

SOUTHEAST CINCINNATI SOCCER ASSOCIATION



FALL 2023 SPRING 2024 LAWS, BYLAWS AND POLICY MANUAL

This book contains the Laws of soccer with small sided modifications for play in the Southeast Cincinnati Soccer Association, Inc.

scsa-soccer.org

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NOTE: This Rules Guide is used for both the Fall and Spring Seasons. Please note that both SCSA and GSE use calendar year birth years to form each division/age group. This means for the spring seasons most teams move up a division. For example, Fall Shooters move to Spring Passers; Fall Passers move to Spring Flyers, etc. Spring to Fall divisions remain the same. The modified rules change as players age up the divisions.

The Associations may make changes to these rules prior to the start of a season. Coaches will be notified of any changes prior to implementation.

This rule book is specific to SCSA's program. GSE has similar rules and some differences have been identified. For official GSE program rules, please refer to GSE at the web address listed above.

This book is a basic rule guide for the convenience of coaches, referees, and players.

However, the official rules of soccer, as stated in the laws of the game and the Universal Guide for referees by FIFA of the current year, shall be used in deciding disputes or protests. Regulations of the Southeast Cincinnati Soccer Association, Inc. apply in the specific situations outlined as well as the modifications to the Laws of the Game for small sided play.

Thanks for playing soccer with SCSA and GSE.

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The following Code of Ethics and Conduct forms the basis of the Laws, Bylaws, Policies, and Procedures for SCSA. All coaches, parents, and supporters are to conduct themselves within both the rule and spirit of the Code of Ethics and Conduct.

ETHICS AND CODE OF CONDUCT

SOCCER BELONGS TO THE PLAYERS. Coaches must understand this and put the welfare of the players and the game ahead of their personal desires.

Coaches, players, and team supporters must never place the value of winning above the safety and welfare of the players. Winning should be the result of thorough preparation and team discipline.

The laws of soccer are written to ensure a continuous flow of action, while protecting the safety of the players. Coaches must be familiar with them and the rules of play. Coaches shall insure that the players also understand them and adhere to both their letter and spirit.

Advantage shall never be sought by deliberately violating the laws of soccer nor by engaging in unsportsmanlike behavior. Coaches shall not tolerate unsportsmanlike behavior by parents or members of their team toward opponents, officials, or spectators - regardless of the situation. Coaches and parents have an obligation to teach good sportsmanship by both word and example.

Players should treat the players on other teams in a friendly and courteous manner and in the same way that they would like opposing players to treat them. Coaches are responsible for the behavior of their team and supporters at the field.

Coaches should be as inconspicuous as possible during the game. Corrective instructions should be given during practice. During a game, instructions should be limited to players on the sideline.

Game decisions by officials may not be questioned. Public or private criticism of officials by coaches, players or spectators is not permitted. Coaches shall maintain a controlled, undemonstrative attitude toward officials. Coaches are responsible for the behavior of their fans. Failure to correct discourteous behavior may result in a red card to the coach.

VERBAL AND/OR PHYSICAL ABUSE OF REFEREES SHALL NOT BE TOLERATED.

RISK MANAGEMENT PROGRAM

All Coaches, Board Members and Adult Referees must submit a background check to ensure the safety of our players. SCSA partners with Ohio Soccer Association, OSA, to administer the required Risk Management Program. Risk Management was developed to protect and provide a safe and healthful environment for children participating in OSA sanctioned soccer clubs, associations, leagues, program, and tournaments.

In order to implement this program, every coach, assistant coach and team administrator is to submit a background check through the Coaches Risk Management link on SCSA-Soccer.org.

PURPOSE

The purpose of the Southeast Cincinnati Soccer Association, Inc. is to:

- 1) instruct and train players to develop and improve their capabilities;
- 2) develop the principles of fair play;
- 3) build good character;
- 4) allow all players as equal an opportunity as possible to participate;
- 5) promote the growth of soccer;
- 6) encourage the development and practice of good sportsmanship;
- 7) improve physical fitness;
- 8) help keep our youth involved and busy in supervised activities; and,
- 9) have fun.

This Manual is prepared by Southeast Cincinnati Soccer Association, Inc. (SCSA) non-profit corporation. The Manual represents a commitment from the Association to cooperate to provide the best possible program for the boys and girls of our Southeast Cincinnati Community.

SMALL SIDED SOCCER RULES GUIDE

Purpose for 4 v 4, 6 v 6, 7 v 7 & 9 v 9 Games

The small sided programs are for the younger player's development. Its purpose is to permit development education of young players as they are physically more efficient in smaller spaces. In this way, they can relate to the play and rules of the game and be more involved in play. In this manner, they will have the opportunity to develop because they will play with ball more during the game. It also allows for the boys and girls to be actively involved for longer periods of time. Small sided is a natural progression to prepare the boys and girls to play in 11v11 age groups.

At the start of each season, SCSA may change number of players on the field for any small sided game. This will be done from consideration of the size of team rosters in any Division. Coaches will be notified if the game size changes.

Rulebook Layout of Laws

The first section, titled "Laws of Soccer" presents the international Laws of Soccer for the standard 11v11 full-sided game.

The second section is for small sided games. This section presents the modifications to the Laws of Soccer that are appropriate for each age level. To fully understand the rules for small sided games, an individual must first understand the Laws of Soccer and also understand their age-appropriate modifications.

LAWS OF SOCCER

The Laws of Soccer outline the rules of soccer for all teams in Southeast Cincinnati Soccer Association, Inc.

Southeast Cincinnati Soccer Association has established small sided games and full sided games for boys as shown below.

Four vs Four (4v4)	Age 5 / U5	Dribblers
Four vs Four (4v4)	Age 6 / U6	Trappers
Six vs Six (6v6)	Age 7 / U7	Shooters
Six vs Six (6v6)	Age 8 / U8	Passers
Seven vs Seven (7v7)	Age 9 / U9	Flyers
Seven vs Seven (7v7)	Age 10 / U10	Wings
Nine vs Nine (9v9)	Ages 11 - 12 / U12	Strikers
Eleven vs Eleven (11v11)	Ages 13 - 15 / U15	Kickers
Nine vs Nine (9v9)	Ages 16 - 19	Minors

Our game sizes are based on guidelines from US Youth Soccer. Also, please know that the Associations may change the number of players on the field in any of the divisions if registrations warrant.

The Laws of Soccer as outlined below apply to all age groups. However, for 4v4, 6v6, 7v7 and 9v9, games there are supplemental Laws of Soccer that modifying some of the following Laws to take into consideration the age of the player and their small sided game.

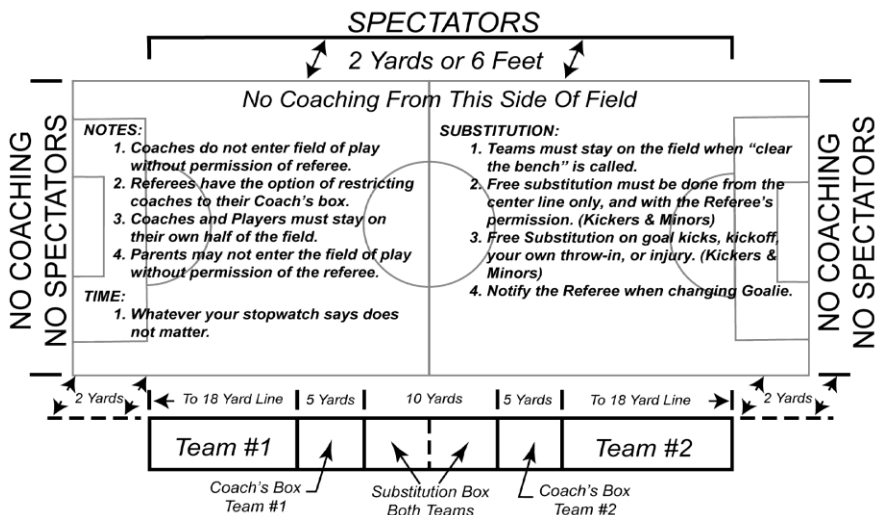
Coaches are to read and understand the requirements of the game. In addition to this section coaches of Small Sided teams should also review the modifications to the Laws of Soccer for their age group which follow in this guide.

LAW 1 – The Field of Play

DIMENSIONS. The field of play shall be 100 to 130 yards long by 50 to 100 yards wide. The center circle shall be 10 yards. The goal shall be 8 yards wide by 8 feet high. The goal area shall be 20 yards wide by 6 yards deep. The penalty area shall be 44 yards wide by 18 yards deep. The penalty mark shall be 12 yards from the goal line. If corner flags are used, they must be at least 5 ft tall.

Following is the basic diagram of soccer fields for ages 7 and up.

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Spectators Spectators shall stay at least 2 yards behind any touch line. Spectators are not to be located beyond the goal lines unless seated in bleachers.

Law 2 – The Ball

The ball shall be spherical; the outer casing shall be of leather or other approved materials. No material shall be used in its construction which might prove dangerous to the players.

