

Franklin County Parks and Recreation
Soccer By-Laws
Revised 2025

The goal of youth recreation soccer is to provide a fun, learning experience for kids. Coaches, Officials, Parents and Administrators of this program should remember that we are on the same team. Our goal is to teach players the game, but it is also to teach them life skills, such as good sportsmanship, to carry into the real world. We are building the future.

REGISTRATION

The registration window for Spring Soccer is January 1-March 1. The registration window for Fall Soccer is May 1-August 1. Staff shall set a late registration window for late sign ups. Late registrations are placed as needed; placement is not guaranteed. After the late registration deadline, players can only be added if a team is below the roster minimum.

FIELD OF PLAY

The official field of play for 13U and 18U Leagues will be a rectangle with a maximum length of 130 yards or a minimum length of 100 yards. The width should be a minimum of 50 yards with a maximum of 100 yards.

Fields for younger age groups will be scaled to size to accommodate the player's skill and age differences. Field dimensions are as follows:

5U League: 20 yards width by 30 yards length

7U League: 25 yards width by 35 yards length

9U and 11U Leagues: 40 yards width by 60 yards length

Play sites will be located at the Franklin County Parks and Recreation Department (619-Sontag Rd.) and Waid Park (Rt 40 West-Six Mile Post Rd.).

LEAGUE AGES

5U	Ages 4-5
7U	Ages 6-7
9U	Ages 8-9
11U	Ages 10-11
13U	Ages 12-13
18U	Ages 14-18

Ages are as of May 1st for Spring Soccer and October 1st for Fall Soccer. Children may waive up to the next league if they are within one year of moving to that league if a signed note from the parent accompanies the registration form. The only exception to this rule is that a child must be 4 on or by the cutoff to be eligible to start the program.

UNIFORMS

The uniform will consist of the team jersey, shorts and calf socks. **Jerseys must be numbered.**

Players may wear either tennis shoes or cleats. Cleats must be on a single piece rubber design only. **Toe cleats are not allowed**

All players must wear shin guards. Shin guards must be worn inside the calf socks.

Watches, rings, **hats** or any type of jewelry cannot be worn. **Studs in the ears are ok if covered by athletic tape. No nose rings, tongue rings, belly button rings.**

Goalies are required to wear a different color jersey. This can be a shirt from home any color except for the team color or the opposing teams color. Multi-colored shirts or tie-dyed shirts are recommended.

EQUIPMENT

Each team will be given two (2) soccer balls. These are for practice and games. Soccer balls do not have to be returned at the end of the season. 5U and 7U teams will get a set of pop up soccer goals.

DISCIPLINARY ACTIONS

Only registered coaches may take disciplinary action against a child by completing the disciplinary action guideline checklist and completing the form. The form must be submitted at least two (2) business days prior to requested action. The Athletics Manager will respond to your request as to its approval/disapproval once a decision is made.

GAME CHANGE REQUESTS

Requests for game changes will only be accepted due to school activities (i.e. field trips, band concerts, graduations, etc.) Requests must be submitted at least two (2) business days prior to the scheduled game. The request being made must directly involve the members of your roster.

5U SOCCER

EQUIPMENT: 5U League will use a #3 ball.

Goals will be 4 foot long.

ROSTER: 5U league teams will consist of a minimum of 5 players. Rosters will have no more than 14 players. 5U league teams must field at least five players to play a game. This league plays 5 v 5

OFFICIALS: There will be no officials for the 5U league.

A coach from each team will act as officials for each game. The coach/official will administer kick-offs, throw-ins, and award in-direct free kicks. Coach/officials will look for the following penalties during play, which will result in an in-direct kick on the goal.

- Kicking an opponent
- Tripping an opponent
- Violent charging toward an opponent
- Striking an opponent
- Holding an opponent
- Pushing an opponent
- Opponent obstruction
- Dangerous play (i.e. a player falls near the ball and makes no attempt to get up from the immediate vicinity of the ball).

An in-direct kick on goal must be touched by a teammate prior to scoring a goal. The opposing team must be lined up at least 5-yards off the ball when the kick is attempted.

