

2025
CCSA Rulebook



**Batavia
CNE
West Clermont
Williamsburg**

**Bethel
New Richmond
Western Brown

Felicity**

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CCSA Board of Executives

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Matt Bauer Treasurer	Valerie Klopstein Director of Scheduling	Ginger Kash Director of Referees
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Sebastian Baxter 2 nd Member at Large	3 rd Member at Large	

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Megan Illie Felicity	Cody Young Bethel	Stacy Ryan New Richmond
Scott Whitehead Williamsburg	Larry Smith III Western Brown	

District Referee Coordinators

Sebastian Baxter Batavia	Christy Hahn Bethel	Joseph Piening New Richmond
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CCSA Laws of the Game

Set forth are the General League and Game Rules for the Clermont Central Soccer Association (a.k.a. the “CCSA”). The CCSA adheres to the laws of the game as set forth from the International Football Association Board (a.k.a. “IFAB”). Rules specific to the CCSA are laid out in this rules document. Any rule not laid out in this document will default to IFAB Laws of the Game. Communities, by entering teams, agree to follow the rules, accept the penalties for non-compliance, and enforce them within their community. The goal of the league is to provide an opportunity for the players to develop the character skills learned from sports through participating in a safe, fun, and conflict free game environment.

Law I – The Field of Play

<u>Bracket</u>		<u>Ideal Dimensions</u>	<u>Players</u>	<u>Goal Size</u>
U6	Length	50 yds	5v5	6’Hx12’W
	Width	30 yds		
U7	Length	50 yds	7v7	6’Hx12’W
	Width	30 yds		
U8 & U9	Length	60 yds	7v7	6’Hx12’W
	Width	40 yds		
U10 & U11	Length	80 yds	9v9	7’Hx21’W
	Width	50 yds		
U12, U14 & HS	Length	100 yds	11v11	8’Hx24’W
	Width	60 yds		

All districts are expected to lay out IDEAL size playing fields if possible. Do not deviate more than +/-5 yards in either direction.

Field Markings: See short-sided section for variances in markings.

1. **Lines**: Lines are to be no more than 5” wide. If the field is not adequately lined, the game will still proceed according to the referee’s best judgment. Both coaches are to be notified of this situation and cannot refuse to play the game.
2. **Goal Area**: Marked by lines perpendicular to the goal line 6 yards from the inside of each goal post, extending 6 yards into the field, and joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
3. **Penalty Area**: In U-12 to U-14 the penalty area is bounded by two lines perpendicular to the goal line 18 yards from the inside of each goalpost, extending 18 yards into the field, and joined by a line parallel to the goal line.
4. **Penalty-kick mark**: A spot no larger than 9” in diameter shall be made 12 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 10-yard radius from the P.K. mark shall be marked outside of the penalty area.

5. Flag Post: A flag post, not less than 5ft. high, with a non-pointed top shall be placed at each corner of the field. Games may be played without flag posts. We suggest the use of cones or the referees' best judgment if no flag posts are available.
6. Corner Arc: A one-yard radius shall be drawn inside each of the four corners of the field.
7. Center Circle: The center circle shall have a 10-yard radius from the center of the midfield line.
8. Halfway Line: A line is to be marked from side to side at the halfway point.
9. Spectator Line: A line 6 feet from the touch line extending 6 feet from the goal line and 6 feet from the halfway line is **required** at all fields. Spectators are to stay behind this line.
10. Substitution Area: A line 2 feet from the touch line and 4 feet square is required on the team side at all fields except U6.
11. Goals: Goals must be placed on the center of each goal line and are to match the appropriate size as shown in the chart above. Goal posts are to be padded up to 6 ft. for the safety of players and must be anchored securely to the ground.
12. Nets: Nets are to be secured to the goal posts and the cross bar. Referees are to inspect nets prior to each game and have home team coaches make any necessary adjustments. If there are no nets on the goals, the game will still proceed according to the referees' best judgment. It is recommended to place one spectator from each team behind each goal to assist with any shots on goal. However, the referees' decision is final. Tournament games must have nets.
13. Coaches' Area: A line 3 feet from the touch line, beginning at each penalty area and ending 3 feet from midfield.
 - a. U-7 to U-14 teams may have up to three rostered coaches on the team side within their coaches' area.
 - b. During the play of the game, a Coach outside of the coaches' area shall be 1st time – WARNED, 2nd time– CAUTIONED (yellow card), 3rd time – EJECTED (red card).
 - c. No game will be played if a team has no rostered coaches present. The CCSA Executive Board will decide if this game is to be rescheduled or a forfeit.

Law II – The Ball

1. Size:
 - U-6 thru U-7 will use a No. 3 ball
 - U-8 thru U-11 will use a No. 4 ball
 - U-12 thru U-14 will use a No. 5 ball
2. It is the responsibility of the home team to supply the game ball. If there is not a suitable field ball, then the referee shall use the best available ball starting with the home team first. It is suggested to have two game balls at the start of each game.
3. No ball shall be used that has loose panels or otherwise poses a threat to the safety of any player.
4. If a ball bursts or becomes unusable during a game, then the game is stopped and restarted by dropping a replacement ball at the spot where the original ball became defective. See Law VIII 4– B.
5. If a ball becomes unusable while not in play, then play is restarted with a replacement ball according to the restart that was in progress (kick-off, goal-kick, throw-in, etc.).
6. The ball may not be changed during the game without the approval of the referee

Law III – The Number of Players on the Field

<u>BRACKET</u>	<u>PLAYER MAXIMUM</u>	<u>PLAYER MINIMUM</u>
<u>U-6</u>	<u>5</u>	<u>HAVE FUN</u>
<u>U-7, U-8 & U9</u>	<u>7</u>	<u>6</u>
<u>U-10 & U-11</u>	<u>9</u>	<u>7</u>
<u>U-12 & U-14</u>	<u>11</u>	<u>9</u>

Guest Players: See CCSA Handbook section J, line 9 for Guest Player Rules

Grace Period: There is a 15-minute grace period after the scheduled start of the game for the visiting team to field the minimum number of players. There is no grace period for the home team to field the minimum number of players. If both teams have at least the minimum number of players at game time, then the game must be started. There is NO grace period to wait for more players. Players may be added as they arrive once the referee has checked their equipment. If a team cannot field the minimum number of players, then the game is recorded as a forfeit to the other team. If neither team can field the minimum number of players, then it is considered “no contest” and must be rescheduled.

1. When a team falls below the minimum number of players required during a game due to an injury or an ejection and is not able to continue fielding the minimum number after that, then the game must be terminated at that point (See Law VIII-7).
2. Captains: Each team shall designate a minimum of two and a maximum of three players as Captains prior to the start of the game. Captains are the only players permitted to discuss a rule interpretation with the referee, at the discretion of the referee. With younger teams the Captain may simply inform the referee that his/her coach has a question.
3. Substitutions:
 - a. Substitution is in effect during the entire game for all age groups. Only U-6 may substitute as play is going on.
 - b. Either teams may substitute any number of players:
 - i. On a goal-kick
 - ii. After a goal is scored
 - iii. During any extended timeout (as for an injury)
 - iv. Between periods
 - c. The team with the possession of the ball may substitute any number of players:
 - i. On a throw in
 - ii. On a corner kick

- iii. The team NOT in possession of the ball may substitute any number of players on a throw-in or a corner kick IF, and only IF, the team with possession of the ball is substituting.
 - d. Any player cautioned **MAY** be substituted for. Only the player cautioned may be substituted for at that time.
 - e. Any injured player that a coach attends to on the field **MUST** be substituted for. Coaches must wait to be signaled onto the field to attend an injury. Both teams are permitted to substitute any number of players on an injury.
 - f. Substitutes need to be in the sub area prior to the ball going out of play in order to be recognized.
 - g. A substitute becomes a player when he/she is beckoned onto the field of play, at which time the replaced individual is no longer a player.
- 4. Goalkeeper Change:
 - a. The goalkeeper may be changed by means of another player on the field only when the ball is out of play ***or prior to a penalty kick***, and the referee must be notified of the change.
 - b. Should a goalkeeper change take place prior to the taking of a penalty kick and the ball remains in play ***after the kick is taken***, then that new goalkeeper must remain as goalkeeper until the ball next goes out of play.
 - c. The goalkeeper may also be changed by means of a substitute from off the field at normal substitution times.
 - d. If a player on the field changes places with the goalkeeper without the permission of the referee while the ball is in play, play is not stopped, and at the next stoppage of play both players **WILL** be cautioned.
 - e. There must be a goalkeeper on the field during the entire game. A team may not elect to play without a goalkeeper. One player on each team must wear a keeper's shirt thereby being the only player able to play the ball with his/her hands inside the goalkeeper/penalty box. This does not prevent the keeper from playing the ball with his/her feet anywhere on the field as other players.
- 5. If a team is found to have more than the maximum number of players allowed for that age division participating in play, then it shall be treated as an illegal substitution and punished accordingly.
- 6. Teams playing short:
 - a. If a member of a team is ejected before play begins; the team does not have to play short.
 - b. If a member of the team on the bench or in the sub area is ejected during the game that team doesn't play short.
 - c. Any player ejected after play starts may not be replaced.
 - d. A player who is joining or rejoining his/her team, which has less than the maximum number of players on the field, does not need to wait for a stoppage in play. However, they must first draw the attention of the nearer referee. The referee shall make a definite gesture, which tells the player whether they may enter the

field of play, or not. This would apply to late player arrival, injury without a sub available, or equipment correction.