The ball shall be approved by the Referee.

DIVISION	Ball Size
Dribbler, Trapper, Shooter, Passer	#3
Flyer, Wing, Striker	#4
Kicker, Minor	#5

Law 3 – Number of Players

A match shall be played by two teams, each consisting of not more than eleven players, one of whom shall be the goalkeeper.

The game shall be started at the appointed time even with fewer than eleven players, but not fewer than seven. The game will be forfeited by any team unable to have seven players or more on the field within ten (10) minutes of the appointed time.

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Substitutes may be used in any match played under the rules of an official competition subject to the following conditions:

Minimum Playing Requirement

- A. Players on Kickers and Minors teams must participate a minimum of 25% of each game.
- B. In the event a player arrives at a game when less than 25% of the game remains to be played, the player must be substituted at the first opportunity and play the remainder of the game.

Substitutions

A. Substitutions may be made, with consent of the referee, at the following time:

- 1. Prior to the throw-in in your favor or if other team substitutes both teams may substitute.
- 2. Prior to a goal kick, by either team
- 3. After a goal, by either team
- 4. After an injury, by either team, when referee stops play
- 5. At half time
- 6. After a player is cautioned (yellow card), the opposing team may substitute a like number of players. No substitution is allowed for a sent off (red card) player.

B. Any player may change places with the goalkeeper during a normal stoppage of play provided the referee is informed before the change is made

C. When a goalkeeper or any other player is to be replaced by a substitute, the following conditions shall be observed

- 1. The Referee shall be informed prior to the substitution.
- 2. The substitute shall enter the field during a stoppage in the game.
- 3. A substitute shall be subject to the authority and jurisdiction of the Referee whether called upon to play or not.

D. Players remaining in the game must stay on the field. Only players for whom a substitute has been entered may leave the field.

E. Coaches are not permitted to enter the field of play during the clear the bench substitution break.

Punishments

A. The players concerned shall be cautioned (yellow card) immediately when noticed by the Referee and the ball is out of play. If the goalkeeper is replaced by a substitute and if the Referee stopped play exclusively to administer this caution, then an indirect free kick is awarded to the opposing team. (See Law 13 - Free Kicks).

B. If any substitute enters the field of play without the authority of the Referee, play shall be stopped. The substitute shall be cautioned and removed

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from the field or sent off according to the circumstances. The game shall be restarted by the Referee using a drop-ball (See Law 8 - Start of Play).

C. For any other infringement of this law, the player or players concerned shall be cautioned (yellow card), and if the game is stopped by the referee to administer the caution, it shall be restarted by awarding an indirect free kick to the opposing team. (See Law 13-Free Kicks).

Law 4 – Player’s Equipment

Equipment Specifications

A. Players shall not wear anything which is dangerous to another player or him/herself.

B. **Normal Equipment** - The usual equipment is Shirts, Shorts, Shin guards, Socks, and Shoes.

C. Shirts (or jerseys) of teammates must be of identical colors.

D. **Goalkeepers’ shirts** must be of colors which distinguish them from teammates, opponents and referees.

E. Shirts of opposing teams must be of contrasting colors. The home team shall be responsible to change if two teams show up with similar colored uniforms.

F. Players must wear approved shin guards which must be entirely covered by stockings.

G. Players shall wear gym, tennis, or molded soccer shoes which conform to the following standards: Cleats shall be rubber, nylon, plastic, or similar material, and shall not be less than 3/8" in diameter at the tip, or project more than 3/4 inch from sole or heel of the shoe. Detachable cleats are acceptable if they are made of the same material listed and are more than 1/2 inch from the sole or heel of the shoe. The screw plate and the screw portion of the cleat must be such that no exposed metal is present.

Any player may wear a concussion helmet subject to the approval of the referee.

Illegal Equipment

Illegal equipment shall not be worn by any player. This includes any equipment, which in the opinion of the referee is dangerous. Types of equipment which are always dangerous include:

A. Projecting metal or other hard plates, or projections on clothing or person.

B. Knee, head, arm, thigh, or hip pads containing sole leather, fiber, metal or any unyielding materials, even if they are covered with soft padding.

C. **Hard Casts of any material are not permitted.** Hard casts that are wrapped in a material, such as bubble wrap, are not permitted. If a player has an injury requiring a hard cast he or she is ineligible to play until the hard cast is removed and a medical professional approves a return to play.

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- D. Shin guards that have exposed sharp edges.
- E. Face or spectacle guards.
- F. Knee braces must be wrapped and approved by the referees.
- G. Jewelry of any type (metal, plastic, or other material) including rings, earrings, pierced earrings, bracelets, necklaces, hair clips, or barrettes. Exceptions are medical and religious jewelry which must be taped to the body.

Exceptions to approve potentially illegal equipment may be permitted with the written approval of the Director of Referees.

Play shall not be stopped for repair or replacement of uniform parts. If a player is sent off the field for a violation of Law 4, they must reenter during normal substitution after repairing the violation.

Law 5 – Referees

A Referee shall be appointed to officiate in each game. The referee's authority and the exercise of the powers granted by the Laws of the Game commence as soon as they enter the field of play. For 4v4, a single referee is assigned to each field. For all other divisions, two referees are assigned to each field.

The referee's authority shall extend to offenses committed when play has been temporarily suspended, or when the ball is out of play. Their decision on points of fact connected with the play shall be final, so far as the result of the game is concerned.

A Referee shall:

- A. Enforce the Laws of Soccer.
- B. Refrain from penalizing in cases where they are satisfied that, by doing so, would be giving an advantage to the offending team.
- C. Keep a record of the game; act as timekeeper and allow the full or agreed time.
- D. Have discretionary power to stop the game for any infringement of the Laws and to suspend or terminate the game whenever, by reason of the elements, interference by spectators, or other cause, they deem such a stoppage necessary. In such a case the referee shall submit a detailed report to the Director of Referees, within the stipulated time, and in accordance with the provisions set up by the local association under whose jurisdiction the match was played. Reports will be deemed to be made when received by electronic email.
- E. From the time the referee enters the field of play, they have the authority to caution, yellow card, any player guilty of misconduct or unsportsmanlike behavior and, if the player persists, suspend the player from further participation in the game, by issuing the player a red card. In such cases the referee shall send the name of the offender to the Director of Referees, within the stipulated time, and in accordance with the provisions set up by the local association under whose jurisdiction the match was played. Reports will be deemed to be made when received in the ordinary course of mail or email.

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F. Allow no person other than the players and the referee(s) to enter the field of play without the referee's permission. In the event of an injury, referees may invite the coach onto the field.

G. Referees will stop play for an injured, hurt, or sick player as soon as it is not to the disadvantage of the attacking team. Advantage means the attacking team has an opportunity to score. If no opportunity to score exists, play should be stopped promptly. If, in the referee's opinion, the player is seriously injured, hurt or sick, or if the player is in danger of receiving additional injury if play continues, play should be stopped at once even if it is to the disadvantage of the attacking team. Play will be restarted by drop ball or normal method that stopped play such as a throw in, goal kick, free kick, etc.

H. Referees may send off the field of play any player who, in their opinion, is guilty of violent conduct, serious foul play, or the use of foul or abusive language.

I. In a situation where a referee does not show up at a game, teams should agree to a volunteer to referee the game. If a single referee is working a game requiring two referees, the referee may request each team to provide one person to assist by calling the ball in and out of bounds.

J. If only one referee shows when there are supposed to be two, that referee is entitled to all of the referee fees from both coaches.

SCSA Administration Rule - Coaches will be responsible for reporting the game score for the fall season.

Law 6 – Linesmen

The two-person referee system (or single referee used for small sided formats) is used in most games Southeast Cincinnati Soccer Association, Inc. However, in any or all of the age groups, the Director of Referees may elect to have two Linesmen assigned to referee in the three-person referee system. If the three-person referee system is used, it is the duty (subject to the decision of the Referee) of the linesman to indicate:

- A. When the ball is out of play.
- B. Which side is entitled to a corner-kick, goal-kick or throw-in.
- C. When a substitution is desired.

They shall also assist the Referee to control the game in accordance with the Laws. If a three-referee system is used, there will be no additional cost to either team.

In the event of undue interference or improper conduct by a Linesman, the Referee shall dispense with his services and arrange for a substitute to be appointed. The matter shall be reported by the Referee to the competent authority. The linesmen should be equipped with flags by the Referee.

Law 7 – Duration of the Game

The duration of the game shall be two 35 minute periods as scheduled below subject to the following:

- A. Time shall be extended to permit a penalty-kick being taken at or after the expiration of the normal period in either half.
- B. At half time the interval shall not exceed five minutes.

Law 8 – The Start of Play

At the beginning of the game, the visiting team will call the coin toss. The team winning the toss decides which goal it will attack in the first half of the match. The other team kicks off. After half-time, when restarting, ends shall be changed and the kickoff shall be taken by a player of the opposite team to that of the player who started the game.

