



SOUTHERN NEVADA SOCCER ASSOCIATION

Laws of the Game

SNSA Modified Laws

6v6 Format

2025-2026

2025-2026 SNSA Modified Laws: 6v6 Format

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FOR THE GOOD OF THE GAME...

- ALWAYS PLAY FAIR AND OBSERVE THE LAWS OF THE GAME
- MODEL GOOD SPORTSMANSHIP AT ALL TIMES FOR OUR KIDS
- RESPECT REFEREES AND LEAGUE OFFICIALS AND COMPLY WITH THEIR DIRECTIVES
- RESPECT OPPOSING PLAYERS, SPECTATORS, and COACHES
- WORK TO CREATE A POSITIVE ENVIRONMENT FOR ALL PARTICIPANTS
- REJECT DRUGS, ALCOHOL, VIOLENCE AND OTHER DANGERS TO OUR SPORT
- REJECT DISCRIMINATION BASED ON RACE, ETHNICITY, RELIGION, GENDER & IDENTITY
- WIN WITH HUMILITY, LOSE WITH GRACE, AND DO BOTH WITH DIGNITY

REMEMBER THAT THIS GAME IS FOR THE KIDS!

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INTRODUCTION

This Laws of the Game booklet has been prepared to govern game play for Southern Nevada Soccer Association leagues using the 6v6 format. The 6v6 format will be used for the U9 and U10 divisions. Other league publications address administrative issues such as how teams are selected, bylaws, discipline, appeals, coach qualifications, and so forth.

The International Football Association Board (IFAB) Laws of the Game shall apply to Southern Nevada Soccer Association league play except where amended in this booklet to implement recreational soccer rules, in order to accommodate non-professional fields, officials, coaches, and youth players, and for clarity.

6v6 RULES MODIFICATIONS SUMMARY

SNSA rules modifications are included within each Law and are shown in **red bold italic font**. The following is a summary of significant modifications for this play format:

- **Field perimeter is ~35yd x 55 yd; penalty area, center circle and goal area dimensions adjust accordingly** [Law 1]
- **The “home team” and affiliated spectators will occupy the north or east sides and associated ends of the field; The “visiting team” will occupy the south or west sides and associated ends of the field** [Law 1]
- **Size 4 ball** [Law 2]
- **Six (6) players per side, including a goalkeeper** [Law 3]
- **A team that is losing by four (4) or more goals may add an extra field player** [Law 3]
- **Each player shall play at least half of the game minutes** [Law 3]
- **Substitutions are unlimited and return substitutions are permitted** [Law 3]
- **A single referee is used to officiate 6v6 games** [Law 5]
- **Match duration is four quarters of 12 minutes each** [Law 7]
- **The “home” team takes the kickoff for the first and third quarters; the “visitor” takes the kickoff for the second and fourth quarters** [Law 8]
- **A minimum of 6 yards distance is used for kickoffs, free kicks and corner kicks** [Laws 8, 13, 17]
- **The offside law is not in effect** [Law 11]
- **Slide tackles in proximity of another player are prohibited, except by the goalkeeper in his penalty area** [Law 12]
- **Use of the head to intentionally strike the ball is prohibited** [Law 12]

RECENT NOTABLE LAW CHANGES *(full text of changes highlighted in yellow each appropriate Law)*

LAW 5 – THE REFEREE > 5.6 Referee Signals

- New signal to count the last 5 seconds of the 8-second restriction on GK controlling the ball with the hands.

LAW 8 – THE START AND RESTART OF PLAY > 8.2 Dropped Ball

- If the ball is outside the penalty area when play is stopped, it is dropped for a player of the team that has or would have gained possession if this can be determined by the referee.

LAW 9 – THE BALL IN AND OUT OF PLAY > 9.2 Ball in Play

- No disciplinary sanction is given to a team official, player or substitute who touches a ball in play that is clearly going out of play; an indirect free kick is awarded.

LAW 12 – FOULS AND MISCONDUCT > 12.2 Indirect Free Kick and 12.3 Corner Kick

- If the goalkeeper controls the ball with his hand/arm for more than eight seconds (formerly six seconds), a corner kick is awarded (formerly an indirect free kick).

LAW 17 – THE CORNER KICK > 17.1 Procedure

- A corner kick awarded for the goalkeeper controlling the ball with the hand/arm for more than eight seconds is taken at the corner nearest to the goalkeeper’s position when penalized.

LAW 1 – THE FIELD OF PLAY

1.1 Field Surface

The field of play must be a wholly natural or, if competition rules permit, a wholly artificial playing surface.

1.2 Field Markings

The field of play must be rectangular and marked with continuous lines which must not be dangerous. These lines belong to the areas of which they are boundaries. The lines indicated in Law 1 are to be marked on the field of play; other lines are permitted provided they are a different color and clearly distinguishable from the soccer field lines.

The two longer boundary lines are touchlines. The two shorter lines are goal lines.

The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines.

The center mark is at the midpoint of the halfway line. A circle with a radius of **six (6) yards** is marked around it.

All lines must be of the same width, which must not be more than 5 in. The goal lines must be of the same width as the goalposts and the crossbar.

Measurements are from the outside of the lines as the lines are part of the area they enclose. The penalty mark is measured from the center of the mark to the back edge of the goal line.

1.3 Dimensions

The touchline must be longer than the goal line. Competitions may determine the length of the goal line and touchline within the following dimensions.

- Length: **minimum 50 yards, maximum 60 yards**
- Width: **minimum 30 yards, maximum 40 yards**

1.5 The Goal Area

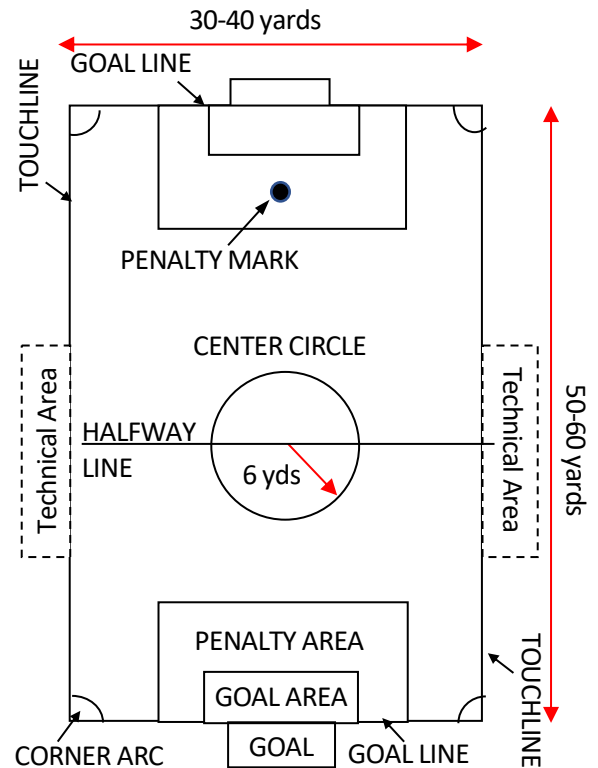
Two lines are drawn at right angles to the goal line, six (6) yards from the inside of each goalpost. These lines extend into the field of play for six (6) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

1.6 The Penalty Area

Two lines are drawn at right angles to the goal line, **eight (8) yards** from the inside of each goalpost. These lines extend into the field of play for **ten (10) yards** and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area, a penalty mark is made **eight (8) yards** from the midpoint between the goalposts (*optional*).