GAME LENGTH: 5U league games will consist of four (4) six-minute quarters. Half time will be 5 minutes in length. If half or more of a game is played, the game is considered final. If less than half of a game is played, the game will be rescheduled.

ALL PLAY RULE: At the half-quarter (3 minute) mark, substitutions will be made to allow each child maximum participation. One minute will be allowed for substitutions.

START OF PLAY: Kick off will be decided by a coin toss between a player from each team.

The winner of the coin toss will elect to kick off or receive. Kick offs will alternate between each team after each quarter or half. Kick offs will also occur when a team scores a goal. The scoring team will not kick off after a goal. (In the 5U league at the end of each half quarter the team with possession will keep possession and administer a throw in.)

A player kicks the ball from a position at midfield to start play. The ball shall be kicked while it is stationary on the ground in the center of the field of play. A second player must touch the

ball prior to scoring a goal. The ball is in play when it moves forward and over the line one full rotation. The forward player that kicked the ball first cannot again kick the ball until another player has kicked it.

GAME PLAY: Because this league is instructional and each child is expected to touch the ball often and develop ball-handling skills, no goalie position is used. Players will play both offensively and defensively during the game.

Teams will not switch goals at half time.

Throw-ins will be made on each ball kicked over the sideline or the end-line. The opposing team will administer the throw-in in a proper manner.

No corner kicks, penalty kicks or direct free kicks.

No official standings or scores will be kept.

7U SOCCER

EQUIPMENT: 7U League will use a #3 ball.

Goals for 7U will be six foot long.

ROSTER: 7U teams will consist of a minimum of 6 players. Games are played 6 v 6. Rosters will have no more than 15 players. 7U teams must field at least 5 players to play a game. Teams may borrow registered players from the same age group, if needed to have a maximum of 6 players. Borrowed players must play in their original team jersey. Roster members should take priority in playing time over any borrowed players. Borrowed players must be acknowledged to the opposing team and officials at the pre-game meeting. The borrowed players should be listed on the official score card. Borrowed players can only play with a team 3 times during the season.

OFFICIALS: There will be two (2) officials assigned to each game. Officials have complete control of the game. Officials are responsible for keeping time, stopping play for injuries, and to remind players of proper game conduct.

Coaches must remember that they are in control of parents and forfeiture of a game could result from unsportsmanlike conduct by parents or coaches.

Officials are representatives of the Recreation Department and are to be treated as such.

Officials are to use the “yellow and red cards” in any situation that warrants.

GAME LENGTH: 7U league games will consist of (4) eight-minute quarters. Half time will be 5 minutes in length. If half or more of a game is played, the game is considered final. If less than half of a game is played, the game will be rescheduled.

ALL PLAY RULE: At the 4-minute mark of each quarter, substitutions will be made to allow for maximum participation. One minute will be allowed for substitutions.

START OF PLAY: Kick off will be decided by a coin toss between a player from each team.

The winner of the coin toss will elect to kick off or receive. Kick offs will alternate between each team after each quarter or half. Kick offs will also occur when a team scores a goal. The scoring team will not kick off after a goal.

A player kicks the ball from a position at midfield to start play. The ball shall be kicked while it is stationary on the ground in the center of the field of play. A second player must touch the ball prior to scoring a goal. The ball is in play when it moves forward and over the line one full rotation. The forward player that kicked the ball first cannot again kick the ball until another player has kicked it.

GAME PLAY: Because this league is instructional and each child is expected to touch the ball often and develop ball-handling skills, no goalie position is used. Offensive and defensive positions may be used at the coaches discretion but defensive players must stay out of the goal until the play comes to the defensive end of the field.

Teams will not switch goals at halftime.

Throw-ins will be awarded to a team when the ball last touched a member of the opposing team before the entire ball passes beyond the touch line either in the air or on the ground. A goal may not be scored directly from a thrown in. The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground on or behind the touchline. The thrower shall use both hands and shall deliver the ball from behind and over the head in one continuous motion. A player will get two chances to correctly in-bounds the soccer ball. If after two chances, a player has not correctly in-bounded the ball, the ball will be awarded to the opposing team. The thrower may not play the ball until it has been touched by another player. If the ball passes the touchline or the end line, the throw in will be made at the corner of the field.