Kickoff

The Referee, having given a signal, the game shall be started by a player taking a placed kick (i.e. a kick at the ball while it is stationary on the ground in the center of the field of play). Every player shall be in his own half of the field except for the kicker if they choose, and every player of the team opposing that of the kicker shall remain outside of the circle until the ball is touched and clearly moves (in any direction). The kicker shall not play the ball a second time until it has been touched or played by another player, (double touch foul).

Punishment: In the case of the kicker playing the ball again before it has been touched or played by another player, an indirect free-kick shall be taken by the opposing team. (See Law 13 - Free Kicks). For all other infringements of this Law, the kickoff shall be retaken.

After a goal has scored, the game shall be restarted in like manner by a player of the team losing the goal.

A goal may be scored directly from the kickoff. (See Law 10 - method of scoring)

Should the ball enter the kicker's goal, (own goal) directly from kickoff without touching another player, no goal will be scored. A corner kick will be awarded to the opposing team.

Drop Ball

A drop ball is used to restart the game after a temporary suspension of play from any cause not mentioned elsewhere in these Laws.

Drop Ball Procedure

- A. The ball is dropped for the defending team goalkeeper in their penalty area if, when play was stopped
 1. The ball was in the penalty area
 2. The last touch of the ball was in the penalty area.

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B. In all other cases, the referee drops the ball for one player of the team that last touched the ball at the position where it last touched a player, an outside agent, or a match official.

C. All other players (of both teams) must remain at least 4.5 yards (4m) from the ball until it is in play.

The ball is in play when it touches the ground. If, however, the ball goes over the touch or goal-line after it has been dropped by the referee, the referee shall again drop it. A player shall not play the ball until it has touched the ground. For any infringement of this section of the Law, the referee shall again drop the ball.

When restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these Laws, provided that immediately prior to the suspension the ball has not passed over the touch or goal-lines, the Referee shall drop the ball at the place where it was when play was suspended, unless it was within the goal area at that time, in which case it shall be dropped on that part of the goal area line which runs parallel to the goal-line, at the point nearest to where the ball was when play was stopped. It shall be deemed in play when it has touched the ground; if, however, it goes over the touch or goal-lines after it has been dropped by the Referee, but before it is touched by a player, the Referee shall again drop it. A player shall not play the ball until it has touched the ground. For any infringement of this section of the Law, the Referee shall again drop the ball.

Law 9 – Ball In and Out of Play

The ball is **out of play** when:

- A. It wholly crosses the goal-line or touch-line, whether on the ground or in the air.
- B. The game has been stopped by the Referee
- C. It touches a match official, remains on the field of play and:
 - 1. a team starts a promising attack or
 - 2. the ball goes directly into the goal or
 - 3. the team in possession of the ball changes.

In all these cases, play is restarted with a dropped ball.

The ball is **in play** at all other times from the start of the match to the finish including:

- A. If it rebounds from a goal-post, cross-bar, or corner-flag post into the field of play.
- B. If it rebounds off either the Referee or a Linesman when they are in the field of play without advantage gained.
- C. In the event of a supposed infringement of the Laws, until a decision is given.

Law 10 – Method of Scoring

Except as otherwise provided by these laws, a goal is scored when the whole of the ball has passed over the goal-line, between the goal-post and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper, who is within his own penalty area.

A goal cannot be allowed if the ball has been prevented by some outside agent from passing over the goal-line. If this happens in the normal course of play, other than at the taking of a penalty-kick, the game must be stopped and restarted by the Referee dropping the ball. (See Law 8 - Restarts).

If, when the ball is going into goal, a spectator enters the field before it passes wholly over the goal-line, and tries to prevent a score, a goal shall be allowed if the ball goes into goal unless the spectator has made contact with the ball or has interfered with play, in which case the referee shall stop the game and restart it by dropping the ball. (See Law 8 - Restarts)

A goal **may be scored** directly from:

- a corner kick
- a goalkeeper's punt
- a direct free kick
- a penalty kick
- a kickoff
- a goal kick
- any player legally playing the ball from inside of the field over the goal line and into the goal

A goal **cannot be scored** directly from:

- an indirect free kick
- a throw-in
- the opponents goalkeeper's throw
- a drop ball

Law 11 – Offside

A player is in an offside position if they are nearer to the opponents' goal-line than the ball, unless:

1. They are in their own half of the field of play, or
2. They are not nearer to their opponent's goal-line than two opponents, including the goalkeeper. A player who is level (even) with the second to last opponent is NOT in an offside position.

A player **shall** only be declared offside and penalized for being in an offside position, if, at the moment the ball touches, or is played by, one of his team, they are, in the opinion of the Referee:

1. Interfering with play or with an opponent, or
2. Seeking to gain an advantage by being in that position

A player **shall not** be declared offside by the Referee

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1. merely because of their being in an offside position, or
2. if they receive the ball, directly from:
 - a. a goal-kick,
 - b. a corner-kick,
 - c. a throw-in, or
 - d. being dropped by the Referee.
3. if a defensive player makes a play on the ball and it goes to a player in an offside position.

If a player is declared offside, the Referee shall award an indirect free kick to the opposing team. (See Law 13 - Free Kicks).

Offside shall not be judged at the moment the player in question receives the ball, but at the moment when the ball is passed to them by a teammate. A player who is not in an offside position when one of his teammates passes the ball to them or takes a free kick does not therefore become offside if they go forward during the flight of the ball.

LAW 12 – Fouls and Misconduct

Offenses (Fouls)

Direct free kicks, indirect free kicks and penalty kicks can only be awarded for offenses committed when the ball is in play. If an offense involves contact, it is penalized by a direct free kick or a penalty kick.

Misconduct

Misconduct can occur in many situations:

- on or off the field
- by a player or by a substitute
- with the ball in-play or not-in-play
- by itself or along with an offense (foul)

Some violations can be both an offense (foul) and misconduct.

Direct Free Kick Offenses

These 7 offenses result in a direct free kick (DFK) if the referee decides it was done carelessly, recklessly, or using too much force:

1. Kicking or attempting to kick an opponent
2. Tripping an opponent
3. Striking or attempting to strike an opponent
4. Jumping at an opponent
5. Charging an opponent
6. Pushing an opponent
7. While tackling or challenging for the ball, making contact with an opponent before contacting the ball. This includes recklessly tackling an opponent from behind with little or no concern for the safety of the opponent.

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The other five direct free kick offenses are:

1. Holding an opponent
2. Deliberately handling the ball with any part of the hand or arm, i.e. carries, strikes, or propels the ball. NOTE: This does not apply to:
 - a. the goalkeeper within their own penalty area or
 - b. a player who is part of a wall on a direct or indirect kick protecting their chest or middle or
 - c. stationary players who are part of a wall and protecting their head or neck so long as they do not play the ball.
3. Biting or Spitting at anyone
4. Impeding an opponent with contact
5. Throwing an object at the ball or hitting the ball with a handheld object.

Penalty Kicks - If a direct free kick foul is committed by a defender within the defending team's penalty area, the punishment is a penalty kick for the opposing team. A penalty kick can be awarded irrespective of the position of the ball, if in play, at the time an offense is committed within the penalty area. (See Law 14 - Penalty Kick)

If in the opinion of the referee, a player who is attacking towards the opponent's goal with an obvious opportunity to score (no defensive player between them and the goal except the goalkeeper) is intentionally fouled by an opponent, through unlawful offense being any of the direct penalty fouls listed above, thus denying the attacking players team the opportunity to score a goal, the offending player is to be sent off the field of play for serious foul play in accordance with Law 12 with a red card.

Indirect Free Kicks Offenses

Other offenses are punished by restarting play with an indirect free kick (IFK) at the location where the offense occurred.

Indirect free kick offenses are:

1. Dangerous Play - Play in a manner considered by the referee to be dangerous such as attempting to kick the ball while in possession of the goalkeeper or from on the ground. For Dribblers, Trappers, Shooters, Passers, Flyers, Wings, and Strikers: Deliberately striking the ball with a player's head is considered dangerous play and is not allowed.
2. Charging - Charging another player fairly when the ball is not within playing distance of the players concerned and they are definitely not trying to play it.
3. Obstructing - When not playing the ball, intentionally obstructing an opponent running between the opponent and the ball, or interposing the body so to form an obstacle to an opponent
4. Intentionally obstructing the goalkeeper, by standing in front of the keeper so that the goalkeeper cannot easily put the ball back into play.

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5. When playing as a goalkeeper and within their own penalty area indulges in tactics which, in the opinion of the Referee, are designed to merely hold up the game and thus waste time and so give unfair advantage to their own team.
6. On any occasion when a player deliberately kicks the ball to his own goalkeeper, the goalkeeper is not permitted to touch (pick up) the ball with their hands.
7. A goalkeeper does not promptly put the ball back in play.