An arc of a circle with a radius of **six (6) yards** from the center of each penalty mark is drawn outside the penalty area (*optional*).



1.7 The Corner Area

The corner area is defined by a quarter circle with a radius of 1 yard from each corner flag post drawn inside the field of play.

1.8 The Flag Post

A flag post, at least 5 feet high, with a non-pointed top and a flag must be placed at each corner (*optional for artificial turf*).

1.9 The Technical Area

The technical area relates to the designated sitting area for team officials and substitute players as outlined below:

- A line is marked 1 yard parallel to the touchline. The line will be **12 yards** long and centered on the halfway line. Registered team staff and players must remain behind this line and within its length. No spectators are allowed in the technical area. If the technical area is not painted, it consists of the area within **six (6) yards** on either side of the halfway line.
- the number of persons permitted to occupy the technical area is defined by the competition rules
- the occupants of the technical area:
 - are identified *and verified* before the start of the match in accordance with the competition rules
 - must behave in a responsible manner
 - must remain within its confines except in special circumstances, e.g. a *team official* entering the field of play, with the referee's permission, to assess an injured player
- only one person at a time is authorized to convey tactical instructions from the technical area

1.10 Goals

A goal must be placed on the center of each goal line.

- A goal consists of two vertical posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of approved material and must not be dangerous. The goalposts and crossbar of both goals must be the same shape, which must be square, rectangular, round, elliptical or a hybrid of these options.
- The distance between the inside of the posts is **15-18 feet** and the distance from the lower edge of the crossbar to the ground is **6-7 feet**. The front of the goalpost must align with the inside perimeter of the goal line.
- The goalposts and the crossbar must be white and have the same width and depth, which must not exceed 5 in.
- If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. Play is restarted with a dropped ball. If it cannot be repaired the match must be abandoned. A rope or any flexible or dangerous material may not replace the crossbar.
- Nets may be attached to the goals and the ground behind the goal; they must be properly supported and must not interfere with the goalkeeper. Goals (including portable goals) must be firmly secured to the ground.

Modification - The Spectator Area

The spectator area is located along the touchline in the areas on either side of the designated technical areas. Spectators should sit at least 3 yards behind the touchline for the safety of both spectators and players, and to allow room for throw-ins. Spectators are not allowed outside either goal line.

Modification - Sides of the Field

The "home team" and affiliated spectators will occupy the north or east sides and associated ends of the field; the "visiting team" will occupy the south or west sides and associated ends of the field, depending on field orientation. In case of a dispute or uncertainty, the referee may determine (by a coin toss) which team will be the "home team".

LAW 2 – THE BALL

2.1 Qualities and Measurements

A size 4 soccer ball is used for the 6v6 format for U9 and U10 divisions. The ball must be:

- spherical
- made of suitable material
- of a circumference of between 25 in – 26 in
- of a pressure equal to 8.5 lbs/sq in – 15.7 lbs/sq in

2.2 Replacement of a Defective Ball

If the ball becomes defective, play is stopped and restarted with a dropped ball.

If the ball becomes defective at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in, the restart is retaken.

If the ball becomes defective during a penalty kick or kicks from the penalty mark as it moves forward and before it touches a player, crossbar or goalposts the penalty kick is retaken.

The ball may not be changed during the match without the referee's permission.

2.3 Additional Balls

Additional balls which meet the requirements of Law 2 may be placed around the field of play and their use is under the referee's control.

LAW 3 – THE PLAYERS

3.1 Number of Players

A match is played by two teams, each with a maximum of **six (6) players**; one must be the goalkeeper. A match may not start or continue if either team has fewer than **four (4) players**.

If a team has fewer than **four** players because one or more players has deliberately left the field of play, the referee is not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the minimum number of seven players.

Modification – Guest Players

Only those players listed on the match roster are eligible participate. Guest players not registered with SNSA for the current season are prohibited. Guest players registered with another SNSA team must have prior league approval to participate.

Modification – Plus One Rule

A team that is losing by four (4) or more goals may add an extra field player (i.e., 6 field players in addition to the goalkeeper). If the goal differential drops below four (4) goals, the extra player must be removed, and the teams return to even strength.

3.2 Number of Substitutions

Substitutions are unlimited, and return substitutions are permitted.

Modification – Minimum Playing Time

Each player shall play at least half of the game minutes. *Referees are not responsible for the enforcement of the playing time rule. Violations of the playing time rule should be reported to a league official, who may assign an official to observe the game. A coach may reduce playing time as a disciplinary measure with prior notification to the league.*

3.3 Substitution Procedure

To replace a player with a substitute, the following must be observed:

- the referee must be informed **by a team official** before any substitution is made
- the player being substituted:
 - receives the referee's permission to leave the field of play, unless already off the field, and must leave by the nearest point on the boundary line unless the referee indicates that the player may leave at another point.
 - must go immediately to the technical area
- if a player who is to be substituted refuses to leave, play continues

The substitute only enters:

- during a stoppage in play
- at the halfway line
- after the player being replaced has left
- after receiving a signal from the referee

The substitution is completed when a substitute enters the field of play; from that moment, the replaced player becomes a substituted player, and the substitute becomes a player and can take any restart.

All substituted players and substitutes are subject to the referee's authority whether they play or not.

GUIDANCE – QUICK RESTART

In some situations (e.g. throw-in or free kick), the attacking team may decide to take a quick restart to gain an advantage over the opposing team. If this situation occurs, the referee will allow the restart even if a substitution may have been requested by the defending team. The requested substitution will take place at the next stoppage of play.

3.4 Changing the Goalkeeper

Any of the players may change places with the goalkeeper if:

- the referee is informed before the change is made
- the change is made during a stoppage in play

3.5 Offences and Sanctions

If a team official makes an unauthorized substitution, he shall be warned or cautioned for unsporting behavior, and the substitution shall be reversed (the player and the substitute shall return to their original positions). The player(s) involved shall not be disciplined if, in the referee's opinion, they were just following instructions from their coach. If the referee stops play, it must be restarted with an indirect kick for the opposing team from the position of the ball when play was stopped.

If a player changes places with the goalkeeper without the referee's permission, the referee:

- allows play to continue
- cautions both players when the ball is next out of play but not if the change occurred during half-time (including half-time of extra time) or the period between the end of the match and the start of extra time and/or kicks from the penalty mark

For any other offences:

- the players are cautioned
- play is restarted with an indirect free kick, from the position of the ball when play was stopped

Modification – Ineligible Players

If a team is found to be using an ineligible player, the game is forfeited, and a report will be filed with the Disciplinary Committee to consider further sanctions.