7. Illegal Substitution: Any substitute entering the field of play without the permission of the referee, or who interferes with play upon entering or leaving the field of play shall be cautioned whether the ball is in play or not. If the infraction does occur while the ball is in play, then the restart of play after the caution is a drop ball. See Law VIII 4.B.

Law IV – The Players’ Equipment

1. The minimum basic equipment required to play are:
 - a. Jersey or shirt with number**
 - b. Shorts
 - c. Socks
 - d. Shin guards
 - e. Footwear – Soccer shoes or gym shoes

*NOTE TEAM MUST BE UNIFORMED (SAME COLOR/PATTERN) FOR ITEMS A, B & C ABOVE).

** Numbers may be duplicated during regular season play, but all players must have different numbers for tournament play (i.e. Teams can have multiple #1’s for regular season but must tape the number to create a new number for tournaments)

2. Referees shall inspect all equipment prior to any game or scrimmage. Any player whose equipment does not comply shall not play until necessary adjustments are made and inspected by the referee.
3. Shoes are to be inspected closely to make sure no toe cleats are present. If a player is found to have toe cleats, then have the player’s coach or parent make necessary adjustments and inspect before play begins. No dress shoes or sandals are permitted regardless of age.
4. Shin guards are to be completely covered by socks.
5. NO jewelry of any kind is allowed on the field. NONE.
 - a. Taping of earrings is not allowed. Plastic stud earrings are not allowed.
 - b. Religious necklaces/bracelets are allowed but MUST be taped
 - c. Metal medical bracelets may be worn but must be taped thereby not being loose and a danger.
 - i. Medical alert bracelets that are silicone do not need wrapped
 - d. Any referee who allows jewelry on the field is doing so against CCSA regulations.
6. Any player having a cast must supply the coach with a letter/note from their doctor noting a “release”/letter of approval for them to play soccer. This letter must be kept with the official roster (and any add/drop forms) and submitted to the referee upon his/her request. *(please see legal equipment section)
7. Any player having been sat out due to a possible concussion may not return to play without a physician or licensed health care provider written release. *(please see concussion section)
8. Uniforms:

- a. The home team is responsible to change to a different color if the two teams normally wear the same color. Pennies are acceptable over shirts to resolve a color conflict.
 - b. Numbers on shirts are required and must be different for each player. When a team must wear alternate shirts because of a color conflict, then they do not need to be numbered for non-tournament games.
 - c. In the event of an unresolved color conflict, the referees may permit a game to proceed. That game must be reported to the home team's District Representative.
 - d. Each goalkeeper is to wear a jersey that is different in color from that of both teams on the field and the referees.
 - e. Limitations to the uniform are they can NOT be solid black.
 - i. It has to have 3 colors in it, it can not be just black and white. A 3rd color has to be present.
 - ii. Can have any pattern as long as it's not striped.
 - f. Players can have their Legal last name ONLY on jerseys.
9. Legal Equipment: The following is a list of permitted equipment
- a. Knit caps or toboggans without a pom on top
 - b. Goalkeepers may wear gloves and a soft-billed cap, or a safety helmet made of foam or other soft material.
 - c. Eyeglasses with or without safety straps.
 - d. Contact lenses.
 - e. Hearing aids.
 - f. Continuous Glucose Monitoring Sensor (i.e. Freestyle, Dexcom, etc.) attached and secured to the body.
 - i. The referee may require the sensor to be wrapped during play either with pre-wrap or self adhesive tape
 - g. Continuous Glucose Monitor for the sole purpose of monitoring blood sugar levels during play
 - i. Monitor must be wrapped to the body or attached to the inside of the uniform during play
 - h. Braces only with mouth guards or wax. Player cannot play without wax or a mouth guard. Mouth guard or wax must be present at check-in or shown to ref before player enters game and must stay in the player's mouth while on the field of play
 - i. All players may wear soft gloves and are encouraged to do so in cold weather. Long sleeves may not be wrapped around the hands as this presents a danger to that player and others.
 - j. Sweatpants provided they are worn under the shorts.
 - k. Sweatshirts or jackets provided they are worn under the jersey and any hoods must be on the head or tucked inside the jersey.

10. Illegal Equipment: The following is a list of illegal equipment, which shall not be worn by any player. The referee may also consider other equipment, which is not listed here to be illegal or dangerous and not permit it to be worn in the game.
- a. Shin-guards with sharp exposed edges.
 - b. Metal cleats or toe cleats.
 - c. Watches or jewelry.
 - i. With the exception of religious jewelry
 - d. Any type of cast or splint that is not padded. (Casts and splints shall be padded with two layers of bubble wrap and have an ace bandage wrapped over top. Note: There shall be NO exposed metal, including clips. – Use athletic tape where needed.)
 - e. Gum or candy.
 - f. Face or spectacle guards.
 - g. Non-prescription sunglasses.
11. Improper Equipment: Play does not need to be stopped for a player to correct faulty equipment during the game. The referee will ask the player to make necessary corrections. If a player has not corrected faulty equipment by the next stoppage in play, then that player is required to leave the field of play to correct it. That player may be substituted for and may not re-enter the game until the next legal substitution for that team.

Law V – The Referee

1. Qualifications:
 - ❖ Every referee must be a minimum of 12 years of age, attend an appropriate clinic each year and have a test on file with the Director of Referees in order to officiate games.
 - ❖ Two years of experience is required before a referee can officiate a game outside of their home district. Written permission may be given by the Director of Referees for either one of these instances.
 - ❖ Referees must be two years older than the age group they are officiating between U-11 and U-14.
2. System: Under the two-referee system, both referees shall have equal authority and responsibility for the calling of fouls and violations by the use of the whistle. Both referees have full authority to enforce the Laws of the Game in connection with that game. This is to include any events that occur on that field before the game starts during warm-ups. It also includes any events that occur after the game is finished whether they occur at the field, concession stand, parking lot, home, or by phone.
3. Responsibilities:
 - a. A referee is responsible to stop, suspend or terminate a game for any of the following reasons:
 - i. Any infringement of the Laws.

- ii. Outside interference of any kind.
 - iii. Weather conditions.
 - iv. Field conditions.
 - v. Injury if necessary
- b. Referees are to consider an injury in the following manners:
- i. If, in his/her opinion, a player is seriously injured, then stops the game and ensures that the player is removed from the field of play or Emergency Personnel have been contacted. *(please see concussion section)
 - ii. If, in his/her opinion, the player is only slightly injured, then allows play to continue until the ball is out of play or advantage no longer exists.
 - iii. Ensures that any player bleeding leaves the field of play. The player may only return to the game once the referee has been satisfied that the bleeding has stopped.
- c. A referee is to apply Advantage and allow play to continue when the team being fouled will benefit more from allowing play to continue and not call the foul. The referee may penalize the original foul if the anticipated Advantage does not develop at that moment.
- d. A referee is to punish the more serious offense if a player commits more than one offense at the same time.
- e. The Laws of the Game are intended to provide that games should be played with as little interference as possible. Therefore, the duty of referees is to penalize only deliberate breaches of the Laws. Referees are still responsible to verbalize with players regarding trifling fouls when possible.
4. Decisions:
- a. The decisions of each referee regarding facts connected with play are final.
 - b. A referee may change a decision related to play as long as play has not been restarted yet. (i.e., He/she signals red direct free kick and realizes it should be blue direct free kick.) Once play has been restarted then the decision cannot be changed.
5. Game Assignments: No person shall referee a game in which his/her child is a rostered player. Nor shall any relative of a rostered coach, assistant coach, team parent, or player referee that game. If a district has a scheduling problem such that this condition presents the only referee available, then the opposing coach must be made aware of the situation and be given the opportunity to refuse to play the game under these conditions. If the coach chooses not to play the game under these conditions, it is the home team's District Rep's responsibility to contact the Director of Scheduling to reschedule the game, at a time mutually satisfactory to both coaches, and provide referees for the rescheduled game. If a game is played under these circumstances and there was failure to comply with these stipulations, the opposing coach shall have the right to protest the game and request the game to be played over with "neutral" referees. There shall be no protest fee for this situation. Referees appointed under these conditions shall be entitled to no less than the League minimum fee.