No corner kicks or penalty kicks.

No official standings or scores will be kept.

Officials will look for the following penalties during play, which will result in a direct kick on the goal.

- Kicking an opponent
- Tripping an opponent
- Violent charging toward an opponent
- Striking an opponent
- Holding an opponent
- Pushing an opponent
- Opponent obstruction

Officials will look for the following penalties during play, which will result in an in-direct kick on the goal.

- Dangerous play (i.e. a player falls near the ball and makes no attempt to get up from the immediate vicinity of the ball).

An in-direct kick on goal must be touched by a teammate prior to scoring a goal. The opposing team must be lined up at least 5-yards off the ball when the kick is attempted.

Direct free kicks can be used to attempt a goal or pass to a teammate. (The opposing team must be 5 yards away from the ball)

Handball Penalty: The penalty for a deliberate handball is a direct free kick. It is to be taken from the spot of the foul. Handballs will be enforced.

The difference between a direct free kick and an indirect free kick is that on an indirect free kick, the ball must be touched by a teammate prior to scoring a goal.

Coaches will not be on the field during game play. Coaches are to remain on the sidelines (not end line) during play.

When a goal kick is awarded by the referees, the opposing team must move behind the build out line until the ball is in play. The defending team members (team with the ball) do not have to fall back to the build out line. Any player on the defending team can kick the ball from any point within the goal area. The ball is in play when it leaves the penalty area. After the ball is kicked and put into play, the opposing team can cross the build out line and play resumes as normal. The player that kicked the ball cannot kick the ball again until another player has kicked it.

No slide tackling. Player will be given a warning for the first offense. After that it will result in a penalty. The penalty will be an in-direct kick.

Anyone receiving two yellow cards or one red card and is ejected from the game will automatically be suspended from attending the next game played. Suspended coaches cannot attend as a spectator. An ejection in the last game of the season could result in suspension in the next season.

9U SOCCER

EQUIPMENT: 9U League will use a #4 soccer ball.

ROSTER: Teams will consist of a minimum of 11 players. Rosters will have no more than 22 players. Teams must field a minimum of 8 players in order to play an official game. A team may borrow registered players to field a maximum of 11 players from another team in the same age group. Borrowed players must play in their original team jersey. Borrowed players must play defense and cannot cross the center line. Borrowed players must be acknowledged to the opposing team and officials at the pre-game meeting. The borrowed players should be listed on the official score card. Players may not be borrowed to a team more than 3 times during the season. The purpose of the borrowed players rule is to prevent forfeits, not to provide substitutes.

OFFICIALS: There will be two (2) officials assigned to each game in each league. Officials have complete control of the game. Officials are responsible for keeping time, stopping play for injuries, and to remind players of proper game conduct. Coaches must remember that they are in control of parents and forfeiture of a game could result from unsportsmanlike conduct by parents or coaches.

Officials are representatives of the Recreation Department and are to be treated as such.

Officials are to use the “yellow and red cards” in any situation that warrants.

GAME LENGTH: Will play four (4) ten minute quarters. Two-minute time-outs between quarters allows coaches to make the needed substitutions to adhere to the all-play rule. If half or more of a game is played, the game is considered final. If less than half of a game is played, the game will be rescheduled.

ALL PLAY RULE: Two (2) quarters in the 9U league. Substitutions can be made at the end of each quarter in the 9U League. If a player is injured and the official stops play, a substitute must be entered into the injured players position.

Substitutions will be allowed in the last 5 minutes of play. The game will be stopped halfway through the fourth quarter to allow for substitutions.

START OF PLAY: Kick off will be decided by a coin toss between a player from each team.

The winner of the coin toss will elect to kick off or receive. Kick offs will alternate between each team after each quarter or half. Kick offs will also occur when a team scores a goal. The scoring team will not kick off after a goal.

A forward player kicks the ball from a position at midfield to start play. (Refer to VHSL rulebook) The ball shall be kicked while it is stationary on the ground in the center of the field of play. A goal may be scored directly from the kickoff. The ball is in play once it is kicked and clearly moves. The forward player that kicked the ball first cannot again kick the ball until another player has kicked it. The ball can be kicked in any direction (including backwards) to begin play. Please note all players should be 10 yards off the ball prior to kick off.