3.6 Players and Substitutes Sent Off

A player who is sent off **may be replaced**.

3.7 Extra Persons on the Field of Play

The head coach, assistant coach and team manager named on the team roster are team officials. Anyone not named on the team list as a player, substitute or team official is an outside agent.

If a team official, substitute, sent-off player or outside agent enters the field of play, the referee must:

- only stop play if there is interference with play
- have the person removed when play stops
- take appropriate disciplinary action

If play is stopped and the interference was by:

- a team official, substitute, substituted or sent-off player, play restarts with a direct free kick or penalty kick
- an outside agent, play restarts with a dropped ball

If a ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team.

Modification – Team Official Verification

*Each team must have at least one coach designated as the “head coach” and may have a team manager and up to 2 assistant coaches. Each team official must have in his possession, available for presentation to the referee, a valid team staff identification card issued by the league. In the event that the head coach is ejected from the game, a subordinate team official will be designated the head coach. **Team officials are responsible for their own conduct, as well as the conduct of all players and spectators affiliated with their team.***

If a team official listed on the match roster is unable to produce a valid team staff identification card, an alternate form of photo identification (e.g., driver’s license) may be presented to confirm identity. If a team has no registered team officials present, a parent may serve as acting coach by entering his or her name to the match roster and showing a valid photo ID. The scheduled start time of the game shall not be delayed due to registration verification; the clock will run and players may take the field once the team official’s registration has been verified. Consult the field administrator if there are any questions regarding team staff ID verification.

3.8 Player Outside the Field of Play

If a **substitute or** player who requires the referee’s permission to **enter or** re-enter the field of play does so without the referee’s permission, the referee must:

- stop play (not immediately if the player does not interfere with play or if advantage can be applied)
- caution the **head coach** for allowing a player to enter the field of play without permission

If the referee stops play, it must be restarted:

- with a direct free kick from the position of the interference
- with an indirect free kick from the position of the ball when play was stopped if there was no interference

A player who crosses a boundary line as part of a playing movement does not commit an offence.

3.9 Goal Scored with Extra Person on Field of Play

If, after a goal is scored, the referee realizes, before play restarts, that an extra person was on the field of play when the goal was scored, and that the person interfered with play:

- the referee must disallow the goal if the extra person was:
 - a player, substitute, sent-off player or team official of the team that scored the goal; play is restarted with a direct free kick from the position of the extra person
 - an outside agent who interfered with play unless a goal results as outlined above in 'extra persons on the field of play'; play is restarted with a dropped ball
- the referee must allow the goal if the extra person was:
 - a player, substitute, sent-off player or team official of the team that conceded the goal
 - an outside agent who did not interfere with play

In all cases, the referee must have the extra person removed from the field of play.

If, after a goal is scored and play has restarted, the referee realizes an extra person was on the field of play when the goal was scored, the goal cannot be disallowed. If the extra person is still on the field the referee must:

- stop play
- have the extra person removed
- restart with a dropped ball or free kick as appropriate

The referee must report the incident to the appropriate authorities.

3.10 Team Captain

The designation of a team captain is not required.

LAW 4 – THE PLAYER’S EQUIPMENT

4.1 Safety

A player must not use equipment or wear anything that is dangerous.

All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted.

The players must be inspected before the start of the match and substitutes before they enter the field of play. If a player is wearing or using unauthorized/dangerous equipment or jewelry, the referee must order the player to:

- remove the item
- leave the field of play at the next stoppage if the player is unable or unwilling to comply

A player who refuses to comply or wears the item again must be cautioned.

Modification – Other prohibited equipment

Players may not participate with a hard orthopedic cast, even if wrapped. Eyeglasses with metal frames are prohibited.

4.2 Compulsory Equipment

The compulsory equipment of a player comprises the following separate items:

- a jersey or ***shirt of similar color (an undershirt may be worn for cold weather)***
- shorts (***warm-up pants may be worn for cold weather***)
- socks – tape or any material applied or worn externally must be the same color as the socks
- shin guards – these must be made of a suitable material and be of appropriate size to provide reasonable protection and covered by the socks. Players are responsible for the size and suitability of their shin guards.
- footwear (***soccer cleats or rubber-soled shoes; no toe cleats, sharp cleats or hard-soled shoes are allowed***)

A player whose footwear or shin guard is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play; if before doing so the player plays the ball and/or scores a goal, the goal is awarded.

4.3 Colors

- The two teams must wear colors that distinguish them from each other and the match officials
- Each goalkeeper must wear colors that are distinguishable from the other players and the match officials
- If the goalkeepers' shirts are the same color and neither has another shirt, the referee allows the match to be played

Undershirts must be a color which is similar to the main color of the shirt sleeve

Undershorts/tights must be a color which is similar to the main color of the shorts or the lowest part of the shorts.

4.4 Other Equipment

Non-dangerous protective equipment, for example gloves, headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted as are goalkeepers' caps and sports spectacles. Goalkeepers may wear tracksuit bottoms

Head covers

Where head covers (excluding goalkeepers' caps) are worn, they must:

- be black or the same main color as the shirt
- not be attached to the shirt
- not be dangerous to the player wearing it or any other player (e.g. opening/closing mechanism around neck)
- not have any part(s) extending out from the surface (protruding elements)

Modification – Medical ID Bracelet

A medical ID bracelet may be worn if covered by a wristband or secured with athletic tape.

4.5 Slogans, Statements, Images, and Advertising

Equipment must not have any political, religious, or personal slogans, statements, or images. Players must not reveal undergarments that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offence the player and/or the team will be sanctioned by the competition organizer.

Principles

- Law 4 applies to all equipment (including clothing) worn by players, substitutes, and substituted players; its principles also apply to all team officials in the technical area
- The following are permitted:
 - the player's number, **league** crest/logo, **league sponsor images**
 - the **name and/or logo of a league-approved team sponsor**
- Team sponsor logos may not interfere with the player's number, league logos or league sponsor images

Modification – Player's name on uniform

For safety reasons, players' names may not be added to the uniforms.

4.6 Offences and Sanctions

For any offence, play need not be stopped and the player:

- is instructed by the referee to leave the field of play to correct the equipment
- leaves when play stops, unless the equipment has already been corrected

A player who leaves the field of play to correct or change equipment must:

- have the equipment checked by a match official before being allowed to re-enter
- only re-enter with the referee's permission (which may be given during play)

A player who enters without permission must be cautioned, and if play is stopped to issue the caution, an indirect free kick is awarded from the position of the ball when play was stopped, unless there was interference, in which case a direct free kick (or penalty kick) is awarded from the position of the interference.

LAW 5 – THE REFEREE

5.1 The Authority of the Referee

Each match is controlled by **one** referee who has full authority to enforce the Laws of the Game for the match.