6. Referee Duties:
 - a. Check field conditions and markings.
 - b. Check the player's equipment.
 - c. Check team rosters.
 - d. Conduct a pre-game with a partner at midfield with both teams.
 - e. Follow all other duties assigned in IFAB/FIFA.
 - f. Monitor end of game handshakes.
 - g. Turn-in completed game card with all required signatures.
7. Forfeit: A referee can suspend or terminate a game but may not forfeit a game. Conditions indicating a possible forfeit must be reported to the District Representative for a decision.
8. Protest:
 - a. The head coach and/or team captain must verbally lodge a protest with the referee at the time of the incident being protested.
 - b. The word "protest" must be used and the reason for the protest made clear by stating the Law being violated.
 - c. Judgment decisions by the referees cannot be protested. (i.e., handling, holding, etc.) Only incorrect application of the Laws is able to be protested. (i.e., Awarding an incorrect free kick for the foul committed)
 - d. Referees must note the date, time of play, score, field position of the ball, and possession of the ball in their scorebook. The referee is to notify the opposing coach.
 - e. The coach must deliver a written letter of protest to the Chairperson of the Discipline and Protest Committee, accompanied by a \$50.00 protest fee within 24 hours of the verbal protest with the exception of tournament play. A copy of the letter is also provided to the Director of Referees.
 - f. During the tournament, money is due in hand with protest. Tournament committee will handle the protest in a timely manner.
 - g. If the letter and protest fee are delivered in the proper time frame, then the Discipline and Protest Committee will meet to ascertain the validity of the protest. The protest fee will be returned to the coach and a decision issued should the protest be a valid one. The league will retain the fee if the protest is found not to be valid.
 - h. Any protest relating to the field, goalposts, crossbar, or any other appurtenances of the game shall be lodged with the referee and the opposing coach prior to the start of the game.
9. Complaints:
 - a. Any coach with a complaint concerning officials is to bring it to the attention of the Director of Referees in writing. The Director of Referees will investigate and take positive steps to correct any problems through game assessment and /or increased training.
 - b. The Director of Referees shall keep a file of all written reports on referees and log actions taken to correct any situations.

10. Compensation:

- a. Fee schedule for CCSA sanctioned games shall not be less than as follows:
U6/U7: \$20.00/game/referee
U8/U9: \$25.00/game/referee
U10/U11: \$30.00/game/referee
U12/U14: \$35.00/game/referee
- b. Mentor Fee: \$30.00/game/mentor (This is a discretionary fee that may vary per district. This will be coordinated via the Director of Referees and the District Referee Coordinator.)
- c. Travel Fee: \$5.00/referee (Note: Travel fee may be waived by scheduling multiple games for the traveling Ref. - 2 Game Minimum)
- d. Payment of the referees shall be required if regulation play begins. Payment is not required if the game is canceled due to inclement weather or unplayable field conditions prior to regulation start of play.

Law VI – The Assistant Referees

CCSA currently utilizes the two-person system of refereeing which does not involve assistant referees.

Law VII – The Duration of the Match

1. Quarters: All games U-6 through U-11 will be played in (4) quarters with a kick-off to begin each quarter. In U-7 to U-11, teams will change ends each quarter. U-6 will change ends at halftime. Teams will alternate kick-offs as well.
2. Halves: All games for U-12 - U-14 will be played in (2) halves with a kick-off to begin each half.
U-12- HS will change ends at halftime with teams alternating kick-offs.
3. Times of the quarters and halves are as follows:
 - a. U-6 8-minute quarters
 - b. U-7 10-minute quarters
 - c. U-8 & U-9 12-minute quarters
 - d. U-10 & U-11 15-minute quarters
 - e. U-12 30-minute halves
 - f. U-14 35-minute halves
4. Halftime interval: 5 minutes for age groups U-6 through U-11. 10 minutes for U-12 and U-14. The halftime may be shorter than as listed provided that BOTH coaches agree. If either coach wants the full 5-minute/10-minute halftime, then the referees are to enforce that.
5. Quarter intervals: (U-6 through U-11) There is a one-minute interval between the first and second quarter and between the third and fourth quarter. Referees are strongly encouraged to make sure this is a one-minute break to keep games on schedule.
6. Allowance for Time Lost:
 - a. Allowance for time lost in each quarter is at the discretion of the referee for the following:

- i. Removal of injured players from the field.
 - ii. Sending off of a coach or spectator
 - iii. Time Wasting
 - iv. Any other cause deemed appropriate by the referee
 - b. Time should only be added in each quarter as long as the game is still competitive in scoring.
 - C. Time is to be kept by both referees with one being the official time and the other being back-up time.
7. **Minimum Playing Time:** All players present at the start of the game are required to play a minimum of one-half of each game except for injury or a discipline problem. Disciplinary actions require a letter signed by the District Representative brought to that game. A coach must notify the referee and opposing coach before the game starts if a player will not be able to play the required half due to disciplinary action. *Note: if a player shows up late to the game. The player is only required to play for half of the time left in the game.
8. Play ends exactly at the instant that time runs out in each quarter, regardless of the position or motion of the ball. The only exception is for the taking of a penalty kick. See Law XIV.

Law VIII – The Start and Restart of Play

1. **Pregame:**
 - a. Two referees shall decide:
 - i. Who keeps official time - The other keeps official book.
 - ii. Which side of the field each shall run (keeping in mind that both have equal responsibility for all areas of the field).
 - b. A coin is tossed, and the visiting team gets to call “heads” or” tails.” The winning team gets to choose which goal to defend OR if they would like to kick-off to start the game. If they choose to kick-off, the opposing team gets to decide which goal they will defend.
2. **Kick-off:**
 - a. A kick-off is the way of starting or restarting play
 - i. At the start of the game and each quarter
 - ii. After a goal has been scored.
 - b. A goal may be scored directly from the kick-off except at U7.
 - c. The kick-off must be kicked and may travel in a forward or backward direction.
 - d. Players of the opposing team must be at least:
 - i. U-6 &U -7 3 yds. from the ball.
 - ii. U-8 & U-9 6 yds. from the ball
 - iii. U-10& U-11 8 yds. from the ball.
 - iv. U-12, U-14 & HS 10 yds. from the ball.
 - e. All players remain in their own half of the field until the ball is kicked. Opposing players must also stay outside of the center circle.
 - f. The ball is in play when it is kicked and travels in any direction.
 - g. The kicker may not touch the ball a second time until it has been touched by any other player.

3. Kick-off Infringements:
 - a. If the kicker touches the ball a second time before any other player has touched it then an indirect free kick is awarded to the opposing team taken from the spot of the second touch.
 - b. If any player on either team encroaches before the ball is touched, and then the kick-off is simply retaken.
4. Drop Ball:
 - a. A drop ball is the proper restart for the following stoppages of play
 - i. Substitute enters field of play w/o referee's permission
 - ii. An unresolved referee decision (i.e., blowing the whistle accidentally)
 - iii. Injury with no clear possession by either team.
 - iv. Weather stoppage w/ no clear possession.
 - v. Cautioning or sending-off coaches, bench members, or spectators.
 - vi. Ball busting or becoming defective.
 - vii. Ball hits a foreign object (dog, spectator, etc.)
 - viii. Unresolved last touch before the ball leaves the field of play.
 - ix. Equal fouls committed simultaneously by opponents.
 - b. If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper. If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch. In all cases, all the other players (of both teams) must be at least half the distance per age 4.5 yards away from the player receiving the ball.
 - c. Drop balls in the field of play will be uncontested drop balls. The ball will be rolled to the team with last possession before the play was stopped.
5. Injury:
 - a. If, in the opinion of the referee, the ball was in clear possession of a team when play was stopped for an injury, then play is restarted with an indirect free kick for that team from the spot where the ball was located when play was stopped. See Law XIII.
 - b. If neither team had clear possession when play was stopped for an injury, and then play is restarted with a drop ball where the ball was located when play was stopped.
6. Inclement Weather:
 - a. Each District Representative is responsible for checking the condition of their playing fields on days of questionable weather conditions. These guidelines will help to determine if/when fields are closed
 - i. Standing water or muddy conditions in the high traffic areas of the field. (i.e. goal areas and the center of the field)
 - ii. Wetness to turf that will cause soil structure damage, thinning of turf, and further damage to already worn areas.
 - iii. Slippery surfaces which could affect player safety or cause divots, which may dry to a rough surface.
 - iv. The presence of frosted or frozen turf conditions.