GAME PLAY:

Slide tackling is not allowed in 9U. The penalty will result in an indirect kick.

Pass backs to the goalie will be allowed.

Heading the ball will not be allowed in games/practices. The penalty for intentionally heading the ball in a game is an indirect free kick.

After the ball has wholly crossed the goal line or either of the sidelines the ball is out of play.

Any ball striking an official, goal post, or corner post and remains in the playing area is in play.

A goal is scored when the ball (wholly) crosses the goal line, between goal posts and under the crossbar.

The number of goals scored by a team determines the winner of a game. No standings will be kept in any league.

If at the end of regulation play the game is tied, it will be declared and end a tie game.

While going towards an opponent's goal the offensive team may not have a player ahead of the ball unless there are two defending players present.

There are nine (9) prohibited acts for which a referee can award a direct kick to the offending team: 1.) kicking 2.) tripping 3.) jumping an opponent 4.) violent charging 5.) striking opponent 6.) holding 7.) pushing 8.) handling the ball 9.) charging from behind

An indirect kick will be awarded when the following acts occur: 1.) dangerous play (which includes high kicks 2.) charging away from ball 3.) charging the goalie when he doesn't have the ball 4.) Opponent obstruction 5.) heading the ball.

Direct free kicks can be used to attempt a goal or pass to a teammate. (The opposing team must be 10 yards away from the ball) The ball when kicked must clear the penalty area before either team can attempt a play. If the ball does not clear the penalty area, the ball will be re-kicked.

Another player must touch an indirect kick before a goal can be scored. (The opposing team must be 10 yards from the ball)

Handball Penalty: The penalty for a deliberate handball is a direct free kick. It is to be taken from the spot of the foul. Handballs will be enforced.

A penalty kick is awarded after a serious infraction has taken place in the penalty area. The ball is placed 12 yards from the goal on a designated spot directly in front of the goal. All players must leave the penalty area except for the kicker and the goalie. (See VHSL Rulebook) The goalie must stand on the goal line, between the goal posts, until the ball is kicked. Lateral or forward movement is allowed, but the goalkeeper is not permitted to come off the line with both feet until the ball is in play. The kick cannot be attempted until the official has given the whistle to do so.

If the ball is declared out of bounds on the sideline, there will be an inbound throw attempt. When making an inbounds throw both feet must be out of bounds when making the throw, the ball must be thrown by both hands directly over the head, both feet must remain on the ground as the throw is made, and on incorrect throws the ball is awarded to the opposing team.

A goal kick is awarded when the ball (after being kicked by the offense) crosses the goal line but not within the goal scoring area. The ball is usually placed on the corner of the goal area nearest the side the ball went out of bounds. The ball when kicked must clear the penalty area before either team can attempt a play.

A corner kick is awarded when the ball crosses the goal line, last touched by the defending team, and does not enter the goal area. One member of the attacking team takes that ball to the corner nearest where the ball was kicked over the goal line and places it in the quarter circle. The ball is then kicked by this player and may be kicked directly into the goal. The opposing team must remain 10 yards from the corner arc. The kicker may not attempt a second kick until another player touches the ball.

Any situation that may occur during the course of this program that may need clarification or ruling can be handled under the authority of the Recreation Department.

Anyone receiving two yellow cards or one red card and is ejected from the game will automatically be suspended from attending the next game played. Suspended coaches cannot attend as a spectator. An ejection in the last game of the season could result in suspension in the next season.

VHSL rules apply to any situation not listed in the above-mentioned by-laws.

11U SOCCER

EQUIPMENT: 11U League will use a #4 soccer ball.

ROSTER: 11U teams will consist of a minimum of 11 players. Rosters will have no more than 22 players. Teams must field a minimum of 8 players in order to play an official game. A team may borrow registered players to field a maximum of 11 players from **another team** in the **same age group**. Borrowed players must play in their original team jersey. Borrowed players must play defense and cannot cross the center line. Borrowed players must be acknowledged to the opposing team and officials at the pre-game meeting. The borrowed players should be listed on the official score card. Players may not be borrowed to a team more than 3 times during the season. The purpose of the borrow rule is to limit forfeits, not to provide substitutes.