5.2 Decisions of the Referee

Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee, who has the discretion to take appropriate action within the framework of the Laws of the Game.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The decisions of the referee, and all other match officials, must always be respected.

The referee may not change a restart decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of **a quarter** and left the field of play.

Except as outlined in Law 12.3, a disciplinary sanction may only be issued after play has restarted if another match official had identified and attempted to communicate the offence to the referee before play restarted; the restart associated with the sanction does not apply.

If a referee is incapacitated, **play will stop immediately.**

Modification – Referee explanation

The referee is not obliged to explain any decisions, but may choose to briefly explain the reason for a foul or misconduct penalty, or to clarify the rules so as to educate players and coaches about the laws of the game. The referee should communicate only with players and team officials, and should refrain from direct conversation with spectators.

5.3 Powers and Duties

The referee:

- enforces the Laws of the Game
- controls the match
- **ensures that the field, ball, and player's equipment meet the requirements of Laws 1, 2, and 4, respectively**
- **prior to kickoff, review the game card with head coaches of both teams to ensure all players are listed**
- **verifies the SNSA ID cards for any coaches or team managers in the technical area**
- acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match
- supervises and/or indicates the restart of play

Advantage

- allows play to continue when an offence occurs and the non-offending team will benefit from the advantage, and penalizes the offence if the anticipated advantage does not ensue at that time or within a few seconds

GUIDANCE – ADVANTAGE

Advantage should be employed sparingly for recreational league games. The skill level of the players should inform the referee regarding when to apply the Advantage rule.

Disciplinary action

- punishes the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences
- has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends. If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Law 3.6); the referee will report any other misconduct
- has the power to show yellow or red cards and, where competition rules permit, temporarily dismiss a player, from entering the field of play at the start of the match until after the match has ended, including during the half-time interval, extra time and kicks from the penalty mark
- takes action against team officials who fail to act in a responsible manner and warns or shows a yellow card for a caution or a red card for a sending-off from the field of play and its immediate surrounds, including the technical area; if the offender cannot be identified, the senior coach present in the technical area will receive the sanction
- acts on the advice of **league officials** regarding incidents that the referee has not seen

Injuries

In case of injury, the referee:

- allows play to continue until the ball is out of play if a player is only slightly injured
- stops play if a player is seriously injured and ensures that the player is removed from the field of play. An injured player may not be treated on the field of play and may only re-enter after play has restarted; if the ball is in play, re-entry must be from the touchline but if the ball is out of play, it may be from any boundary line. Exceptions to the requirement to leave the field of play are only when:
 - a goalkeeper is injured
 - a goalkeeper and an outfield player have collided and need attention
 - players from the same team have collided and need attention
 - a severe injury has occurred
 - a player is injured as the result of a physical offence for which the opponent is cautioned or sent off (e.g. reckless or serious foul challenge), if the assessment/treatment is completed quickly
 - a penalty kick has been awarded and the injured player will be the kicker
- ensures that any player bleeding leaves the field of play. The player may only re-enter on receiving a signal from the referee, who must be satisfied that the bleeding has stopped and there is no blood on the equipment
- if the referee has authorized a team official or medical staff to enter the field of play the player must leave the field. A player who does not comply must be cautioned for unsporting behavior. **The player may reenter with permission of the referee (play need not be stopped).**
- if the referee has decided to caution or send off a player who is injured and has to leave the field of play for treatment, the card must be shown before the player leaves
- if play has not been stopped for another reason, or if an injury suffered by a player is not the result of an offence, play is restarted with a dropped ball

GUIDANCE – INJURIES

The referee for recreational league games should err on the side of caution and stop play when a player appears to be injured as a result of contact with another player or after being struck with the ball. The tolerance standard for the level of physical play in a recreational league is lower than that for a competitive league.

Outside interference

In case of interference, the referee:

- stops, suspends or abandons the match for any offences or because of outside interference e.g. if:
 - the floodlights are inadequate
 - an object thrown by a spectator hits a match official, a player or team official, the referee may allow the match to continue, or stop, suspend or abandon it depending on the severity of the incident
 - a spectator blows a whistle which interferes with play - play is stopped and restarted with a dropped ball
 - an extra ball, other object or animal enters the field of play during the match, the referee must:
 - stop play (and restart with a dropped ball) only if it interferes with play - unless the ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team
 - allow play to continue if it does not interfere with play and have it removed at the earliest possible opportunity
- allows no unauthorized persons to enter the field of play

Modification – Concussion Protocol

U.S. Soccer and Soccer Association for Youth (SAY) require the immediate removal of any player who sustains a significant blow to the head or body, who complains about or is showing symptoms consistent with having suffered a concussion. If a coach attempts to allow a player who had been removed from a game for concussion assessment and who has not been cleared to return to play by a healthcare professional, the referee should:

- *Immediately stop play*
- *Direct the player to leave the field*
- *Instruct the coach to select a substitute*
- *Issue a warning to the coach.*

If a coach persists, the referee is entitled to take necessary disciplinary measures against the coach. The referee should include this behavior in his referee report to the league.

For events without an on-site healthcare professional, no coach can permit a player who has been removed from a game for concussion suspicion/assessment to return to play until he is cleared by a healthcare professional. Referee responses and actions outlined above should be taken against any coach who persists in trying to re-insert the player into the game without proper clearance by a healthcare professional.

5.5 Referee's Equipment

Compulsory equipment

Referees must have the following equipment:

- Whistle(s)
- Watch(es)
- Red and yellow cards
- Notebook or **Match Card**

Other equipment

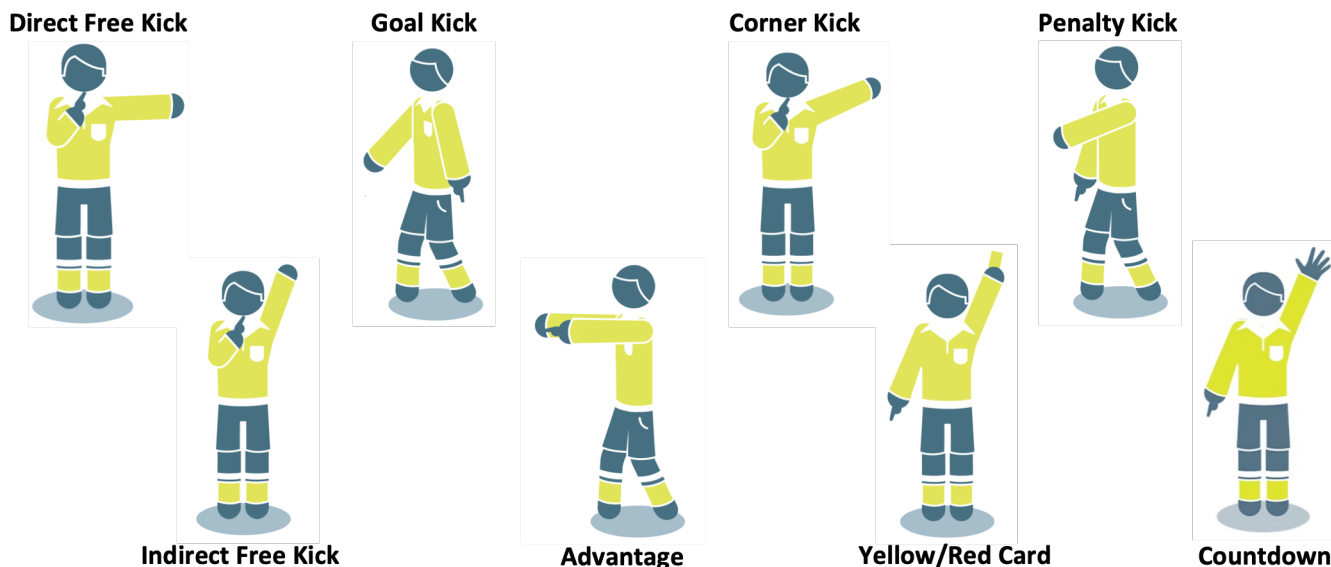
Referees may be permitted to use:

- Equipment for communicating with other match officials – buzzer/beep flags, headsets etc.
- EPTS or other fitness monitoring equipment

Referees and other 'on-field' match officials are prohibited from wearing jewelry or any other electronic equipment, including **cell phones** and cameras.

5.6 Referee Signals

Refer to graphics for approved referee signals:



5.7 Liability of Match Officials

A referee or other match official is not held liable for:

- any kind of injury suffered by a player, official or spectator
- any damage to property of any kind
- any other loss suffered by any individual, club, company, association or other body, which is due or which may be due to any decision taken under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match

Such decisions may include a decision:

- that the condition of the field of play or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
- to abandon a match for whatever reason
- as to the suitability of the field equipment and ball used during a match
- to stop or not to stop a match due to spectator interference or any problem in spectator areas
- to stop or not to stop play to allow an injured player to be removed from the field of play for treatment
- to require an injured player to be removed from the field of play for treatment
- to allow or not to allow a player to wear certain clothing or equipment
- where the referee has the authority, to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
- any other decision taken in accordance with the Laws of the Game or in conformity with their duties under the terms of FIFA, confederation, national football association or competition rules or regulations under which the match is played

LAW 6 – THE OTHER MATCH OFFICIALS

No additional match officials are required the 6v6 format.

Competition rules must state clearly who replaces a match official who is unable to start or continue officiating a match

LAW 7 - THE DURATION OF THE MATCH

7.1 Periods of Play

A match lasts for four equal quarters of 12 minutes, which may only be reduced if agreed between the referee and the two teams before the start of the match and if in accordance with competition rules.

7.2 Half-time Interval

Players are entitled to intervals *between quarters, not to exceed one (1) minute*, and a half-time interval not to exceed *five (5) minutes*. Competition rules must state the duration of the quarter and half-time intervals interval and it may be altered only with the referee's permission.

7.3 Allowance for Time Lost

Quarters shall not be extended on account of any stoppage in play or playing time lost.

The referee must not compensate for a timekeeping error during the first half by changing the length of the second half.

7.4 Penalty Kick

If a penalty kick is to be taken or retaken, the half is extended until the penalty kick is completed.

7.5 Abandoned Match

An abandoned match is *not* replayed. *A postponed match may be replayed at the discretion of the league.*

GUIDANCE – INTERVALS

Players may use the intervals between quarters and the interval at half-time for hydration breaks. At the end of each quarter the referee should blow the whistle 2 times and point towards the center of the field to indicate that the quarter has concluded. If a ball that is kicked before time expires to end a quarter crosses the goal line after time expires, the goal does not count.

LAW 8 – THE START AND RESTART OF PLAY

8.1 Kick-off

Procedure

- *the team designated as the home team is awarded the first quarter and third quarter kickoffs*
- *the team designated as the visiting team decides which goal to attack in the first half*
- *the visiting team takes the kick-off to start the second and fourth quarters*
- for the second half, the teams change ends and attack the opposite goals
- after a team scores a goal, the kick-off is taken by their opponents

For every kick-off:

- all players, except the player taking the kick-off, must be in their own half of the field of play
- the opponents of the team taking the kick-off must be at least *six (6) yards* from the ball until it is in play
- the ball must be stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and clearly moves
- a goal may be scored directly against the opponents from the kick-off; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents

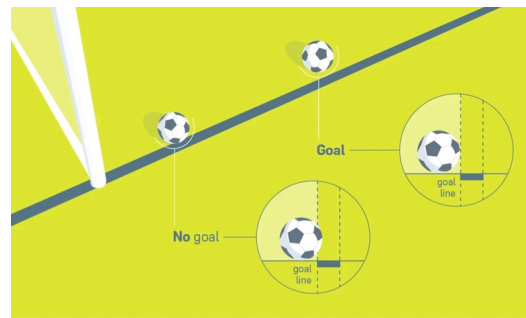
LAW 10 – DETERMINING THE MATCH OUTCOME

10.1 Goal Scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence has been committed by the team scoring the goal.

If the goalkeeper throws the ball directly into the opponents' goal, a goal kick is awarded.

If a referee signals a goal before the ball has passed wholly over the goal line, play is restarted with a dropped ball.



Modification – goal net

If there is a hole or gap in the goal net that the ball may have passed through, or if the goal net is missing, the referee must decide to the best of his ability whether or not a goal was scored. The referee's decision is final.

10.2 Winning Team

The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals, the match is drawn.

Modification – mercy rule

During any stoppage in play, the coach of a team which is being defeated by a margin of 10 or more goals may elect to terminate the match at that point, without penalty, by informing the referee, and the referee shall terminate the match.

LAW 11 – OFFSIDE

The offside law is not in effect for the 6v6 format.

LAW 12 – FOULS AND MISCONDUCT

Direct and indirect free kicks and penalty kicks can only be awarded for offences committed when the ball is in play.

12.1 Direct Free Kick

A **direct free kick** (Law 13) is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless, or using excessive force:

- charges
- jumps at
- kicks or attempts to kick
- pushes
- strikes or attempts to strike (including head-butt)
- tackles or challenges
- trips or attempts to trip

If an offence involves contact, it is penalized by a direct free kick.

- Careless is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed
- Reckless is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned
- Using excessive force is when a player exceeds the necessary use of force and/or endangers the safety of an opponent and must be sent off

A direct free kick is awarded if a player commits any of the following offences:

- a handball offence (except for the goalkeeper within their penalty area)
- holds an opponent
- impedes an opponent with contact
- bites or spits at someone on the team lists or a match official
- throws an object at the ball, an opponent or match official, or makes contact with the ball with a held object

See also offences in Law 3.