- v. Some fields may be closed at any district regardless of field conditions. For example, when grass-parking areas cannot support parking for the number of scheduled fields, due to wetness or other conditions affecting the availability of grass parking.
 - vi. Less stringent standards may apply when making decisions for a special event or tournament
 - vii. When high temperatures and/or high humidity are present, referees will allow additional water breaks halfway through each quarter/half for all players in all age divisions.
- b. The District Representative is then to notify the home team coaches using the fields that they are closed to play for that day. Once the first games of the day have started it is the responsibility of the referee to determine field conditions.
 - c. A referee may refuse to start a game or may stop it once play has started if, in the referee's judgment, the condition of the ground is such as to endanger the safety of the players.
 - d. In the event of thunder or lightning, play **must** be stopped, and the field cleared. Everyone should go immediately to a safe shelter. (Lightning can strike as far as 10 miles, can travel sideways, and when skies are blue.)
 - i. Once play has been stopped there is one 30-minute waiting period for the storm to pass.
 - 1. If there is not any lightning or thunder in the last 15 minutes of the 30-minute period, then play will be resumed. Play is restarted with an indirect kick for the team that had possession at the spot where the ball was when play was stopped. If neither team had possession, then play is restarted with a drop ball at the spot where it was when play was stopped.
 - ii. If the storm continues through the waiting period or the game has to be stopped a second time for electrical activity, then the game **must** be suspended and rescheduled.
7. When a game has been stopped for any reason in the first half, it will be restarted where stopped with the same players on the field. (Only absent players may be substituted for.) However, if at least one half has been played, it shall be considered an official game. The only exception to this rule would be during tournament games and shall be decided by the tournament committee.

Law IX – The Ball In and Out of Play

- 1. The ball is out of play when:
 - a. It has totally crossed the touch line or goal line whether on the ground or in the air. This means the entire ball using an imaginary line extending down from the inner edge of the ball.
 - b. Play has been stopped by the referee blowing the whistle
- 2. The ball is in play:

- a. When it rebounds from a goalpost, crossbar, or corner flag and remains in the field of play.
- b. When it rebounds from the referee who is in the field of play.
- c. Even if there is an apparent infringement, but no signal has been given by the referee to stop play.

Law X – The Method of Scoring

1. A goal is scored when the whole of the ball passes completely over the goal line, between the goalposts, and under the crossbar. This is provided that the team scoring the goal has committed no infringement of the Laws of the Game. The ball does not have to remain in the net area to be scored as a goal.
2. A goal will be disallowed if the ball has been thrown, carried, or deliberately propelled by the hand or arm of an attacking player other than the attacking team's goalkeeper throwing from his/her own penalty area. Correct restart after disallowing the goal shall be a goal kick for the defending team.
3. A goal is also not allowed if the whole of the ball has not crossed over the goal line.
4. The referee may not award a goal unless in a position to observe and be certain that the ball has completely crossed the goal line, especially if the ball comes back onto the field of play.
5. A goal may not be allowed if the ball touches a foreign agency (dog, spectator, illegal player) before entering the goal. The referee is not a foreign agency. Correct restart after disallowing the goal shall be a drop ball where the ball contacted the foreign agency.
6. The game is considered complete and official if there is a 10-goal lead anytime in the second half of the game. This is to include half-time. The referees must pick up the game balls and leave the field. Referees are not to stay and become involved in any scrimmage activity- **LEAVE THE FIELD.**

Law XI – Offside

1. Offside does not apply to U-6 or U-7 and U-8 or U-9
2. **Offside Position:** A player is in an offside position if he/she is nearer to his/her opponent's goal line than **both** the BALL **and** TWO OPPONENTS. Never forget that the ball is part of determining the offside position. There is no offside position if a player is behind the ball even if there are not two defenders between him/her and the goal line.
3. **Not Offside Position:** A player is not in an offside position if:
 - a. he/she is in his/her own half of the field of play.
 - b. he/she is even with the second to last opponent.
 - c. he/she is even with the last two opponents.
 - d. he/she is behind the ball.
4. **Offside Call:**
 - a. It is not an offense to simply be in the offside position.

- b. A player is only penalized in the offside position if, in the opinion of the referee, at the moment the ball is played by a teammate, he/she is involved in active play by one of the following three reasons:
 - i. interfering with play
 - ii. interfering with an opponent
 - iii. gaining an advantage by being in that position.
 - c. A player cannot be penalized for offside if he/she receives the ball directly from a:
 - i. Goal-kick
 - ii. Throw-in
 - iii. Corner kick
5. Infringement: The referee awards an indirect free kick to the opposing team when, in the opinion of the referee, there is an offside infringement that meets all the conditions. The free kick is to be taken from the spot of the offside infringement.

Law XII – Fouls and Misconduct

1. Direct Free Kick:

- a. A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be **careless, reckless, or using disproportionate force**:
 - i. Kicking or attempting to kick an opponent.
 - ii. Tripping or attempting to trip an opponent.
 - iii. Jumping at an opponent.
 - iv. Charging an opponent.
 - v. Striking or attempting to strike an opponent.
 - vi. Pushing an opponent.
- b. A direct free kick is also awarded to the opposing team if a player commits any of the following five offenses:
 - i. Tackling an opponent to gain possession of the ball, making contact with the opponent before touching the ball or a sliding tackle made from outside the peripheral vision of an opponent even if first contact is with the ball.
 - ii. Holding an opponent or opponents clothing.
 - iii. Spitting at an opponent.
 - iv. Handling the ball deliberately, except the goalkeeper within his/her own penalty area. (i.e., carries, strikes, or propels the ball with the hand or arm up to the seam of the jersey on the shoulder.)
 - v. Kicking or attempting to kick the ball in possession of the goalkeeper. The referee shall also issue a caution or ejection, subject to the referee's judgment.
- c. A direct free kick is taken from the spot of the offense regardless of where the ball was when the foul was committed.

2. Penalty Kick:

- a. If a player commits any of the above eleven offenses in his/her own penalty area, then a penalty kick is awarded to the opposing team.
 - b. A penalty kick is awarded irrespective of the position of the ball as long as it is in play at the time of the offense.
 - c. A penalty kick cannot be awarded if the ball is out of play at the time a defensive player commits one of the above eleven offenses. A referee shall issue a caution or ejection and proceed with appropriate restart of play as to the ball being out of play.
3. Indirect Free Kick: An indirect free kick is awarded to the opposing team if a player, in the opinion of the referee:
- a. Plays in a dangerous manner not limited to but including:
 - i. Raising the foot, in an attempt to play the ball, to the level of an opponent's chest or higher when the opponent is in a normal position.
 - ii. Lowering the head to waist level or lower in an attempt to head the ball in the presence of an opponent in a normal position.
 - iii. Playing or attempting to play the ball while lying or sitting on the ground within playing distance of an opponent.
 - iv. Playing or attempting to play the ball while another player is lying or sitting on the ball from a previous fall.
 - v. A slide tackle made from outside the peripheral vision of an opponent in control of the ball where no contact is made with either the ball or player. The referee shall also issue a caution.
 - b. When not playing the ball, intentionally interposing the body so as to obstruct an opponent's movement.
 - c. Prevents the goalkeeper from releasing the ball from his/her hands.
 - d. Charges the goalkeeper:
 - i. While in possession of the ball
 - ii. In the goal area, whether or not in possession of the ball.
 - iii. The referee shall issue a caution or ejection, subject to the referee's judgment, for either of these two offenses.
 - iv. A goal scored during the commission of either of these two offenses shall be disallowed and the proper restart is the indirect free kick for the foul.
 - e. Commits any other offense not mentioned in Law XII for which play is stopped.
 - f. An indirect free kick is also awarded to the opposing team if a goalkeeper commits any of the following four offenses in his/her own penalty area
 - i. Takes more than six seconds to release the ball into play. The six seconds is to be enforced as an approximate time and is not to be counted in any manner.
 - ii. Touches the ball again with his/her hands after releasing it into play and not having been touched by any other player.
 - iii. Touches the ball with his/her hands after receiving it directly from a throw-in taken by a teammate.