Special Note: The goalkeeper will be considered to be in possession of the ball by touching it with any part of their hands or arms. Possession of the ball would include the goalkeeper intentionally parrying the ball when they could have caught it. If the goalkeeper after parrying the ball picks it up again, an indirect Free Kick should be awarded to the opposing team at that spot. However, if in the opinion of the referee, the ball rebounds accidentally or if the goalkeeper in making the stop could not catch or control the ball while attempting a save, the goalkeeper may pick up the ball and control it for the first time as long as any part of the ball is still in the penalty area.

Misconduct

Players who commit misconduct are shown either a yellow card (caution) or a red card (send-off).

Yellow Card Cautions

A player shall be cautioned if:

1. They charge, run into, or hit the goalkeeper while the keeper has possession of the ball. If in the opinion of the Referee the attacking player's action against the goalkeeper who is in possession of the ball is deliberate the attacking player must be cautioned or ejected depending on the severity of the action. The attacking player must make an attempt to avoid contact with the goalkeeper.
2. A player enters or re-enters the field of play to join or rejoin his team after the game has commenced or leaves the field of play during the progress of the game (except through accident) without, in either case, first having received a signal from the Referee showing the player that they may do so. If the Referee stops the game to administer a caution the game shall be restarted by an indirect free-kick taken by a player of the opposing team.
3. A player persistently infringes on the laws of the game.
4. A player, coach or fan shows by word or action, dissent from any decision given by the Referee
5. A player is guilty of unsportsmanlike conduct.
6. A player fails to respect the required distance when play is restarted and delaying the restart of play.

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For any of these offenses, in addition to the caution, an indirect free kick (IFK) shall be awarded to the opposing team unless a more serious infringement was committed.

Red Card – Send Off (Misconduct)

A player shall be sent off the field of play and issued a red card if in the opinion of the Referee, they:

1. Are guilty of violent conduct or serious foul play
2. Use foul or abusive language
3. Persist in misconduct after having received a caution
4. A player (other than the goalkeeper) deliberately and intentionally uses their hand to prevent a goal from scoring.

If play is stopped by reason of a player being ordered from the field for an offense without a separate breach of the law having been committed, the game shall be resumed by an indirect freekick awarded to the opposing team.

SPECIAL NOTE: The conduct of coaches and assistant coaches are subject to Law 12 and they can receive Red or Yellow cards for conduct as outlined in Law 12. The Bylaw section contains additional information as it relates to coaches and assistant coaches.

Law 13 – Free Kick

Free kicks shall be classified under two headings:

- A. Direct Free Kick (DFK) - from which a goal can be scored directly against the offending side, and
- B. Indirect Free Kick (IFK) - from which a goal cannot be scored until the ball has been played or touched by a player other than the kicker before passing through the goal.

Method

A free kick will be taken from the position of the foul or misconduct unless it meets one of the special cases listed below. When a player is taking a direct or an indirect free kick, all of the opposing players shall be at least ten (10) yards from the ball OR on their own goal line between the goal posts. The ball must be stationary when a free kick is taken, and the kicker shall not play the ball a second time, until it has been touched or played by another player. Except as described below in paragraph (a), the ball shall be in play once it is kicked in any direction.

Special Cases:

- A. Inside Own Penalty Area - When a player is taking a direct or an indirect free kick inside his or her own penalty-area, in addition to the 10 yard rule listed above, all opposing players shall remain outside the penalty area until the ball has been kicked out of the area. The ball shall be in play immediately

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after it has been kicked and moves and is beyond the penalty area. The goalkeeper shall not receive the ball into their hands in order to kick the ball into play. If the ball does not leave the penalty area, the kick shall be retaken.

B. Inside Own Goal Area - Any free kick taken from inside a player's own goal area may be taken from anywhere inside the goal area in which the free kick was awarded.

C. Inside Opponent's Goal Area - Any indirect free-kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal area line which runs parallel to the goal-line, at the point nearest to where the offense was committed. The ball shall be in play when it has been kicked in any direction.

If a player of the opposing side encroaches into the penalty-area, or within ten yards of the ball, before a free kick is taken, the Referee shall delay the taking of the kick, until the Law is complied with.

Punishment: If the kicker, after taking the free-kick, plays the ball a second time before it has been touched or played by another player, an indirect free kick (IFK) shall be taken by a player of the opposing team. (See modifications.)

Should the ball enter the kicker's goal directly from a direct or indirect free kick without touching another player, no goal will be scored. A corner kick will be awarded to the opposing team.

Law 14 – Penalty Kick

A penalty kick shall be taken from the penalty mark and, when it is being taken, all players with the exception of the player taking the kick, and the opposing goal-keeper, shall be within the field of play but outside the penalty-area, and at least 10 yards from the penalty mark. The opposing goalkeeper remains on their own goal-line, between the goal posts, until the ball is kicked. The goalkeeper is permitted to move sideways while remaining on the goal line, but they are not permitted to come off the line by moving forward until after the ball is in play. The player taking the kick must kick the ball forward; they shall not play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play directly after it is kicked and moves. A goal may be scored directly from such a penalty-kick.

When a penalty-kick is being taken at or after the expiration of half time or full time, a scored goal is not nullified if the ball touches the goalkeeper before passing into the goal. If necessary, time of play shall be extended to allow a penalty-kick to conclude.

Punishment: For any infringement of this Law:

A. By the defending team - the kick shall be retaken if a goal has not resulted.

B. By the attacking team other than by the player taking the kick, if a goal is scored it shall be disallowed and the kick retaken.

LAWS OF SOCCER

C. By the player taking the penalty-kick, committed after the ball is in play, a player of the opposing team shall take an indirect freekick from the spot where the infringement occurred. Any goal that was scored by the fouling player shall be disallowed.

If, in the case of paragraph (C), the offense is committed by the player in their opponent's goal area, the free-kick shall be taken from a point anywhere within that half of the goal area in which the offense occurred.

Law 15 – Throw In

When the whole of the ball passes over a touch-line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower, at the moment of delivering the ball, must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touchline. The thrower shall use both hands and shall deliver the ball from behind and over the head. The ball shall be in play immediately when it enters the field of play, but the thrower shall not again play the ball until it has been touched or played by another player. A goal shall not be scored directly from a throw-in.

Punishment:

- A. If the ball is improperly thrown in, the throw-in shall be taken by a player of the opposing team. (see modifications)
- B. If the thrower plays the ball a second time before it has been touched or played by another player, an indirect free kick (IFK) shall be taken by a player of the opposing team. (See Law 13Free Kick)
- C. If a player throws the ball into play from a spot more than one yard further up the field from the spot that the ball went out of bounds, the throw in shall be awarded to a player of the opposing team. The referee shall indicate the position that the throw in is to be taken.
- D. If the throw in does not enter the field of play, that team will get one additional attempt to throw into play.

Law 16 - Goal Kick

When the whole of the ball passes over the goal-line excluding that portion between the goal posts, which would be a scored goal, either in the air or on the ground, having last been played by the attacking team, the ball shall be kicked directly into play from anywhere in the goal area, by a player of the defending team. A goalkeeper shall not receive the ball into his hands from a goal-kick in order that they may thereafter kick it into play. The kicker shall not play the ball a second time until the ball has touched or been played by another player. The ball is in play once it has been kicked and clearly moves. Opponents must be outside the penalty area until the ball is in play.

Should the ball enter the kicker's goal directly from the kick without touching another player, no goal will be scored. A corner kick will be awarded to the opposing team.

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Punishment: If a player taking a goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has touched or been played by another player, an indirect free-kick shall be awarded to the opposing team.

Law 17 – Corner Kick

When the whole of the ball passes over the goal-line, excluding that portion between the goal posts, which would be a goal, either in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a corner-kick with the whole of the ball placed within the quarter circle at the nearest corner-flag, which must not be moved, and it shall be kicked from that position. A goal may be scored directly from such a kick. Players of the team opposing that of the player taking the corner-kick shall not approach within 10 yards of the ball until it is kicked and moves, nor shall the kicker play the ball a second time until it has been touched or played by another player.

Punishment:

- A. If the player who takes the kick plays the ball a second time before it has been touched or played by another player, the Referee shall award an indirect free kick to the opposing team.
- B. For any other infringement the kick shall be retaken.

Law 18 – Common Sense

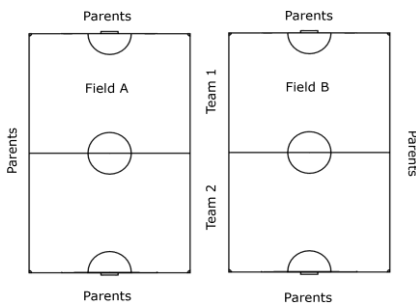
The Laws of Soccer cannot directly address all situations that may occur on the field. In all cases, use common sense. When presented with multiple options, choose the one that is most reasonable, fair, minimizes the damage caused to the game and supports the Spirit of Soccer.



This section contains modifications to Laws of Soccer for Dribblers & Trappers.

Law 1 – Field of Play (Dribblers/Trappers)

Each team will play TWO simultaneous games on game day, each game being on a separate playing field.



Field Length: 25 yards to 35 yards. Field Breadth: 20 yards to 30 yards. Center circle: 4 yard radius. Only the center line and circle are drawn on the field.