GUIDANCE – FOUL vs FLOW

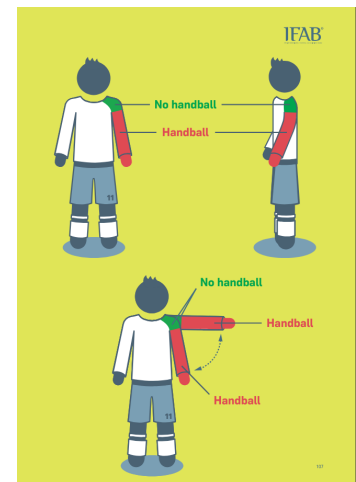
Tolerance for physical play in a recreational league is lower than that for a competitive league. While game flow is an important consideration, the attitude of “let them play” may not be appropriate for some recreational league games; evaluate the skill level of the teams to determine the appropriate balance of foul vs. flow. Calling marginal fouls early in the game sets a tone that may prevent excessively physical play as the game progresses

Handling the ball

For the purposes of determining handball offences, the upper boundary of the arm is in line with the bottom of the armpit. Not every touch of a player’s hand/arm with the ball is an offence.

It is an offence if a player:

- deliberately touches the ball with their hand/arm, for example moving the hand/arm towards the ball
- touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player’s body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized
- scores in the opponents’ goal:
 - directly from their hand/arm, even if accidental, including by the goalkeeper
 - immediately after the ball has touched their hand/arm, even if accidental



The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. If the goalkeeper handles the ball inside their penalty area when not permitted to do so, an indirect free kick is awarded but there is no disciplinary sanction. However, if the offence is playing the ball a second time (with or without the hand/arm) after a restart before it touches another player, the goalkeeper must be sanctioned if the offence stops a promising attack or denies an opponent or the opposing team a goal or an obvious goal-scoring opportunity.

12.2 Indirect Free Kick

An indirect free kick is awarded if a player:

- plays in a dangerous manner
- impedes the progress of an opponent without any contact being made
- is guilty of dissent, using offensive, insulting or abusive language and/or action(s) or other verbal offences
- prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- **intentionally strikes the ball with the head**
- **slides to tackle the ball in the proximity of another player (without fouling), except the goalkeeper in his own penalty area.**
- initiates a deliberate trick for the ball to be passed (including from a free kick or goal kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is penalized if responsible for initiating the deliberate trick
- commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player

An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:

- touches the ball with the hand/arm after releasing it and before it has touched another player
- touches the ball with the hand/arm, unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, after:
 - it has been deliberately kicked to the goalkeeper by a team-mate
 - receiving it directly from a throw-in taken by a team-mate

Modification – slide tackling

Slide tackling is prohibited in the 6v6 format. A player may slide to save or shoot a ball if no other players are in the vicinity but may not slide to tackle the ball away from another player. If a player slide tackles without committing a foul an indirect free kick is awarded to the opposing team; if a foul is committed a direct free kick is awarded.

Playing in a dangerous manner

Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from playing the ball for fear of injury.

A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.

Impeding the progress of an opponent without contact

Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.

All players have a right to their position on the field of play; being in the way of an opponent is not the same as moving into the way of an opponent.

A player may shield the ball by taking a position between an opponent and the ball if the ball is within playing distance and the opponent is not held off with the arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent.

12.3 Corner Kick

A corner kick is awarded if a goalkeeper, inside their penalty area, controls the ball with their hand(s)/arm(s) for more than eight seconds before releasing it.

A goalkeeper is considered to be in control of the ball with their hand(s)/arm(s) when:

- the ball is between their hands/arms or between their hand(s)/arm(s) and any surface (e.g. ground, own body)
- holding the ball in their outstretched open hand(s)
- bouncing it on the ground or throwing it in the air

The referee will decide when the goalkeeper has control of the ball and the eight seconds begin and will visually count down the last five seconds with a raised hand.

A goalkeeper cannot be challenged by an opponent when in control of the ball with their hand(s)/arm(s).

GUIDANCE – GOALKEEPER BALL CONTROL

Most recreational league goalkeepers have limited training and experience and are particularly vulnerable; referees should employ an expansive view of "control of the ball" and err on the side of protecting the goalkeeper.

12.4 Disciplinary Action

The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark).

If, before entering the field of play at the start of the match, a player or team official commits a sending-off offence, the referee has the authority to prevent the player or team official taking part in the match (see Law 3.6); the referee will report any other misconduct.

A player or team official who commits a cautionable or sending-off offence, either on or off the field of play is disciplined according to the offence.

The yellow card communicates a caution, and the red card communicates a sending-off.

Only a player, substitute, substituted player or team official may be shown the red or yellow card.

PLAYERS, SUBSTITUTES, AND SUBSTITUTED PLAYERS

Delaying the restart of play to show a card

Once the referee has decided to caution or send off a player, play must not be restarted until the sanction has been administered, unless the non-offending team takes a quick free kick, has a clear goal-scoring opportunity and the referee has not started the disciplinary sanction procedure. The sanction is administered at the next stoppage; if the offence was denying the opposing team an obvious goal-scoring opportunity, the player is cautioned; if the offence interfered with or stopped a promising attack, the player is not cautioned.

Advantage

If the referee plays the advantage for an offence for which a caution/sending-off would have been issued had play been stopped, this caution/sending-off must be issued when the ball is next out of play. However, if the offence was denying the opposing team an obvious goal-scoring opportunity the player is cautioned for unsporting behavior; if the offence was interfering with or stopping a promising attack, the player is not cautioned.

Advantage should not be applied in situations involving serious foul play, violent conduct or a second cautionable offence unless there is a clear opportunity to score a goal. The referee must send off the player when the ball is next out of play, but if the player plays the ball or challenges/interferes with an opponent, the referee will stop play, send off the player and restart with an indirect free kick, unless the player committed a more serious offence.

If a defender starts holding an attacker outside the penalty area and continues holding inside the penalty area, the referee must award a penalty kick.

CAUTIONABLE OFFENCES

A player is cautioned if guilty of:

- delaying the restart of play
- dissent by word or action
- entering, re-entering or deliberately leaving the field of play without the referee's permission
- failing to respect the required distance when play is restarted with a dropped ball, corner kick, free kick or throw-in
- persistent offences (no specific number or pattern of offences constitutes 'persistent')
- unsporting behavior

A substitute or substituted player is cautioned if guilty of:

- delaying the restart of play
- dissent by word or action
- entering or re-entering the field of play without the referee's permission
- unsporting behavior

Where two separate cautionable offences are committed (even in close proximity), they should result in two cautions, for example if a player enters the field of play without the required permission and commits a reckless tackle or stops a promising attack with a foul/handball, etc.