- iv. Touches the ball with his/her hands after it has been deliberately kicked to him by a teammate. A teammate may head or chest the ball to their own keeper.
- g. If upon stopping play for an injury, in the opinion of the referee, a team has possession of the ball, and then play is restarted with an indirect free kick for that team at the spot the ball was when play was stopped.

Cautionable Offenses

1. A player is cautioned by showing the yellow card for committing any of the following offenses:
 - a. For persistently infringing on the laws of the game.
 - b. For dissenting by words or actions with any decision of the referee.
 - c. For entering or leaving the field of play without the referee's permission.
 - d. Engages in unsporting conduct i.e., attempts to prevent a throw-in to be taken by jumping around or attempting to prevent a goalkeeper from clearing the ball.
 - e. Vulgar language.
 - f. Fails to respect the required distance on corner kicks and free kicks.
2. The referee does not need to stop the game to issue a caution. However, the caution must be issued at the next stoppage of play.
3. If a referee stops the game only to issue a caution to a player as for language with no other foul being committed then play is restarted with an indirect free kick to be taken by a player of the opposing team where the ball was when play was stopped.
4. If a referee stops play simply to administer a caution to a coach, then play is restarted with a drop ball where the ball was when play was stopped.
5. Both referees are to log the time in the game, player's number, and reason for caution in their scorebook.

Sending-Off Offenses

1. A player is sent off and shown the red card for committing any of the following offenses:
 - a. Violent conduct.
 - b. Serious foul play to include:
 - i. A player, other than goalkeeper within his/her own penalty area, which deliberately uses his/her hands to deny the opponents a goal or an obvious goal scoring opportunity.
 - ii. A player who denies an obvious goal scoring opportunity to an opponent by holding, tripping, or otherwise impeding him/her.
 - iii. These two items listed are inappropriate for sending off at U-7 & U -8. These offenses should only result in a caution at those ages.
 - c. Spitting at an opponent or other person.
 - d. The use of foul or abusive language.
 - e. An offense requiring a second caution.

2. As a referee is in the process of issuing a caution to a player, that player commits another offense, which merits a caution (such as dissent or language), and then the player shall be issued two cautions and sent off the field of play.
3. If a referee stops play simply to issue a red card or send off to a coach, then play is restarted with a drop ball where it was when play was stopped.
4. Both referees are to log the time of the game, player's number, and reason for sendoff in their scorebook.
5. A referee issuing a send-off to a player, coach, or spectator is responsible to fill out an ejection report and contact their district's head of referees by the end of the day that the infraction occurred. The district head of refs shall, in turn, contact the CCSA Director of Referees (also by the end of that day).
6. Any player or coach ejected from a game will receive the appropriate penalty for their action as stated under the Coaches or Players Code of Ethics section at the front of the handbook.
7. Any player guilty of fighting with another player on or off the field will receive the appropriate penalty as stated in the Player Code of Conduct.
8. The Discipline and Protest Committee shall review all ejections of players, coaches, assistant coaches, and spectators. See Article II of By-Laws.
9. A player, coach, assistant coach, or spectator may be subject to receive disciplinary action for their behavior at a game without being ejected.
10. Spectators:
 - a. Coaching is not permitted from the spectator sideline. This includes any verbalization related to positioning, strategy, who to pass/throw the ball to, etc. (see Rule/Penalty #17 under Coaches' and Spectators' Code of Ethics and Conduct.)
 - b. If a spectator's actions are inappropriate, and then the referee is to have the coach remind them that they will be required to leave the game if they continue.
 - c. If a spectator continues in an inappropriate manner, then the referee shall advise the coach that the spectator has two minutes to leave the playing area completely.
 - d. If the spectator has not complied in the two minutes, then the referees are to collect the field balls and proceed to the concession area. This game is terminated at that time and will not be played any further until reviewed by the Discipline and Protest Committee. Referees are required to note time of game, position of ball, and possession of ball in the scorebook.
 - e. Spectator will be disciplined based on the Spectator Code of Ethics and Penalties. The Discipline and Protest Committee will hold a hearing as outlined in CCSA By-Laws.

Law XIII – Free Kicks

1. There are two types of free kicks awarded.
 - a. Direct free kicks and indirect free kicks are the two types.
 - b. On both kicks the ball must be stationary to take the kick. If a player kicks a moving ball, then the referee must stop play and restart with the ball stationary.

- c. On either free kick the opponents must be 10 yds. from the ball and any opposing player who encroaches shall be cautioned for unsporting behavior.
 - d. The kicking team and/or coach may ask for the referee(s) to mark off a 10 yd. distance; unless they elect to do a “quick-kick.”
 - e. When either free kick is taken by a player inside his/her own penalty area on defense:
 - i. All opposing players shall remain outside the penalty area and be at least 10 yds. from the ball and may not play the ball until it has cleared the penalty area.
 - ii. The ball is not in play until it has cleared the penalty area.
 - iii. The ball may not be kicked back to a teammate to be cleared.
 - iv. The free kick must be retaken if the ball does not pass outside the penalty area.
 - f. When either free kick is awarded to a team in its own goal area the ball may be spotted anywhere inside the goal area for the kick.
2. Direct Free Kick:
- a. A referee is required to signal a direct free kick by extending the arm straight out parallel to the ground in the direction of the kick.
 - b. A goal can be scored directly from this kick against the opposing team only.
 - c. Direct free kicks are taken from the place of the infringement.
 - d. Direct free kicks awarded to the attacking team in the penalty area are penalty kicks.
 - e. If a player kicks a direct free kick into his/her team’s own goal, there is no goal, and the proper restart is a corner kick for the opposing team.
 - f. On a direct free kick, the ball is in play when it is kicked and moves.
3. Indirect Free Kick:
- a. A referee is required to signal an indirect free kick by extending his/her arm straight above his/her head. The referee is to maintain this position until the kick has been taken and touches another player or goes out of play.
 - b. A goal can only be scored if it touches any other player on the field, including the goalkeeper, before entering the goal.
 - c. If there is not a second touch by any player before the ball enters an opponent’s goal, and then a goal kick is awarded. The referee does not count as a second touch to score a goal.
 - d. If a player kicks the ball directly into his/her team’s own goal on an indirect free kick, then a corner kick is awarded to the opposing team.
 - e. Indirect free kick for the attacking team:
 - i. All opponents are to be 10 yds. From the ball unless they are on their own goal line between the goalposts.
 - ii. The ball is in play when it is kicked and moves.
 - iii. An indirect free kick awarded inside the goal area is taken from the 6 yd. line closest to where the infringement occurred.

- iv. An indirect free kick awarded inside the penalty area is to be taken from the 18-yard line closest to where the foul was committed.
4. Infringements:
- a. If the kicker touches the ball a second time before any other player has touched it, and then award an indirect free kick to the opposing team at the spot of the second touch.
 - b. If an opponent remains closer than 10 yds. on a free kick after they have been told by the referee(s) to move back, then that player shall be cautioned, and the kick shall be retaken.

Law XIV – The Penalty Kick

1. Penalty kick:
- a. A penalty kick is awarded to the attacking team when a defender commits a direct free kick foul inside the penalty area.
 - b. A goal may be scored directly from a penalty kick.
 - c. Additional time is allowed for the taking of a penalty kick at the end of each quarter/half as long as the infringement occurred before time expired. When a penalty kick is being taken in extra time the referees are to send all players to their benches except the kicker and the goalkeeper.
2. Setting up the Penalty Kick:
- a. The ball is spotted on the penalty mark 12 yds. from the center of the goal line.
 - b. The kicker must be properly identified.
 - c. The goalkeeper:
 - i. Must stay on the goal line between the goal posts until the ball is touched.
 - ii. May move along the goal line as long as he/she does not move forward off the goal line before the ball is touched.
 - iii. May not move around in an unsporting manner to distract the kicker. Should this occur you may verbally warn or caution the goalkeeper and must still proceed with the penalty kick as the infringement occurred while the ball was not in play.
 - iv. All players other than the goalkeeper and player taking the penalty kick shall:
 - 1. Be inside the field of play.
 - 2. Remain outside the penalty area and the arc at the top of the penalty area until the ball is touched.
 - 3. Not take up a position closer to the goal line than the penalty mark where the ball is spotted.
3. Taking the Penalty Kick:
- a. The referee:
 - i. Signals for the penalty kick to be taken by blowing the whistle as soon as he/she is satisfied that all players have taken the proper positions.
 - ii. The goal line referee shall monitor the goalkeeper to see if he/she commits an infringement.