OFFICIALS: There will be two (2) officials assigned to each game in each league. Officials have complete control of the game. Officials are responsible for keeping time, stopping play for injuries, and to remind players of proper game conduct. Coaches must remember that they are in control of parents and forfeiture of a game could result from unsportsmanlike conduct by parents or coaches.

Officials are representatives of the Recreation Department and are to be treated as such. Coaches need to remember that this activity is solely for the purpose of youth enjoyment and not as an ego builder for any coach or spectator.

Officials are to use the “yellow and red cards” in any situation that warrants.

GAME LENGTH: 11U league will play four (4) ten-minute quarters. Two-minute time-outs between quarters allows coaches to make the needed substitutions to adhere to the all-play rule. If half or more of a game is played, the game is considered final. If less than half of a game is played, the game will be rescheduled.

Half times shall be five minutes.

ALL PLAY RULE: All players will play a minimum of two (2) quarters in the 11U league. Substitutions can be made at the end of each quarter in the 11U League. If a player is injured and the official stops play, a substitute must be entered into the injured players position.

Substitutions will be allowed in the last 5 minutes of play. The game will be stopped halfway through the fourth quarter to allow for substitutions.

START OF PLAY: Kick off will be decided by a coin toss between a player from each team.

The winner of the coin toss will elect to kick off or receive. Kick offs will alternate between each team after each quarter or half. Kick offs will also occur when a team scores a goal. The scoring team will not kick off after a goal.

A forward player kicks the ball from a position at midfield to start play. (Refer to VHSL rulebook) The ball shall be kicked while it is stationary on the ground in the center of the field of play. A goal may be scored directly from the kickoff. The ball is in play once it is kicked and clearly moves. The forward player that kicked the ball first cannot again kick the ball until another player has kicked it. The ball can be kicked in any direction (including backwards) to begin play. Please note all players should be 10 yards off the ball prior to kick off.

GAME PLAY: Slide tackling will be allowed in the 11U league. Slide tackling must come from the front or side. You cannot slide tackle from behind. Also, slide tackling cannot be done with cleats up. Please note that slide tackling is not tackling at all! It is an effort made by the defense to get the ball away from the offense and there should be limited contact in this move if done correctly.

Heading the ball will not be allowed in games/practices for 11U. The penalty for intentionally heading the ball in a game is an indirect free kick.

Pass backs to the goalie will **NOT** be allowed.

After the ball has wholly crossed the goal line or either of the sidelines the ball is out of play.

Any ball striking an official, goal post, or corner post and remains in the playing area is in play.

A goal is scored when the ball (wholly) crosses the goal line, between goal posts and under the crossbar.

Handball Penalty: The penalty for a deliberate handball is a direct free kick. It is to be taken from the spot of the foul. Handballs will be enforced.

The number of goals scored by a team determines the winner of a game. No standings will be kept in any league.

If at the end of regulation play the game is tied, it will be declared and end a tie game.

While going towards an opponent's goal the offensive team may not have a player ahead of the ball unless there are two defending players present.

There are nine (9) prohibited acts for which a referee can award a direct kick to the offending team: 1.) kicking 2.) tripping 3.) jumping an opponent 4.) violent charging 5.) striking opponent 6.) holding 7.) pushing 8.) handling the ball 9.) charging from behind

An indirect kick will be awarded when the following acts occur: 1.) dangerous play (including high kicks) 2.) charging away from ball 3.) charging the goalie when he doesn't have the ball 4.) Opponent obstruction 5.) heading the ball.

Direct free kicks can be used to attempt a goal or pass to a teammate. (The opposing team must be 10 yards away from the ball)

Another player must touch an indirect kick before a goal can be scored. (The opposing team must be 10 yards from the ball)

A penalty kick is awarded after a serious infraction has taken place in the penalty area. The ball is placed 12 yards from the goal on a designated spot directly in front of the goal. All players must leave the penalty area except for the kicker and the goalie. (See VHSL Rulebook) The goalie must stand on the goal line, between the goal posts, until the ball is kicked. Lateral or forward movement is allowed, but the goalkeeper is not permitted to come off the line with both feet until the ball is in play. The kick cannot be attempted until the official has given the whistle to do so.