There is no Penalty area. Instead, there is a 5-yard arc around each goal. No defender can be stationed in the arc area, however any and all players may enter the arc as play moves into the arc.

There is a 6 yard coaches and players area located between the two playing fields and this area is only for coaches and players.

Because fields are side by side, spectators are permitted behind the goal area.

Law 2 – The Ball (Dribblers/Trappers)

Ball size #3

Law 3 – The Number of Players (Dribblers/Trappers)

A match consists of 2 games played simultaneously on 2 separate playing fields between the same 2 teams. Each team will field 4 players for each game. There are NO GOALKEEPERS.

Substitutions are at any stoppage of play and are unlimited. All players shall play a minimum of 50% and as close as possible to the same amount of time. Coaches are not allowed on the field during play of the game. If a team's roster is fewer than 10 players, coaches can agree to play 3v3 games. Play shall not be stopped for an infringement of above.

Laws 5 & 6 – The Referees (Dribblers/Trappers)

One referee shall administer each of the two simultaneous soccer games. All infringements shall be briefly explained to the offending player.

Linesmen are not used in small sided games.



Law 7 – Duration of Game (Dribblers/Trappers)

The game will consist of two 20-minute halves.

Law 8 – Start of Play (Dribblers/Trappers)

Opponents must be at least four (4) yards from the ball at kickoff.

When a defending team, in their defending half has a restart the attacking team must retreat to the halfway line until the first touch of the ball. Restarts include goal kicks, free kicks and playing the ball in from the touch (side) line.

Law 10 – Methods of Scoring (Dribblers/Trappers)

No scores are kept or reported in 4v4 soccer.

Law 11 – Offside (Dribblers/Trappers)

There is no offside in the 4v4 small sided program.

Law 12 – Fouls and Misconduct (Dribblers/Trappers)

All intentional fouls will result in a direct free kick (DFK). (See Law 13-Free Kick) Slide tackles are considered dangerous play and are not allowed. The referee will explain ALL infringements to offending player(s). No Cards are shown for misconduct, but a referee can require a player to be substituted temporarily out of the game if they commit a cardable offense.

Law 13 – Free Kick (Dribblers/Trappers)

All kicks are direct and all opponents are at least four (4) yards from the ball until it is in play. Deliberately striking the ball with a player's head is considered dangerous play and is not allowed.

Law 14 – Penalty Kick (Dribblers/Trappers)

No penalty kicks will be awarded or taken during the game.

Law 15 – Throw-In (Dribblers/Trappers)

When the ball goes out of bounds, the game is restarted with a kick-in or dribble-in by the attacking team. There are no throw-ins in 4v4 small sided games.

Law 16 – Goal Kick (Dribblers/Trappers)

The ball should be placed 5 yards into the field of play, from the spot the ball crossed over the goal line. The opponent will fall back to mid field until the ball has been kicked.

Law 17 – Corner Kick (Dribblers/Trappers)

The ball should be placed in the appropriate corner spot for corner kicks.



Shooters / Passers



This section contains modifications to Laws of Soccer for Shooters & Passers.

Law 1 – Field of Play (Shooters/Passers)

Field Length: 40 yards. Field Breadth: 30 yards.

Center Circle: 6 yard radius.

An area of 6 yards by 20 yards will be marked at each end of the field. This area will act as both the goal area and the area in which a goalkeeper may handle the ball.

Law 2 – The Ball (Shooters/Passers)

Ball size #3

Law 3 – The Number of Players (Shooters/Passers)

The maximum number of players on the field at any one time is six (6) with one player being the goalkeeper.

If a team has fewer than 5 players (one of whom must be the goalkeeper) the game will be forfeited.

Player Substitution – Players may be substituted at the regular times:

- At half time
- Prior to (a) any goal kick or (b) a throw-in that is in your favor. If the throwing-in team chooses to substitute, the other team may also.
- After: (a) any goal (b) any injury – once the referee has stopped play, or (c) a player is cautioned (yellow card), the opposing team may substitute a like number of players.

No substitution is allowed for a sent off (red card) player.

All players should play at least 50% of the game.

Goalkeeper Substitution – The goalkeeper must be substituted at the half. Any player that plays goalkeeper for any part of the first half, may not play goalkeeper for any part of the second half. Anyone playing goalkeeper must also play at least 25% of the game as a field player. Coaches are encouraged to substitute the goalkeeper once during each half.

The Goalkeeper may not punt the ball.

Laws 5 & 6 – The Referees (Shooters/Passers)

Two referees shall administer the soccer game. All infringements shall be briefly explained to the offending player.

Linesmen are not used in small sided games.

Law 7 – Duration of Game (Shooters/Passers)

The game will consist of two 25-minute halves.



Law 8 – Start of Play (Shooters/Passers)

Opponents must be at least six (6) yards from the ball at kickoff. The team to kick off the 2nd half will be the team that did not kick off to start the game. Punishment for double-touch foul will be a Direct Free Kick (DFK).

A goal may be scored directly from kick off.

Law 11 - Offside (Shooters/Passers)

Offside will not be called in 6v6 small sided soccer, unless a player stays in front of the opponent's goal, within or near the goal area, when their team is attacking (aka cherry-picking). That player should be called for offside for seeking to gain an advantage by being in that position.

Law 12 – Fouls and Misconduct (Shooters/Passers)

All intentional fouls will result in a direct free kick (DFK). (See Law 13-Free Kick) Any infraction normally resulting in an indirect free kick (IFK), will instead be taken as a direct free kick (DFK). **Slide tackles are considered dangerous play** and are not allowed. The referee will explain ALL infringements to the offending player(s).

Law 13 – Free Kick (Shooters/Passers)

All Free Kicks will be Direct Free Kicks (DFK). Any infraction normally resulting in an indirect free kick (IFK), will instead result in a direct free kick (DFK). Players must stay at least six (6) yards away from all free kicks unless they are on their own goal line between the goal posts. Deliberately striking the ball with a player's head is considered dangerous play and is not allowed.

Law 14 – Penalty Kick (Shooters/Passers)

NO PENALTY KICKS will be awarded or taken during the game, All direct kick fouls that occur within the goal area during the game will be taken as DIRECT FREE kicks from outside of the goal area at the position closest to the point of the foul.

Law 15 – Throw-In (Shooters/Passers)

A referee may permit a single rethrow of a bad throw in. The referee should explain the violation and allow the same player to retake the throw-in rather than change possession.

Law 16 – Goal Kick (Shooters/Passers)

Goal kicks are to be taken at any spot along the outside edge of the goal area. As in any free kick, all defensive players must be six (6) yards away from the ball when it is kicked.

Law 17 – Corner Kick (Shooters/Passers)

Players of the team opposing the player taking the corner-kick shall not approach within six (6) yards of the kicker.

🏆🏆🏆 Flyers / Wings 🏆🏆🏆

This section contains modifications to Laws of Soccer for Flyers & Wings.

Law 1 – The Field of Play (Flyers/Wings)

Field Length: 60 yards. Field Breadth: 40 yards. Center circle: 7 yard radius.

Law 2 – The Ball (Flyers/Wings)

Ball size #4

Law 3 – The Number of Players (Flyers/Wings)

The maximum number of players on the field at any one time is seven (7) with one player being the goalkeeper.

If a team has fewer than 6 players (one of whom must be the goalkeeper) the game will be forfeited.

Player Substitution - same as 6v6.

All players are required to play at least 50% of every game.

Goalkeeper Substitution - same as 6v6.

Goalkeeper MAY punt the ball.

Laws 5 & 6 – The Referees (Flyers/Wings)

Two referees shall administer the soccer game. All infringements shall be briefly explained to the offending player.

Linesmen are not used in small sided games.

Law 7 – Duration of Game (Flyers/Wings)

The game will consist of **two 25-minute halves**.

Law 8 – Start of Play (Flyers/Wings)

Opponents must be at least six (6) yards from the ball at kickoff. The team to kick off the 2nd half will be the team that did not kick off to start the game.

Punishment for double-touch foul will be an Indirect Free Kick (IFK).

Law 11 - Offside (Flyers/Wings)

Players will be called offside when they are in a substantial offside position or seeking to gain advantage from their offside position. Substantial offside position would be **2 or 3 steps ahead of the last defender**. Also, a player that remains in their opponent's half of the field while their opponent is attacking is in an offside position only when the ball is passed to them or towards them, making that player involved in the play.

Law 12 – Fouls and Misconduct (Flyers/Wings)

All intentional fouls will result in a Direct or Indirect Free Kick. (See Law 13- Free Kick.) Indirect Free Kicks (IDKs) are introduced to the game.

Slide tackles are considered dangerous play and are not allowed.

The referee will attempt to explain all infringements to the offending player(s).

Law 13 – Free Kick (Flyers/Wings)

Both direct (DFK) and **Indirect Free Kicks (IFK) are used**. Players must stay at least six (6) yards away from all free kicks unless they are on their own goal line between the goal posts. Deliberately striking the ball with a player's head is considered dangerous play and is not allowed.