- iii. The referee positioned on the side of the penalty area even with the penalty mark monitors the kicker and remaining players to ensure that there are no infringements.
 - b. The kicker:
 - i. Must kick the ball in a forward direction.
 - ii. May not touch the ball a second time until it has been touched by any other player.
 - iii. The ball is in play when the kicker touches it and it moves in a forward direction.
- 4. Infringements:
 - a. The kicker infringes:
 - i. The referee allows the kick to proceed.
 - ii. If the ball enters the goal, retake the kick.
 - iii. If the ball does not enter the goal, do not retake the kick.
 - b. A teammate of the kicker infringes:
 - i. The referee allows the kick to proceed.
 - ii. If the ball enters the goal, retake the kick.
 - iii. If the ball does not enter the goal, do not retake the kick.
 - iv. If the ball rebounds from the cross bar or goalpost and this player touches it, then the referee stops play and restarts with an indirect free kick awarded to the defending team at the spot of the touch.
 - c. The goalkeeper or a teammate of the goalkeeper infringes:
 - i. The referee allows the kick to proceed.
 - ii. If the ball enters the goal, score a goal.
 - iii. If the ball does not enter the goal, retake the kick.
 - d. A player of each team infringes:
 - i. The kick is retaken whether the ball enters the goal or not.
 - e. After the penalty kick is taken:
 - i. The kicker touches the ball a second time before any other player, an indirect free kick to the opposing team at the spot of the second touch is awarded.
 - ii. If the ball touches a foreign agent as it moves forward, then retake the kick.
 - iii. If the ball touches a foreign agent after rebounding from the goalkeeper, crossbar, or goalposts, then stop play and restart with a drop ball. If it occurs inside the goal area, then the drop ball is on the 6 yd. line closest to where it touched the foreign agent.

Law XV – The Throw-In

- 1. A throw-in is awarded:
 - a. When the entire ball passes outside the touchline, either on the ground or in the air.

- b. At the point where it crossed outside the touchline.
 - c. To a player of the team opposite of the player who touched the ball last before going outside the touchline.
2. Proper throw-in:
- a. The player must face the field of play.
 - b. A part of each foot must be on the ground.
 - c. A part of each foot may be on the touchline, but neither foot may be totally across the touchline.
 - d. The player must use both hands.
 - e. The player must deliver the ball from behind and straight over his/her head.
 - f. The player throwing the ball in may not touch it again until it is touched by any other player.
 - g. The ball is in play as soon as any part of the ball breaks the plane of the touchline on the ground or in the air.
 - h. A goal cannot be scored directly from a throw-in.
 - i. Offside does not apply on the throw-in. Once the ball is in the field of play and a player touches the ball then the offside Law is in effect and to be judged.
 - j. Defensive player(s) must remain two yards from the offensive thrower.
3. Infringements:
- a. If the thrower touches the ball a second time before any other player has touched it, and then award an indirect free kick to the opposing team at the spot of the second touch.
 - b. If the thrower does not complete a proper throw-in, then the throw in shall be taken by the opposing team at the same spot.
 - c. A throw-in taken more than three feet from the point where the ball crossed over the touchline shall be considered an improper throw and given to the opposing team.
 - d. An opponent who unfairly distracts or impedes the thrower (including moving closer than 2 yds to the place where the throw-in is to be taken, waving their hands in a manner to impede or distract the thrower, etc.) is cautioned for unsportsmanlike behavior.
 - i. If the throw-in has already been taken, an indirect free kick is awarded

Law XVI – The Goal Kick

- 1. A goal kick is awarded:
 - a. When the entire ball passes outside the goal line, either on the ground or in the air.
 - b. And the ball was last touched by a player of the attacking team and a goal was not scored.
- 2. Taking the goal kick:
 - a. A player of the defending team may take the goal kick from anywhere inside the goal area.
 - b. The kicker may not play the ball a second time until it has been touched by any other player.

- c. Teammates of the kicker may position themselves anywhere on the field of play.
 - d. For U6-U9, opponents must remain outside the penalty area until the ball passes outside the penalty area. The ball is not considered in play until the ball leaves the penalty area.
 - e. For U10-HS, the ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is **kicked and clearly moves**. Opponents must be outside the penalty area until the ball is in play.
 - f. A goal may be scored against the opposing team only directly from the Goal kick.
 - g. Offside does not apply on the initial kick of a goal kick. Once the ball moves outside the penalty area and is in play then the offside Law is in effect again and to be judged.
3. Infringements:
- a. For U6-U9, if the ball does not pass outside the penalty area on the kick, and then the kick is to be retaken. For U10-HS, if an offensive player touches the ball before it is in play or the player is not clearly outside of the penalty area before the ball is in play, the kick is to be retaken.
 - b. If the kicker touches the ball a second time before it is touched by any other player, then an indirect free kick is awarded to the opposing team at the spot of the second touch.

Law XVII – The Corner Kick

- 1. A corner kick is awarded:
 - a. When the entire ball passes outside the goal line, either on the ground or in the air.
 - b. And the ball was last touched by a player of the defending team and a goal was not scored.
- 2. Taking the corner kick:
 - a. The ball is to be placed inside the corner arc on the side nearest to where the ball crossed out of play.
 - b. A player of the attacking team takes the corner kick.
 - c. The corner flag may not be moved to take the kick.
 - d. All opponents must remain 10 yds. from the ball until it is in play.
 - e. The ball is in play when it is kicked and moves.
 - f. The kicker may not play the ball a second time until it has touched any other player on the field.
 - g. A goal may be scored directly from a corner kick.
 - h. Offside does not apply on the initial corner kick. Once the ball has been kicked and is in play then the offside Law is in effect again and to be judged.
- 3. Infringements:
 - a. Any opponents on a team constantly taking up a position on the field closer to the ball than 10 yds. after being warned not to, shall be cautioned.

- b. If a kicker touches the ball a second time before it is touched by any other player, then an indirect free kick is awarded to the opposing team at the spot of the second touch.

Law XVIII – Common Sense

1. Apply Laws I – XVII with common sense to our youth games and players for that age group.
 - a. Younger players U-6 to U-7 are learning the game and officials take on more of a teaching role while considering the safety of all players involved in the game and applying the Laws of the Game in a consistent manner.
 - b. At the U-8 & U-10 level players, coaches, and referees are learning new concepts of the game compared to the younger age levels such as Offside and Advantage.
 - c. At the U-11 level and up players should know more about what is permissible in the game and not. These players are to be treated more responsibly and held accountable for their actions.
 - d. Extra care for players shall be taken during games played when there is high temperature and/or humidity. Extra breaks may be taken during the quarters or halves provided that the players remain on the field and any refreshment is handed to them. The breaks between quarters and halves may also be extended. Additionally, any team may substitute on throw-ins regardless of possession and the number, or lack thereof, of players from either team in the sub box.

DISCUSSION OF WHAT CHANGES/EXCEPTIONS BEING MADE SHALL OCCUR BETWEEN THE REFEREES AND BOTH HEAD COACHES **PRIOR** TO THE START OF THE GAME.

Short – Sided Games

U-6

1. The Field:
 - a. U-6 fields should have a 3-yard radius center circle at midfield.
 - b. Substitution box and spectator lines are not required for U-6 only fields.
 - c. These fields have a 6-yard goal area with diagonal lines marked approx. 3-6 feet apart. These markings are to help players and referees to better identify this particular area and to enhance the safety of our young goalkeepers. Players are not to make contact with the goalkeeper in this area with or without the ball.
 - d. There is a 10 yd. goalkeeper box. This box is marked by a line running 10 yards parallel to the goal line and a line running perpendicular to the goal line 10 yards from each goal post. Players are not to make contact with the goalkeeper in this area when the goalkeeper has possession of the ball.
 - e. Goals are to be 6 ft. high and 12 ft. wide, padded to 6' high, and anchored for player safety.
 - f. One coach is permitted on the field with the players.