Cautions for unsporting behavior

There are different circumstances when a player must be cautioned for unsporting behavior including if a player:

- attempts to deceive the referee, e.g., by feigning injury or pretending to have been fouled (simulation)
- changes places with the goalkeeper during play or without the referee's permission (see Law 3)
- commits in a reckless manner a direct free kick offence
- handles the ball to interfere with or stop a promising attack, except where the referee awards a penalty kick for a non-deliberate handball offence

- denies the opposing team a goal or an obvious goal-scoring opportunity and the referee awards a penalty kick for a non-deliberate handball offence
- commits any other offence which interferes with or stops a promising attack, except where the referee awards a penalty kick for an offence which was an attempt to play the ball or a challenge for the ball
- denies an opponent an obvious goal-scoring opportunity by committing an offence which was an attempt to play the ball or a challenge for the ball and the referee awards a penalty kick
- handles the ball in an attempt to score a goal (whether or not the attempt is successful) or in an unsuccessful attempt to prevent a goal
- makes unauthorized marks on the field of play
- plays the ball when leaving the field of play after being given permission to leave
- shows a lack of respect for the game
- initiates a deliberate trick for the ball to be passed (including from a free kick or goal kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is cautioned if responsible for initiating the deliberate trick
- verbally distracts an opponent during play or at a restart

Celebration of a goal

Players can celebrate when a goal is scored, but the celebration must not be excessive; choreographed celebrations are not encouraged and must not cause excessive time-wasting.

Leaving the field of play to celebrate a goal is not a cautionable offence but players should return as soon as possible.

A player must be cautioned, even if the goal is disallowed, for:

- climbing onto a perimeter fence and/or approaching the spectators in a manner which causes safety issues
- acting in a provocative, derisory, or inflammatory way
- covering the head or face with a mask or other similar item
- removing the shirt or covering the head with the shirt

Delaying the restart of play

Referees must caution players who delay the restart of play by:

- appearing to take a throw-in but suddenly leaving it to a team-mate to take
- delaying leaving the field of play when being substituted
- excessively delaying a restart
- kicking or carrying the ball away, or provoking a confrontation by deliberately touching the ball after the referee has stopped play
- taking a free kick from the wrong position to force a retake

SENDING OFF OFFENCES

A player, substitute or substituted player who commits any of the following offences is sent off:

- denying the opposing team a goal or an obvious goal-scoring opportunity by committing a deliberate handball offence (except a goalkeeper within their penalty area)
- denying the opposing team a goal or an obvious goal-scoring opportunity by committing a non-deliberate handball offence outside their own penalty area
- denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is towards the offender's goal by an offence punishable by a free kick (unless as outlined below)
- serious foul play
- biting or spitting at someone
- violent conduct
- using offensive, insulting or abusive language and/or action(s)
- receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

Denying a goal or an obvious goal-scoring opportunity (DOGSO)

Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offender is cautioned if the offence was an attempt to play the ball or a challenge for the ball; in all other circumstances (e.g., holding, pulling, pushing, no possibility to play the ball etc.) the offending player must be sent off.

Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by committing a deliberate handball offence, the player is sent off wherever the offence occurs (except a goalkeeper within their own penalty area).

Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by committing a non-deliberate handball offence and the referee awards a penalty kick, the offender is cautioned.

A player, sent-off player, substitute, or substituted player who enters the field of play without the required referee's permission and interferes with play or an opponent and denies the opposing team a goal or an obvious goal-scoring opportunity is guilty of a sending-off offence.

The following must be considered:

- distance between the offence and the goal
- general direction of the play
- likelihood of keeping or gaining control of the ball
- location and number of defenders

Serious foul play

A tackle or challenge that endangers the safety of an opponent or uses excessive force or brutality must be sanctioned as serious foul play.

Any player who lunges at an opponent in challenging for the ball from the front, from the side or from behind using one or both legs, with excessive force or endangers the safety of an opponent is guilty of serious foul play.

Violent conduct

Violent conduct is when a player uses or attempts to use excessive force or brutality against an opponent when not challenging for the ball, or against a team-mate, team official, match official, spectator or any other person, regardless of whether contact is made.

In addition, a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, is guilty of violent conduct unless the force used was negligible.

TEAM OFFICIALS

Where an offence is committed by someone from the technical area (substitute, substituted player, sent-off player or team official), and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction. ***A coach is responsible for his team and the spectators.***

Warning

The following offences should usually result in a warning, repeated or blatant offences should result in a caution or sending-off:

- entering the field of play in a respectful/non-confrontational manner
- failing to cooperate with a match official e.g. ignoring an instruction/request
- minor/low-level disagreement (by word or action) with a decision
- occasionally leaving the confines of the technical area without committing another offence

Caution

Caution offences include (but are not limited to):

- clearly/persistently not respecting the confines of their team's technical area
- delaying the restart of play by their team
- deliberately entering the technical area of the opposing team (non-confrontational)
- dissent by word or action including:
 - throwing/kicking drinks bottles or other objects
 - action(s) which show(s) a clear lack of respect for the match official(s) e.g., sarcastic clapping
- excessively/persistently gesturing for a red or yellow card
- acting in a provocative or inflammatory manner
- persistent unacceptable behavior (including repeated warning offences)
- showing a lack of respect for the game

Sending off

Sending-off offences include (but are not limited to):

- delaying the restart of play by the opposing team e.g., holding onto the ball, kicking the ball away, obstructing the movement of a player
- deliberately leaving the technical area to:
 - show dissent towards, or remonstrate with, a match official
 - act in a provocative or inflammatory manner
- entering the opposing technical area in an aggressive or confrontational manner
- deliberately throwing/kicking an object onto the field of play
- entering the field of play to:
 - confront a match official (including at half-time and full-time)
 - interfere with play, an opposing player or a match official
- physical or aggressive behavior (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator, or any other person
- receiving a second caution in the same match
- using offensive, insulting, or abusive language and/or action(s)
- violent conduct

Offences where an object (or the ball) is thrown

In all cases, the referee takes the appropriate disciplinary action:

- reckless – caution the offender for unsporting behavior
- using excessive force – send off the offender for violent conduct

Modification – Caution & Sending Off Procedures

A player who is issued a yellow must immediately leave the field and may be replaced by a substitute player. The yellow-carded player may return at the next substitution opportunity.

Any person who is red carded (i.e., sent-off) is immediately ejected from the game, shall be removed from within sight and sound of the field by the referee, and may be suspended for one or more subsequent games subject to a review by the league's disciplinary committee. If a player, substitute, or substituted player is sent-off and his parent or guardian is not present at the field at the time of the sending-off, they shall remain quietly on the bench under the authority of the coach.

A player who is red-carded (i.e., sent-off) may be replaced by a substitute player.

*Spectators may be **dismissed** from the playing field and surrounding area (i.e., from sight and sound of the field) by the referee for violating **any** of the cautionable or sending-off offences.*

The game shall not be restarted until either the coach or spectator has left the field area. Refusal to leave the field shall result in abandonment of the match.

Abuse or assault of referees, especially youth referees, will NOT be tolerated, and can result in multiple year suspensions and be subject to criminal charges. Refer to league disciplinary protocol for full details.