Law 14 – Penalty Kick (Flyers/Wings)

PENALTY KICKS may be awarded and taken during the game. All direct kick fouls that occur within the penalty area during the game will be taken as penalty kicks from 7 yards from the goal.

Law 16 – Goal Kick (Flyers/Wings)

Goal kicks are to be taken at any spot along the outside edge of the goal area. As in any free kick, all defensive players must be six (6) yards away from the ball when it is kicked.

Law 17 – Corner Kick (Flyers/Wings)

Players of the team opposing the player taking the corner-kick shall not approach within six (6) yards of the kicker.

👤👤👤👤 Strikers 👤👤👤👤

This section contains modifications to Laws of Soccer for Strikers.

Law 1 – The Field of Play (Strikers)

Field Length: 80 yards. Field Breadth: 50 yards.

Center Circle: 8 yard radius.

A penalty area of 14 yards by 32 yards will be marked on each end of the field.

Law 2 – The Ball (Strikers)

Ball size #4

Law 3 – The Number of Players (Strikers)

The maximum number of players on the field at any one time is nine (9) including one player who will be the goalkeeper.

If a team has fewer than 7 players (one of whom must be the goalkeeper), the game will be forfeited.

Player Substitution – Standard free substitution as outlined in Law 3.

All players are required to play at least 50% of every game.

Goalkeeper Substitution – No Player is permitted to play more than 50% of the game as a goalkeeper. Any player that plays goalkeeper for any part of the 1st half may not play goalkeeper for any part of the 2nd half. Any player that plays goalkeeper must also play at least 25% of the game on the field, not as a goalkeeper.

SCSA, for any specific season, may change the number of players on the field to ensure each player has the opportunity to play a suitable amount of game time, in that season.

Laws 5 & 6 – The Referees (Strikers)

Two referees are used in SCSA 9v9 games.

Linesmen are not used in small sided games.

Law 7 – Duration of Game (Strikers)

The game will consist of **two 30-minute halves**.

Law 8 – Start of Play (Strikers)

The opponents must stay at least eight (8) yards (outside of the center circle) away from the ball until it has moved.

Law 11 - Offside (Strikers)

Offside violations are enforced with no modification.

⌚⌚⌚⌚ Strikers ⌚⌚⌚⌚

Law 12 – Fouls and Misconduct (Strikers)

All intentional fouls will result in a direct or indirect free kick. (See Law 13-Free Kick) **Proper slide tackles are allowed.** The referee will attempt to explain all infringements to the offending player(s).

Law 13 – Free Kick (Strikers)

Both direct (DFK) and indirect (IFK) free kicks are used. Players must stay at least eight (8) yards away from all free kicks unless they are on their own goal line between the goal posts. Deliberately striking the ball with a player's head is considered dangerous play and is not allowed.

Law 14 – Penalty Kick (Strikers)

PENALTY KICKS may be awarded and taken during the game. All direct kick fouls that occur within the penalty area during the game will be taken as penalty kicks. All penalty kicks will be taken 9 yards from the goal.

Law 16 – Goal Kick (Strikers)

Goal kicks are to be taken anywhere on the outside line of the goal area. As in any free kick, all defensive players must be eight (8) yards away from the ball when it is kicked. The ball is in play once it has been kicked and clearly moves.

Law 17 – Corner Kick (Strikers)

Players of the team opposing the player taking the corner-kick shall not approach within eight (8) yards of the kicker.

LAW ON PLAYER SAFETY - HEADBALLS

All players who are in Dribblers, Trappers, Shooters, Passer, Flyers, Wings or Strikers are prohibited from deliberately striking a soccer ball with any portion of their head, (a.k.a. heading), during any game, practice, or other soccer related activity. Coach(es) or other persons supervising any player in these age groups are responsible to ensure that their players comply with this section of these bylaws.

When a player who is in Dribblers, Trappers, Shooters, Passers, Flyers, Wings or Strikers deliberately strikes the ball with their head during a game, all Referees of that game must consider the act to be Dangerous Play and handle the matter accordingly as an infraction of the Laws of the Game by awarding a direct kick for Dribblers, Trappers, Shooters, Passers games or an indirect kick for Flyers, Wings and Strikers games at the spot of the foul.

All coaches of players in Kickers and above are to instruct, teach, and emphasize the importance of proper techniques for heading of soccer balls. Restrictions on players in these divisions can be found in every coach's mandatory concussion training.

RETURN TO PLAY (CONCUSSION MANAGEMENT)

In order to protect youth athletes, the State of Ohio has a concussion law, commonly called the "Return to Play" law. This law imposes training, safety, and awareness requirements for all youth sports organizations and its members. Because of the health concern posed by the risk of concussion and the Return to Play law enacted by the State of Ohio, SCSA has instituted the following requirements for coaches, referees, officials, athletes and their families.

All SCSA Coaches and all referees who officiate in games and/or scrimmages must have taken one of the two Ohio Department of Health approved online concussion awareness training courses.

The directions and instructions for these courses are found on the SCSA web site, SCSA-Soccer.org under COACHES link. This can also be found at the web site for Ohio South (ohio-soccer.com).

Based on State Law, SCSA is responsible to monitor and track their coaches' and referee's compliance with the concussion training requirements. Training once it has been successfully completed is good for a three-year period. Coaches and Referees are to print out copies of their Certification of Completion and should make sufficient number of copies to be used over the three (3) year period. In addition, each coach, assistant coach and referee must provide to SCSA a copy of their Certification of Training prior to the start of the season or practice.

As required by State Law, all Families will receive via email when they register for each season an Authorized Handout on Concussions developed by the Ohio State Department of Health. Families are to print this form and review it so that they can help to provide for the safety of their child. In addition, each

coach and assistant coach and referee will also receive an Authorized Handout on Concussions also developed by the Ohio State Department of Health. This will be provided each season and reviewed every season in conjunction with this law

Under the Return to Play Law players are to be removed from games or practices by referees or coaches in the event that a concussion is suspected. Once removed, a player cannot return to the game or practice that day. The player cannot resume play or practice the following day or later until that they have received written medical clearance from a doctor or a medical professional who is under the supervision of a doctor. Player concussions must be reported to the player's association. A referee should secure the concussed player's card. The player card will be returned to coach once the medical clearance authorization is received by the player's league, SCSA of GSE.

GAME RESPONSIBILITY FOR COACHES / REFEREES

1. If a second referee fails to appear, coaches should offer to provide a referee. In case an official referee fails to appear, a referee should be appointed by agreement of both teams and that substitute referee is entitled to the referee fee from both teams.
2. Each coach will pay the referee/referees before the start of the game. Each team pays the fee established by the Association. Prior to the start of the season coaches will be issued a check for the referee fees for their scheduled games plus one game for the season ending tournament if the team will participate. If the team plays more than this number of games, the Association will reimburse the coaches for this amount. This could occur if games are suspended prior to conclusion, play off or tournament games. Coaches will always pay the referee prior to any game.
3. If the game is suspended due to weather before the first half is completed, the coaches will be reimbursed or the Association will pay the referee fee for the re-play of the game. To be reimbursed, the coaches must submit to the Association a request that includes the details of the rain out - replay. Referees are entitled to the full game fee if the game was started but cancelled due to weather. Please know that games that are rained out after the completion of the first half are considered completed games and will not be replayed.
4. When teams do not show up for a game, referees will be paid by the Association provided that the referees show up for the game and the game was not canceled on the HOTLINE or by the referee assignor prior to game time.
5. Any case of misconduct on the field of play by players or coaches shall be reported within 24 hours after the game by the referee to the Director of Referees, stating all the particulars of the misconduct.
6. A player or coach assaulting any player, coach, or referee will be suspended for the period of time determined by Southeast Cincinnati Soccer Association, Inc.
7. Any player being reported for misconduct is to be informed by the referee at the time of the infraction.
8. The official referee shall be the sole judge on the field of play, and the referee's decision shall be final. Any complaint about any referee shall be directed in writing to the Director of Referees.
9. The referee can stop and suspend the game for infringement of the rules including severe weather, interference by caused spectators, players and/or coaches. Any suspended games are to be reported to the Director of Referees. A referee cannot forfeit a game only suspend a game whenever he/she deems such stoppage necessary.
10. All coaches and Referees are to complete the Concussion Education training (see Concussion Management above) once each three-year period.

11. In the event that a referee or coach suspects a player has the symptoms of a concussion they are to be removed from the game or practice.
12. Referees have the final authority to remove a player from the game. However, coaches may remove players from the game without the permission of the Referee. However, coaches cannot override the decision of the referee to remove a player from the game if the referee suspects a concussion.

REFEREE RESPONSIBILITIES

Referees should be at the field at least 15 minutes before game time. During inclement weather, the referees are responsible for checking the Field Status HOTLINE immediately prior to leaving for the game field to determine if the game has been canceled or moved. If the game is canceled on the HOTLINE, no referee payment will be made. See the Field Status HOTLINE section of the Rules Guide for complete information and phone numbers.