- g. A second coach may be positioned behind the goal in order to provide instruction to his/her keeper.
- 2. The Ball: #3
- 3. Number of Players:
 - a. 5v5 including goalkeepers.
 - b. U-6 teams may substitute players while play is going on. They do not have to wait for a stoppage.
- 4. Players Equipment: Numbers are not required on uniform for U-6 players.
- 5. The Referee:
 - a. No change from 11 v. 11
 - b. A coach may act as a referee should one not be available.
- 6. Assistant Referees: Not Used.
- 7. Duration of the Match:
 - a. 8-minute quarters and 5 minute halftime.
 - b. Teams change ends of the field at half time.
- 8. Start and Restart of Play: All players of the opposing team shall be 3 yds. away from the ball on the kick-off and any free kick.
- 9. Ball In and Out of Play: No Changes for U-6.
- 10. Method of Scoring: There is no official score kept in U-6 games. Both teams are winners at the end of the game.
- 11. Offside: Does not apply at U-6.
- 12. Fouls and Misconduct:
 - a. All fouls shall result in an indirect free kick for the opposing team at the spot of the foul.
 - b. Referees are to explain the foul to the player.
 - c. No cautions or ejections for players at this level.
 - d. Coaches are subject to cautions or ejections.
- 13. Free Kicks: No direct free kicks or penalty kicks. Indirect kicks only.
- 14. Penalty Kicks: None at U-6.
- 15. Throw-In:
 - a. Normal throw-ins are performed for a ball crossing over the touchline.
 - b. If a player executes an improper throw-in, no penalty, allow play to continue as this is instructional. (rethrow may be allowed) This is instructional
- 16. Goal Kick: Place the ball approx. halfway between the 6 yd. and 10 yd. lines for goal kick.
- 17. Corner Kick: Take from the corner of the field and opposing players are to be 3 yds. away from the ball until kicked.
- 18. Common Sense: The ultimate goal for these players is to have fun and want to come back to play soccer next year.

U-7

- 1. The Field:

- a. These fields have a 6-yard goal area with diagonal lines marked approx. 3-6 feet apart. These markings are to help players and referees to better identify this particular area and to enhance the safety of our young goalkeepers. Players are not to make contact with the goalkeeper in this area with or without the ball.
 - b. There is a 10 yd. goalkeeper box. This box is marked by a line running 10 yds. parallel to the goal line and a line running perpendicular to the goal line 10 yds. from each goal post. Players are not to make contact with the goalkeeper in this area when the goalkeeper has possession of the ball.
 - c. These fields must have a 3-yard radius (+ or – 6 inches) center circle at midfield.
 - d. Goals are to be 6 ft. high and 12 ft. wide, padded to 6’high, and anchored for player safety.
 - e. No coaches are permitted on the spectator side of the field. Three coaches per team are permitted on the team side of the field within their coaches’ area, provided they are on the roster. No coaching from the spectator side of the field.
2. The Ball: #3
 3. Number of Players: U7 – 7v7 including goalkeepers. A team must field a minimum of 6 players to play.
 4. Players Equipment: No changes from 11v11.
 5. The Referee: No Changes from 11v11.
 6. Assistant Referees: Not Used.
 7. Duration of the Match:
 - a. 10-minute quarters and 5-minute halftime.
 - b. Teams change ends of the field at the end of each quarter.
 8. Start and Restart of Play: All players of the opposing team shall be 3 yds. away from the ball on the kick-off and any free kick.
 9. Ball In and Out of Play: No Changes from 11v11 with the exception of the kickoff. A goal **CANNOT** be scored directly from a kickoff.
 10. Method of Scoring: No Changes from 11v11.
 11. Offside: Does not apply. Referees are to discourage “cherry picking” and are to treat it as unsporting conduct if it continues.
 12. Fouls and Misconduct:
 - a. All fouls shall result in an indirect free kick for the opposing team.
 - b. Referees are to explain the foul to the player.
 - c. Coaches and players are subject to cautions or ejections.
 - d. No Slide tackling is permitted.
 - e. No using or attempting to use the head to play the ball.
 - f. The first time a player slide tackles for the ball, they are issued a verbal warning.
 - i. If a player slide tackles for the ball for the second time in the same game, then that player shall be issued a yellow card.
 1. If a player slide tackles for the ball for the third time in the same game, then that player shall be issued a second yellow card w/ejection from the game.
 - a. This ejection can be substituted for.

13. Free Kicks: No direct free kicks or penalty kicks. Indirect free kicks awarded to the defending team inside their own goalkeeper box are to be taken on the 6 yd. line nearest where the foul was committed.
14. Penalty Kicks: None at this level.
15. Throw-In:
 - a. Normal throw-ins are performed for a ball crossing over the touchline.
 - b. If a player executes an improper throw-in, then
 - i. Stop play
 - ii. Explain the mistake to the player
 - iii. Allow the throw-in to be retaken by the same player
 - iv. If the second throw-in is still improper, allow play to continue.
 - v. Do not give a throw-in to the opposing team for an improper throw-in at this age level.
16. Goal Kick: Taken from the 6-yard line. If a player cannot clear the goalkeeper box, then spot the ball halfway between the 6 yd. and 10 yd. lines for goal kicks.
17. Corner Kick: Take from inside the corner arc and opposing players are to be 6 yds. away from the ball until kicked.
18. Head Balls: No heading or attempting to use the head to play the ball.
19. Common Sense.

U-8 & U-9

1. The Field:
 - a. Goal Area: Marked by lines perpendicular to the goal line 6 yards from the inside of each goal post, extending 6 yards into the field, and joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
 - b. Penalty Area: The Penalty area is bound by two lines perpendicular to the goal line 12 yards from the inside of each goal post, extending 12 yards in the field, and joined by a parallel line to the goal line.
 - c. A mark shall be made 9 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 6-yard radius from the P.K. mark shall be marked outside of the penalty area.
 - d. Players are not to make contact with the goalkeeper in this area when the goalkeeper has possession of the ball.
 - e. These fields must have a 6-yard radius (+ or – 6 inches) center circle at midfield
 - f. Goals are to be 6 ft. high and 12 ft. wide, padded to 6' high, and anchored for player safety.
 - g. No coaches are permitted on the spectator side of the field. Three rostered coaches per team are permitted on the team side of the field within their coaches' area, provided they are on the roster. No coaching from the spectator side of the field.
2. The Ball: #4
3. Number of Players: 7v7 including goalkeepers. A team must field a min. of 6 players to play.
4. Players Equipment: No Changes from 11v11.
5. The Referee: No Changes from 11v11.

6. Assistant Referees: Not Used.
7. Duration of the Match:
 - a. U-8: 12-minute quarters and 5-minute half time.
U-9: 12-minute quarters and 5-minute half time.
 - b. Teams change ends of the field at the end of each quarter.
8. Start and Restart of Play: All players of the opposing team shall be 6 yds. away from the ball on the kick-off and any free kick.
9. Ball In and Out of Play: No Changes from 11v11.
10. Method of Scoring: No Changes from 11v11.
11. Offside: Does not apply. Referees are to discourage “cherry picking” and are to treat it as unsportsmanlike conduct if it continues.
12. Fouls and Misconduct:
 - a. Referees are to explain the foul to the player.
 - b. Coaches and players are subject to cautions or ejections.
 - c. No Slide tackling is permitted.
 - d. No using or attempting to use the head to play the ball.
 - e. The first time a player slide tackles for the ball, they are issued a verbal warning.
 - i. If a player slide tackles for the ball for the second time in the same game, then that player shall be issued a yellow card.
 - ii. If a player slide tackles for the ball for the third time in the same game, then that player shall be issued a second yellow card w/ejection from the game.
 1. This ejection can be substituted for.
13. Free Kicks: Direct and Indirect Free kicks are in effect. Indirect free kicks awarded to the defending team inside their own goalkeeper box are to be taken on the 6yd line nearest where the foul was committed.
14. Penalty Kicks: In effect.
15. Throw-In: No Changes from 11v11.
16. Goal Kick: Taken from the 6 yd. line. If a player cannot clear the goalkeeper box, then spot the ball halfway between the 6 yd. and 12 yd. lines for goal kicks.
17. Corner Kick: Take from inside the corner arc and opposing players are to be 6 yds. away from the ball until kicked.

U-10 & U-11

1. The Field:
 - a. Goal Area: Marked by lines perpendicular to the goal line 6 yards from the inside of each goal post, extending 6 yards into the field, and joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
 - b. Penalty Area: The Penalty area is bound by two lines perpendicular to the goal line 14 yards from the inside of each goal post, extending 14 yards in the field, and joined by a parallel line to the goal line.