If the ball is declared out of bounds on the sideline, there will be an inbound throw attempt. When making an inbounds throw both feet must be out of bounds when making the throw, the ball must be thrown by both hands directly over the head, both feet must remain on the ground as the throw is made, and on incorrect throws the ball is awarded to the opposing team.

A goal kick is awarded when the ball (after being kicked by the offense) crosses the goal line but not within the goal scoring area. Players opposing the kicker shall remain outside the penalty area until the ball is in play. Once spotted, the ball shall be kicked from the ground from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and moves.

A corner kick is awarded when the ball crosses the goal line, last touched by the defending team, and does not enter the goal area. One member of the attacking team takes that ball to the corner nearest where the ball was kicked over the goal line and places it in the quarter circle. The ball is then kicked by this player and may be kicked directly into the goal. The opposing team must remain 10 yards from the corner arc. The kicker may not attempt a second kick until another player touches the ball.

Any situation that may occur during the course of this program that may need clarification or ruling can be handled under the authority of the Recreation Department.

Anyone receiving two yellow cards or one red card and is ejected from the game will automatically be suspended from attending the next game played. Suspended coaches cannot attend as a spectator. An ejection in the last game of the season could result in suspension in the next season.

VHSL rules apply to any situation not listed in the above-mentioned by-laws.

13U and 18U SOCCER

EQUIPMENT: 13U League, 18U League will use a #5 soccer ball.

ROSTER: 13U and 18U league teams will consist of a minimum of 11 players. Rosters will have no more than 22 players. Teams must field a minimum of 8 players in order to play an official game. A team may borrow players to field a maximum of 11 players from another team in the same age group. Borrowed players must play in their original team jersey. Borrowed players can only play defense and cannot cross the center line. Borrowed players must be acknowledged to the opposing team and officials at the pre-game meeting. The borrowed players should be listed on the official score card. Players may not be borrowed to a team more than 3 times during the season. The purpose of the borrow rule is to limit forfeits, not to provide substitutes.

OFFICIALS: There will be three (3) officials assigned to each game in these leagues. We will have a head official and two line judges. Officials have complete control of the game. Officials are responsible for keeping time, stopping play for injuries, and to remind players of proper game conduct. Coaches must remember that they are in control of parents and forfeiture of a game could result from unsportsmanlike conduct by parents or coaches.

Officials are representatives of the Recreation Department and are to be treated as such. Coaches need to remember that this activity is solely for the purpose of youth enjoyment and not as an ego builder for any coach or spectator.

Officials are to use the “yellow and red cards” in any situation that warrants.

GAME LENGTH: The 13U and 18U leagues will play 25-minute halves with free substitutions on dead ball situations. All play rule is in effect in these leagues. Coaches must pay close attention to playing time due to free substitution. If half or more of a game is played, the game is considered final. If less than half of a game is played, the game will be rescheduled.

ALL PLAY RULE: All players will play a minimum of one (1) half in 13U and 18U leagues.

SUBSTITUTIONS: Substitutions may be made: 1. When a goal is scored 2. When a player is injured 3. On a goal kick 4. When a player or bench personnel from either team is cautioned or disqualified 5. On a penalty kick 6. The defensive team may substitute on a throw-in or corner kick if the offensive team is also substituting.

Half times shall be five minutes in all games.

START OF PLAY: Kick off will be decided by a coin toss between a player from each team.

The winner of the coin toss will choose the goal to attack and the opposing team will receive. Kick offs will alternate between each team after each quarter or half. Kick offs will also occur when a team scores a goal.

A forward player kicks the ball from a position at midfield to start play. (Refer to VHSL rulebook) The ball shall be kicked while it is stationary on the ground in the center of the field of play. A goal may be scored directly from the kickoff. The ball is in play once it is kicked and clearly moves. The forward player that kicked the ball first cannot again kick the ball until another player has kicked it. The ball can be kicked in any direction (including backwards) to begin play. Please note all players should be 10 yards off the ball prior to kick off.