Each referee should have the following equipment:

1. Stopwatch or wristwatch with second hand or phone with a timer
2. Whistle (a backup whistle is also recommended)
3. Paper/pencil
4. Yellow warning / Red ejection cards
5. Coin for flips
6. Referee shirt with patch, black shorts, black socks

Prior to the start of the game, the referees should check the field equipment and review the Official Roster with the players, get the game ball and score sheet from the home team, and conduct the coin flip to choose the end of the field and kickoffs.

In games where there is only one referee, the referee will be responsible for keeping the game time, recording as well as reporting the game score to their referee assignor, conducting the coin toss and covering the entire field of play. Note, in 4v4 games and in the spring season game scores do not need to be reported.

Both referees are to keep time; one referee is to be the official timekeeper and the second referee maintains a backup clock. The referee keeping the backup time should discuss with the other referee any differences that occur. It is extremely important that accurate time be kept. Both referees should record in writing all goals.

Each referee is responsible for providing coverage for approximately 3/4 of the field. Each referee is to cover from the end line on their right-hand side (as he/she faces the field) to the penalty area on his/her left-hand side. When play is moving to the referee's right (as he/she faces the field), that referee becomes the lead referee. The lead referee always advances to the right and is to stay ahead of play and cover the field up to and including the end line.

The second referee (moving to his/her left) now becomes the trail referee and is to cover the field up to and including the penalty box. The trail referee follows the play of the team up the field. The position of lead or trail referee

switches based on the direction that the ball is moving (e.g. during play, kickoffs, or free kicks).

The following are the correct positions that the lead/trail referee should occupy:

1. Lead referee always advances to the right and stays ahead of the play!
2. Trail referee follows the play, watching for all fouls. Either referee may call any foul from any position on the field.
3. On kickoffs, lead referee stands on sideline at head of the circle and watches for encroachment by defense. Trail referee stands on opposite sideline at the mid-line and watches for encroachment by offense.
4. On corner kicks, trail referee advances to corner of penalty area, watches for pushing, etc. Lead referee stands on end line on own side of field and watches play of the ball and for offside. The trail referee is to be prepared for breakaway attack by defending team--referee must stay ahead of the play!
 5. On goal kicks, lead referee is near mid-line; trail referee is even with the ball to ensure that it is touched and clearly moves.

YELLOW CARD

When a yellow card is given (shown) to a player or coach, it means the individual has violated a rule of conduct, law of soccer or has distracted the referee from calling the best game possible. A yellow card is a means of keeping control of the game and notifies the offender that continuation of infraction or another infraction will result in ejection from the game. In the case of a coach or spectator, ejection from the field will result. This warning does not carry over beyond the end of the game in which it is issued.

RED CARD

A red card ejection can occur because of violent or abusive action or language or for committing a second warning violation in the same game. An ejected player must leave the game immediately but may remain quietly on the sidelines. An ejected coach, spectator, or unruly player must immediately leave the vicinity of the field. The game will be suspended by the referee if this does not occur. An ejected player will be automatically suspended for at least one additional game. An ejected coach will be suspended automatically for one game and will be subject to a hearing by the conduct committee.

Lopsided Score Rule

Adopted at the March 2020 and modified June 2021, Board Meetings SCSA supports competitive competition and are adopting the following rules to address games where the goal differential in a match becomes 5 goals:

1. When a team is five goals up on their opponent, the opponent may add another player to the field. If the goal differential is reduced to fewer than 5 goals, the team with the extra player must remove a player so the game is again at even strength.

SPECIAL SCSA BYLAWS on DISCIPLINE

All teams under the jurisdiction of Southeast Cincinnati Soccer Association, Inc. (SCSA) are subject to the following regulations.

Any coach or spectator of any age division and players in the Kickers or Minors age groups ejected from any game will automatically receive a three-game suspension for the following circumstances:

1. Violent conduct or serious foul play
2. Uses foul or abusive language

All other types of violations which the coach or player receives a red card, will result in an automatic one game suspension. The Director of Referees may, at their evaluation of the circumstances, amend the automatic one or three game suspension. If the circumstances are of an unusual nature, or if the coach or player has been suspended more than once, the Director of Referees is to report the circumstances to the Board of Directors. The Board may hear the circumstances of the suspension in a Board Meeting, mail or email. The Board of Directors may elect to increase the length of the suspension or take no action. Any coach or player that receives any additional suspension from the Board of Directors, above the one or three game suspension, may appeal this additional suspension, but not the original suspension to the Ohio Soccer Association, Inc. following OSA Rules and Regulations. The serving of the additional suspension will be postponed when the appeal is filed with OSA.

GAME PROTESTS

Notification of any protest about a violation of the Laws of Soccer must be made on the field in a courteous manner by the coach to the referee at the completion of the game.

A formal protest must then be made in writing within 24 hours from the conclusion of the game to the Director of Referees. The formal protest must be accompanied by a fifty-dollar (\$50.00) cash fee, refundable only if protest is honored. All protests must be based on misapplication of a rule of soccer by the referee and not a referee's judgment. A formal protest cannot be withdrawn. If the protest is upheld, the game will be ordered replayed only if the misapplication of the Laws of Soccer affected the outcome of the game.

SCSA Boys Post Season Tournament

At the conclusion of the regular fall season schedule, tournaments will be held in each division following the season. All teams will participate in the tournament except Dribblers and Trappers. Tournament cups will be determined by SCSA with teams that have similar records being grouped in each Cup. For each regular season game each team will receive 3 points for a win, 1 point for a tie and 0 points for a loss. Standing will be kept by the league and posted on the web site during the season. The Cup Tournament game schedule will be distributed at the final coaches meeting of the year, which will be held on a weekday between the end of the season and the start of tournament games. Coaches should inform their team of the tournament and the potential of playing games on the Friday, Saturday and Sunday following the season. Teams will only play one game per day but may have games on Friday, Saturday and/or Sunday. If special circumstances dictate, the tournament may be played the second week following the season.

Tournament cups will be determined by SCSA with teams that have similar records being grouped in each Cup. For each regular season game each team will receive 3 points for a win, 1 point for a tie and 0 points for a loss. Standing will be kept by the league and posted on the web site during the season. The Cup Tournament game schedule be distributed at the final coaches meeting of the year, which will be held on a weekday between the end of the season and the start of tournament games. Coaches should inform their team of the tournament and the potential of playing games on the Saturday and Sunday following the season. Teams will only play one game per day but may have games on Saturday and/or Sunday. In the event of a third tournament game, it will be scheduled for the second weekend following the end of regular season play.

If at the end of league play three or more teams are tied for first by points, then the first tie breaker is the number of wins, second is head to head competition. If after applying these criteria, a tie still exists, a playoff game will be held. The Tournament Chairman will hold drawings to determine which team that receives the bye.

If at the end of league play two teams are tied for first by points, then the first tie breaker will be the number of wins, second is head to head competition, and third is head to head competition with the team with the next best record in the first game played against the team with the next best record. If teams are still tied after this criterion, then a playoff game will be scheduled.

If at the end of league play two teams are tied for second play by points, then the first tie breaker is the number of wins, second is head to head competition, and third is head to head competition with the first-place team being the results against this team in the first game played against the first-place team. If the teams are still tied after this criterion, a playoff game will be scheduled.

Any playoff game will most likely be played the Sunday following the last Saturday of the regular season play. SCSA will notify all impacted teams prior to the last week of the season so team can plan for a potential playoff game.

Overtime Kicks from the Mark

If the game is tied after the regulation time, the game will be determined by penalty kicks.

1. The referee shall choose the goal at which all of the kicks will be taken. For small sided games played on fields that do not have a designated penalty spot, penalty kicks will be taken from an eight-yard spot.
2. The referee shall toss a coin, the team who wins the toss shall take the first kick.
3. Both teams shall take five (5) kicks.
4. The kicks will be taken alternately.
5. If, before both teams have taken five kicks, one has scored more goals than the other team could, even if all were to complete its five (5) kicks, the taking of kicks shall cease.
6. If, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, the taking of kicks shall continue, in the same order, until such time as both have taken an equal number of kicks and one has scored a goal more than the other.
7. Teams must use the players on the field at the end of the overtime period before using any players from the sidelines. It is important that players remain on the field at the conclusion of the overtime. All players on a team are to have a turn at the penalty kick before any player takes a second kick.
8. You may use any of the players as your goalkeeper and goalkeepers can be charged during the penalty kick rounds

For tournament play, all teams must show up at the game field unless they have notified by the Tournament Director that the field(s) are closed or the games are canceled on the HOTLINE. During tournament play, as well as during the season, field(s) may be closed early and then opened later during the day. Therefore, during tournament play, teams must show up at the field even if the field has been closed earlier that day. All tournament games are called off by SCSA using direct contact or the HOTLINE.

