Officials

Use registered assistant referees at the discretion of the competition authority. If such personnel are unavailable then use club linesmen/women, who are only to determine when the ball goes in and out of play.

Law 7 – The Duration of the Match

Conform to the FIFA Laws of the Game with the exception of the match being divided into two (2) equal halves of thirty (30) minutes. There shall be a half-time interval of ten (10) minutes. No added time at the end of either half.ⁱⁱ

Law 8 – The Start and Restart of Play

Conform to the FIFA Laws of the Game, with the exception that the defending team is at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play

Conform to the FIFA Laws of the Game.

Law 10 – The Method of Scoring

Conform to the FIFA Laws of the Game.

Law 11 – Offside

Conform to the FIFA Laws of the Game

Law 12 – Fouls and Misconduct

Conform to the FIFA Laws of the Game.

Deliberate heading of the ball is not allowed in U12 games. If a player deliberately heads the ball in a game, 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 nearest point to where the infringement occurred.

Law 13 – Free Kicks

Conform to the FIFA Laws of the Game with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

Law 14 – The Penalty Kick

Conform to the FIFA Laws of the Game, with the exception that the penalty mark is ten (10) yards from the goal line.

Law 15 – The Throw-In

Conform to the FIFA Laws of the Game.

Law 16 – The Goal Kick

Conform to the FIFA Laws of the Game.

Law 17 – The Corner Kick

Conform to the FIFA Laws of the Game with the exception that opponents remain at least eight (8) yards from the ball until it is in play.

ⁱ Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play allow for treatment/evaluation as needed. If the player leaves field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to game without approved clearance will result in the referee ending the game.

ⁱⁱ During weather conditions of extreme heat and humidity a water break halfway through each half is acceptable if both coaches agree or the break is prescribed by the local competition authority.