GAME PLAY: Slide tackling will be allowed in 13U and 18U Leagues. Slide tackling must come from the front or side. You cannot slide tackle from behind. Also, slide tackling cannot be done with cleats up. Please note that slide tackling is not tackling at all! It is an effort made by the defense to get the ball away from the offense and there should be limited contact in this move if done correctly.

After the ball has wholly crossed the goal line or either of the sidelines the ball is out of play.

Any ball striking an official, goal post, or corner post and remains in the playing area is in play.

A goal is scored when the ball (wholly) crosses the goal line, between goal posts and under the crossbar.

The number of goals scored by a team determines the winner of a game. No standings will be kept in any league.

If at the end of regulation play the game is tied, it will be declared and end a tie game.

While going towards an opponent's goal the offensive team may not have a player ahead of the ball unless there are two defending players present.

There are nine (9) prohibited acts for which a referee can award a direct kick to the offending team: 1.) kicking 2.) tripping 3.) jumping an opponent 4.) violent charging 5.) striking opponent 6.) holding 7.) pushing 8.) handling the ball 9.) tackling 10.) spitting

An indirect kick will be awarded when the following acts occur: 1.) dangerous play (including high kicks) 2.) charging away from ball 3.) impeding the goalie when he doesn't have the ball 4.) opponent obstruction. 5.) ball is passed back to the goalie and they pick it up

Direct free kicks can be used to attempt a goal or pass to a teammate. (The opposing team must be 10 yards away from the ball)

Another player must touch an indirect kick before a goal can be scored. (The opposing team must be 10 yards from the ball)

Handball Penalty: The penalty for a deliberate handball is a direct free kick. It is to be taken from the spot of the foul. Handballs will be enforced.

A penalty kick is awarded after a serious infraction has taken place in the penalty area. The ball is placed 12 yards from the goal on a designated spot directly in front of the goal. All players must leave the penalty area except for the kicker and the goalie. (See VHSL Rulebook) The goalie must stand on the goal line, between the goal posts, until the ball is kicked. Lateral or forward movement is allowed, but the goalkeeper is not permitted to come off the line with both feet until the ball is in play. The kick cannot be attempted until the official has given the whistle to do so.

If the ball is declared out of bounds on the sideline, there will be an inbound throw attempt. When making an inbounds throw both feet must be out of bounds when making the throw, the ball must be thrown by both hands directly over the head, both feet must remain on the ground as the throw is made, and on incorrect throws the ball is awarded to the opposing team.

A goal kick is awarded when the ball (after being kicked by the offense) crosses the goal line but not within the goal scoring area. Players opposing the kicker shall remain outside the penalty area until the ball is in play. Once spotted, the ball shall be kicked from the ground from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and moves.

A corner kick is awarded when the ball crosses the goal line, last touched by the defending team, and does not enter the goal area. One member of the attacking team takes that ball to the corner nearest where the ball was kicked over the goal line and places it in the quarter circle. The ball is then kicked by this player and may be kicked directly into the goal. The opposing team must remain 10 yards from the corner arc. The kicker may not attempt a second kick until another player touches the ball.

Any situation that may occur during this program that may need clarification or ruling can be handled under the authority of the Recreation Department.

Anyone receiving two yellow cards or one red card and is ejected from the game will automatically be suspended from attending the next game played. Suspended coaches cannot attend as a spectator. An ejection in the last game of the season could result in suspension in the next season.

VHSL rules apply to any situation not listed in the above-mentioned by-laws.

Important info from the VHSL rulebook to remember:

The ball is out of play when it has completely crossed a goal line or touch line whether on ground or in the air.

A play is not stopped until the referee sounds the whistle. This means coaches or parents, or other team members cannot enter the field of play before the whistle.

After the penalty kick is properly taken the ball may be played by any player except the one who executed the penalty. The kicker may not play the ball until it has been touched or played by another player on either team. (Not the goalie)

A player shall be penalized for deliberately handling, carrying striking or propelling the ball with a hand or arm except for the goalkeeper.

A player shall only be penalized for being in an offside position if, at the moment the ball touches or is played by a teammate, that player is involved in active play by interfering with play or with an opponent or gaining an advantage by being in that position. A player is not offsides when at the moment the ball was played by either team, he was on sides.