Notification of any protest must be made on the field in a courteous manner by the coach to the referee at the completion of the game. A formal protest must be made in writing within 4 hours of the game to the Director of Referees and must be accompanied by a fifty dollar (\$50) cash fee, refundable only if protest is honored.

2. If the goal differential increases to more than 5 goals, the opponent, who has fewer goals, may add additional player for each goal scored by the team who is up in goals.
3. Both teams are still competing for points in their standing.
4. Once there is a differential of 5 goals, own goals will not be counted as scored goals. The resulting restart will be a goal kick.

SCHEDULING

The Inclement Weather section (next section below) should be reviewed in conjunction with the Scheduling section and especially the suspended game paragraph. Games can only be scheduled or re-scheduled by the Director of Scheduling or the Board of Directors.

All games shall start on time. If one or both teams fail to arrive on time the game will be declared suspended after a 10-minute delay and the circumstances will be reported to the Officials Committee.

Games that are suspended by the referee for cause (not weather related) are subject to forfeit.

The Board of Directors of SCSA can change scheduled game(s) times and game fields if circumstances require.

If during a game inclement weather develops and a game must be suspended, if the first half has been completed, the game will be considered completed at its point of suspension. If the first half has not been completed the game will be replayed entirely.

In the event of inclement weather, coaches/players must show up at the field for the game as scheduled except when:

1. The Association has closed the field(s) via the APD Rainout messaging
2. For tournament play, all teams must show up at the field unless they have been notified by the Tournament Director that their game has been canceled or a cancellation has been put on the HOTLINE.

Coaches may not cancel games in advance, even by mutual consent of both teams, for inclement weather or for any other reason. Games canceled by mutual consent of coaches are subject to double forfeit.

No game may be re-scheduled except with permission of the Scheduling Director or Board of Directors. It is the policy of the Associations to provide as much lead time as possible in scheduling make up games. However, if necessary, late in the season, makeup games will be scheduled to complete the league schedule on time.

INCLEMENT WEATHER

The Scheduling section (above) should be reviewed in conjunction with the Inclement Weather Section.

The Anderson Park District decision will be communicated via the HOTLINE or the Rain Out App.

In the event of prolonged inclement weather for a substantial time prior to game day, the Southeast Cincinnati Soccer Council may close all fields prior to game time if the conditions and standards outlined under rain would obviously apply at game time. The Associations will attempt to communicate closures on social media including emails or texts to coaches.

The Southeast Cincinnati Soccer Council, Inc. use the principles listed below under "Rain" when determining to close the fields. If the field(s) are going to

be closed, they should be closed just before game time. The Anderson Park District using the same principles will close the fields under their control. The Anderson Park District decision will be communicated via the HOTLINE.

In the event that inclement weather conditions develop just before the start or during the game, the referees are to suspend the game based on conditions and standards covered under Rain or Lightning below.

Coaches are to apply the same standards and conditions before and during their practice sessions. Practice sessions are to be suspended as outlined under Rain and Lightning below. During times of bad weather, the Southeast Cincinnati Soccer Council may, via the HOTLINE, close fields for practice use.

Rain

Games will not be started or, if in progress, they are to be suspended if any one of the following conditions exists:

1. Heavy rainfall that affect visibility or play of the game by the players.
2. Wet fields (either during or after rainfall) which, if the game is started or continued, would result in physical damage to the field. The type of field--all grass in good condition, grass field with dirt ball diamonds in the field of play, or grass with bare spots--should be taken into consideration in the closing of the field.
3. Teams playing on the field could be dangerous to the players and possibly result in injury.
4. Continuous rain during games played in cold weather which could be a health hazard for the players.

Games could be started or continued in light rainfall during the warmer weather if the field is safe for play and no damage will result to the field by playing the game.

Lightning and Thunder

1. Games are to be suspended immediately when lightning or thunder is sighted or heard by the referee. Players and referees are to take cover in automobiles or next to buildings (cover should never be taken under trees). Players and referees are to remain at the field under cover to determine if lightning will cease. If it is an electrical storm (lightning only) and the weather conditions outlined above under rain do not apply, the game is to be restarted after the electrical storm leaves the area.
2. Teams are not to re-take the field until no lightning or thunder has been observed for 30 minutes.
3. If the delay is extremely long (e.g., the time for the next game arrives), depending on the amount of time to be played, the game can be suspended and the next game started after the lightning or thunder has cleared (30 minutes no lightning or thunder) or the first game can be completed. In reaching these decisions, try to keep the game within 45 minutes of the normal schedule.
4. The field should be closed and all games suspended for lightning or thunder for the remainder of the day only if the lightning storm will continue for a major portion of the day.

Suspended Games

In the event that inclement weather develops just before or during a game, the referees and two head coaches can make the decision to suspend the game. In this situation, any two of the combination of two coaches or both referees can suspend the game. In reaching this decision, the policies covered in the Inclement Weather Section are to be applied. In order to utilize this process, the players from both teams must be at the field and available to play. Coaches should ensure that all parents are aware of these requirements.

Coaches may not cancel games in advance, even by mutual consent of both teams, for inclement weather or for any other reason. Games canceled by mutual consent of coaches are subject to double forfeit. Both coaches and all of their players must be at the field in order to utilize this option.

In the event of inclement weather where a game must be suspended, if the first half has been completed, the game will be considered completed at the point of suspension. If the first half has not been completed the game will be replayed entirely.

FIELD STATUS/RAINOUT PROCEDURE

All SCSA games that are played on Anderson Park District Fields will follow the guidance on The Anderson Park District Rainout Line. Coaches and players are encouraged to sign up for the Rainout Line at AndersonParks.com under the Field & Activity link. SCSA games are played at Kellogg, Veterans, Clearcreek, Riverside, Juilfs and Beechacres.

The Anderson Park District may close Park District fields due to rain. Field status may be checked (a) via the Rainout Line (513-443-3003), (b) the *Rainout* app, or (c) directly on the APD website. The Anderson Park District may close a field at the 7:30 am report with an update at 11:00 am or a different stated time.

Based on deteriorating weather conditions updates may be added to the Rainout Line as conditions change. For example, if rain develops the HOTLINE may close the field at 2:45 pm. Therefore, during inclement weather, you need to continue to monitor the Rainout Line before you leave for a game.

If field conditions improve due to improved weather, the Anderson Park District Rainout Line may reopen a field in their update report. Once a field is closed in their last scheduled report, the field is closed for the remainder of the day. However, as described above, an open field can be closed at any time.

Therefore, during inclement weather, if you have a game, scrimmage or practice scheduled at an Anderson Park District field, before your game, you must use Rainout Line to determine if the field is open or closed. Normally fields are closed at a stated time, but any game started or being played before the announced closing time can be played.

Please know that if a team is playing on a closed Anderson Park District field, they can be fined by the Park District. For any fine assessed it is the responsibility of the team to pay the fine not SCSA.

Referees are instructed to monitor the Anderson Park District Rainout Line and will know not to show up for the game. Therefore, if the game is canceled or a

field is closed on the Rainout Line, teams are not responsible to notify the referees or pay their fee

The Anderson Park District Rainout Line does not replace the requirement that games should be stopped or canceled if weather conditions or lightning develops during play of the game. When continued play is dangerous to players or will damage the field, the games are to be stopped. If lightning develops, all games are to be immediately suspended and players, coaches and fans should seek immediate shelter.

FIELD USE

We are guests on all soccer fields used by the member programs of the Southeast Cincinnati Council, Inc. The owners of the field have requested that we follow standards which they have established for our continued use of these fields. Therefore, we request that all parents and coaches follow the rules established for field use. The referees may and should suspend play of games to ensure that these conditions are met.

1. Do not drive and or park on the grass at any soccer field.
 2. Do not block or illegally park on the sides of roads leading to any soccer field.
 3. Noise makers (whistles, air horns, bells, etc.) are not permitted on any soccer field that we use.
 4. Alcoholic beverages are not permitted at any field.
 5. Teams are to pick up and remove all trash and litter after their game.
- Please comply with all request made by field owners or their representative.

Southeast Cincinnati Soccer Association, Inc.
P. O. Box 30273 - Cincinnati, Ohio 45230

scca-soccer.org

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THE BILL SCHRANDT AWARD

Presented by SCSA to an individual who has made a substantial contribution to the youth soccer programs in the Southeast Cincinnati area.

- 1978 – S. Jackson Hubbard
- 1979 – John C. Dacey
- 1980 – Jim Tuke
- 1982 – Barry Johnson
- 1985 – Jim Martella
- 1986 – Virginia Rogers
- 1987 – Biz Martella
- 1989 – Linda Crawford
- 1994 – Bill Bertram
- 1995 – Wayne Hermann
- 1996 – Steve Wilson
- 1997 – Gail and Gary Goodpaster
- 1998 – Dan Ilg
- 1999 – Gretchen Willis
- 2006 – Todd Zech
- 2014 – Jim Waldron
- 2015 – Richard Pendleton
- 2016 – Chris Hovde
- 2017 – Tim Feldman
- 2018 – Chris Daniel
- 2019 – Brian Berning



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