- c. A mark shall be made 10 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 8-yard radius from the P.K. mark shall be marked outside of the penalty area.
 - d. These fields must have an 8-yard radius (+ or – 6 inches) center circle at midfield
 - e. Goals are to be 7 ft. high X 21 ft. wide, padded up to 6’ high, and anchored for player safety.
 - f. Three rostered coaches per team are permitted on the team side of the field within their coaches’ area. No one is to be coaching players if they are not on the roster.
2. The Ball: #4.
 3. Number of Players: 9v9 including goalkeepers. A team must field a minimum of 7 players to play.
 4. Players Equipment: No Changes from 11v11.
 5. The Referee: No Changes from 11v11.
 6. Assistant Referees: Not Used.
 7. Duration of the Match:
 - a. 15-minute quarters and 5-minute halftime.
 - b. Teams change ends of the field at the end of each quarter.
 8. Start and Restart of Play: All players of the opposing team shall be 8 yds. away from the ball on the kick-off and any free kick.
 9. Ball In and Out of Play: No Changes from 11v11.
 10. Method of Scoring: No Changes from 11v11.
 11. Offside: No Changes from 11v11.
 12. Fouls and Misconduct:
 - a. Referees are to explain the foul to the player.
 - b. Coaches and players are subject to cautions or ejections.
 - c. Slide tackling is permitted, from the front **ONLY**.
 - d. No using or attempting to use your head to play ball.
 13. Free Kicks: Direct and indirect free kicks are in effect.
 14. Penalty Kicks: In effect.
 15. Throw-In: No Changes from 11v11.
 16. Goal Kick: The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is **kicked and clearly moves**. Opponents must be outside the penalty area until the ball is in play.
 17. Corner Kick: No Changes from 11v11.

U-12

1. The Field:
 - a. Goal Area: No Changes from 11v11.
 - b. Penalty Area: No Changes from 11v11.
 - c. A mark shall be made 12 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 10-yard radius from the P.K. mark shall be marked outside of the penalty area.
 - d. These fields must have a 10-yard radius (+ or – 6 inches) center circle at midfield

- e. Goals are to be 8 ft. high X 24 ft. wide, padded up to 6' high, and anchored for player safety.
 - f. Three rostered coaches per team are permitted on the team side of the field within their coaches' area. No one is to be coaching players if they are not on the roster.
2. The Ball: #5
 3. Number of Players: 11v11 including goalkeepers. A team must field a minimum of 9 players to play.
 4. Players Equipment: No Changes from 11v11.
 5. The Referee: No Changes from 11v11.
 6. Assistant Referees: Not Used.
 7. Duration of the Match: 30 minute halves. 5 minute halftime
 8. Start and Restart of Play: All players of the opposing team shall be 10 yds. away from the ball on the kick-off and any free kick.
 9. Ball In and Out of Play: No Changes from 11v11.
 10. Method of Scoring: No Changes from 11v11.
 11. Offside: No Changes from 11v11.
 12. Fouls and Misconduct:
 - a. Referees are to explain the foul to the player.
 - b. Coaches and players are subject to cautions or ejections.
 - c. Slide tackling is permitted, from the front **ONLY**.
 13. Free Kicks: No Changes from 11v11.
 14. Penalty Kicks: No Changes from 11v11.
 15. Throw-In: No Changes from 11v11.
 16. Goal Kick: The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is **kicked and clearly moves**. Opponents must be outside the penalty area until the ball is in play.
 17. Corner Kick: No Changes from 11v11.

U-14

1. The Field:
 - a. Goal Area: No Changes from 11v11.
 - b. Penalty Area: No Changes from 11v11.
 - c. A mark shall be made 12 yards from the goal line, opposite the center of the goal to place the ball for P.K.s. An arc of 10-yard radius from the P.K. mark shall be marked outside of the penalty area.
 - d. These fields must have a 10-yard radius (+ or – 6 inches) center circle at midfield
Goals are to be 8 ft. high X 24 ft. wide, padded up to 6' high, and anchored for player safety.
 - e. Three rostered coaches per team are permitted on the team side of the field within their coaches' area. No one is to be coaching players if they are not on the roster.
2. The Ball: #5
3. Number of Players: 11v11 including goalkeepers. A team must field a minimum of 9 players to play.
4. Players Equipment: No Changes from 11v11.

5. The Referee: No Changes from 11v11.
6. Assistant Referees: Not Used.
7. Duration of the Match:
 - a. 35-minute halves and a 10-minute halftime.
 - b. Teams change ends of the field at the end of each quarter.
8. Start and Restart of Play: All players of the opposing team shall be 10yds. away from the ball on the kick-off and any free kick.
9. Ball In and Out of Play: No Changes from 11v11.
10. Method of Scoring: No Changes from 11v11.
11. Offside: No Changes from 11v11.
12. Fouls and Misconduct:
 - a. Referees are to explain the foul to the player.
 - b. Coaches and players are subject to cautions or ejections.
 - c. Slide tackling is permitted, from the front **ONLY**.
13. Free Kicks: No Changes from 11v11.
14. Penalty Kicks: No Changes from 11v11.
15. Throw-In: No Changes from 11v11.
16. Goal Kick: The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is **kicked and clearly moves**. Opponents must be outside the penalty area until the ball is in play.
17. Corner Kick: No Changes from 11v11.

Clermont Central Soccer Association Player Discipline Form

PLEASE PRINT LEGIBLY

In order to discipline a player and/or reduce the required playing time (CCSA requires a minimum of 2 full quarters or equivalent time) the following form must be completed and signed by the appropriate people. Disciplinary action may only be for 1 game at a time.

Player: _____

District: _____

Age Group / Division / Team Number: _____

Reason for disciplinary action:

Has the issue been discussed with the parent and player giving them time to resolve the matter?

_____ Has your District Representative been informed of the issue? _____

Has your District Representative helped in resolving the issue? _____

Discipline Action to Occur:

Date discipline action will occur: _____

Approval Signatures:

Coach: _____ Date: _____

District Representative: _____ Date: _____

Parent: _____ Date: _____

Present this form at the appropriate game to the Referee and opposing coach

Clermont Central Soccer Association Game Protest / Appeals Form

This report must be turned into Director of Referees for CCSA.

PLEASE PRINT LEGIBLY

Date: _____ **Time:** _____

Date of Game: _____ **Field Location:** _____

Home team and district: _____

Visiting team and district: _____

Home Coach: _____ **Phone #:** _____

Visiting Coach: _____ **Phone #:** _____

Division: _____ (circle one) **BOYS GIRLS CO-ED**

#1 Referee's name: _____ **Phone #:** _____

#2 Referee's name: _____ **Phone #:** _____

Quarter/Half: _____ **Time Left:** _____ **In which protest was lodged.**

Score at the time of protest:

District Rep's Signature: _____ **Phone #:** _____

Protest fee \$50.00 refundable if upheld. Make checks payable to CCSA.

Check/fee must accompany the protest.

Coaches reason for protest. (Use other side or extra paper if necessary.)

Protest Board Answer:

Ohio Department of Health Concussion Information Sheet

What is a Concussion? It is an injury to the brain that may be caused by a blow, bump, or jolt to the head. It may also happen after a fall or hit that jars the brain. A blow elsewhere on the body can cause a concussion even if an athlete does not hit his/her head directly. It can range from mild to severe, and athletes can get a concussion even if they are wearing a helmet.

Signs and Symptoms of a Concussion: Athletes do not have to be “knocked out” to have a concussion. Symptoms can develop right away or up to 48 hours after the injury. Ignoring any signs or symptoms puts the player’s health at risk!

Signs Observed by Parents:

- Appears dazed or stunned.
- Is confused about assignment or position.
- Forgets plays.
- Is unsure of the game, score or opponent.
- Moves clumsily.
- Answers questions slowly.
- Loses consciousness (even briefly).
- Shows behavior or personality changes
- Can’t recall events before/after hit/fall. (Irritability, sadness, nervousness, feeling more emotional).

Signs Reported by Athlete:

- Any headache or “pressure” in the head. (How badly it hurts does not matter.)
- Nausea or vomiting.
- Balance problems or dizziness.
- Double or blurry vision.
- Sensitivity to light and/or noise.
- Feeling sluggish, hazy, foggy or groggy.
- Concentration or memory problems.
- Confusion
- Does not “feel right.”

- Trouble falling asleep.
- Sleeping more or less than usual.

STEP 1 – Coaches, referees, or officials must remove from play any player exhibiting the signs and symptoms during practice or a game. (see O.R.C.3707.511 (D) (1).)

STEP 2- The player cannot return to play on the same day that they were removed after exhibiting symptoms of a concussion. (see O.R.C.3707.511 (E) (1).

STEP 3- The player is NOT permitted to return to play until he/she has been assessed by a physician or licensed health care provider and received **written** clearance.

If a coach, referee, or player is not compliant with the Return to Play Law, he or she may face civil liability O.R.C. 3707.511 (F) (1) and may be rendered ineligible to participate in further events.

"For informational purposes only, is not a substitute for physician advice. Please seek further assistance from your doctor."