12.5 Restart of Play After Fouls and Misconduct

If the ball is out of play, play is restarted according to the previous decision. If the ball is in play and a player commits a physical offence inside the field of play against:

- an opponent – an indirect or direct free kick or penalty kick
- a team-mate, substitute, substituted or sent-off player, team official or a match official – a direct free kick or penalty kick

All verbal offences are penalized with an indirect free kick.

If the referee stops play for an offence committed by a player, inside or outside the field of play, against an outside agent, play is restarted with a dropped ball, unless an indirect free kick is awarded for leaving the field of play without referee permission; the indirect free kick is taken from the point on the boundary line where the player left the field of play.

If, when the ball is in play:

- a player commits an offence against a match official or an opposing player, substitute, substituted or sent-off player, or team official outside the field of play or
- a substitute, substituted or sent-off player, or team official commits an offence against, or interferes with, an opposing player or match official outside the field of play,

play is restarted with a free kick on the boundary line nearest to where the offence/interference occurred; for direct free kick offences, a penalty kick is awarded if this is within the offender's penalty area.

If an offence is committed outside the field of play by a player against a player, substitute, or team official of their own team, play is restarted with an indirect free kick on the boundary line closest to where the offence occurred.

If a player makes contact with the ball with an object (boot, shinguard etc.) held in the hand, play is restarted with a direct free kick (or penalty kick).

LAW 13 – FREE KICKS

13.1 Types of free kicks

Direct and indirect free kicks are awarded to the opposing team of a player, substitute, substituted or sent-off player, or team official guilty of an offence.

Indirect free kick signal

The referee indicates an indirect free kick by raising the arm above the head; this signal is maintained until the kick has been taken and the ball touches another player, goes out of play or it is clear that a goal cannot be scored directly.

The kick must be retaken if the referee fails to signal that the kick is indirect, and the ball is kicked directly into the goal.

Ball enters the goal

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if a direct or indirect free kick is kicked directly into the team's own goal, a corner kick is awarded

13.2 Procedure

All free kicks are taken from the place where the offence occurred, except:

- indirect free kicks to the attacking team for an offence inside the opponents' goal area are taken from the nearest point on the goal area line which runs parallel to the goal line
- free kicks to the defending team in their goal area may be taken from anywhere in that area
- free kicks for offences involving a player entering, re-entering, or leaving the field of play without permission are taken from the position of the ball when play was stopped. However, if a player commits an offence off the field of play, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences, a penalty kick is awarded if this is within the offender's penalty area
- where the Law designates another position (see Laws 3, 11, 12)

The ball:

- must be stationary and the kicker must not touch the ball again until it has touched another player
- is in play when it is kicked and clearly moves

Until the ball is in play, all opponents must remain:

- at least **six (6) yards** from the ball, unless they are on their own goal line between the goalposts
- outside the penalty area for free kicks inside the opponents' penalty area

Where three or more defending team players form a 'wall', all attacking team players must remain at least one (1) yard from the 'wall' until the ball is in play.

A free kick can be taken by lifting the ball with a foot or both feet simultaneously.

Feinting to take a free kick to confuse opponents is permitted as part of football.

If a player, while correctly taking a free kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.

13.3 Offences and Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than **six (6) yards** from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

If, when a free kick is taken, an attacking team player is less than 1 yd from a 'wall' formed by three or more defending team players, an indirect free kick is awarded.

If, when a free kick is taken by the defending team inside its penalty area, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue. If an opponent who is in the penalty area when the free kick is taken or enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the free kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded; if the kicker commits a handball offence:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded.

LAW 14 – THE PENALTY KICK

A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area or off the field as part of play as outlined in Laws 12 and 13.

A goal may be scored directly from a penalty kick.

14.1 Procedure

The ball must be stationary, with part of the ball touching or overhanging the center of the penalty mark and the goalposts, crossbar and goal net must not be moving. **If there is no penalty mark, the referee shall step off 12 paces from the midpoint of the goal line to establish the penalty mark.**

The player taking the penalty kick must be clearly identified.

The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, until the ball **is** kicked. The goalkeeper must not behave in a way that unfairly distracts the kicker, e.g., delay the taking of the kick or touch the goalposts, crossbar, or goal net.

The players other than the kicker and goalkeeper must be:

- at least **six (6) yards** from the penalty mark
- behind the penalty mark
- inside the field of play
- outside the penalty area

After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken.

The player taking the penalty kick must kick the ball forward; backheeling is permitted provided the ball moves forward.

When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, or in line with, or behind the goal line.

The ball is in play when it is kicked and clearly moves.

The kicker must not play the ball again until it has touched another player.

The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence.

Additional time is allowed for a penalty kick to be taken and completed at the end of each half of the match or extra time. When additional time is allowed, the penalty kick is completed when, after the kick has been taken, the ball stops moving, goes out of play, is played by any player (including the kicker) other than the defending goalkeeper, or the referee stops play for an offence by the kicker or the kicker's team. If a defending team player (including the goalkeeper) commits an offence and the penalty is missed/saved, the penalty is retaken.

14.2 Offences and Sanctions

Once the referee has signaled for a penalty kick to be taken, the kick must be taken; if it is not taken the referee may take disciplinary action before signaling again for the kick to be taken.

If, before the ball is in play, one of the following occurs:

- a team-mate of the player taking the penalty kick is penalized for encroachment only if:
 - the encroachment clearly impacted on the goalkeeper; or
 - the encroaching player plays the ball or challenges an opponent for the ball and then scores, attempts to score or creates a goal-scoring opportunity
- a team-mate of the goalkeeper is penalized for encroachment only if:
 - the encroachment clearly impacted on the kicker; or
 - the encroaching player plays the ball or challenges an opponent for the ball and this prevents the opponents from scoring, attempting to score or creating a goal-scoring opportunity
- the player taking the penalty kick or a team-mate offends:
 - if the ball enters the goal, the kick is retaken
 - if the ball does not enter the goal, the referee stops play and restarts with an indirect free kick

except for the following when play will be stopped and restarted with an indirect free kick, regardless of whether a goal is scored:

- a penalty kick is kicked backwards
- a team-mate of the identified kicker takes the kick; the referee cautions the player who took the kick
- feinting to kick the ball once the kicker has completed the run-up (feinting in the run-up is permitted); the referee cautions the kicker
- the goalkeeper offends:
 - if the ball enters the goal, a goal is awarded
 - if the ball misses the goal or rebounds from the crossbar or goalpost(s), the kick is only retaken if the goalkeeper's offence clearly impacted on the kicker
 - if the ball is prevented from entering the goal by the goalkeeper, the kick is retaken

If the goalkeeper's offence results in the kick being retaken, the goalkeeper is warned for the first offence in the game and cautioned for any subsequent offence(s) in the game.

- a team-mate of the goalkeeper offends:
 - if the ball enters the goal, a goal is awarded
 - if the ball does not enter the goal, the kick is retaken
- a player of both teams offends the kick is retaken unless a player commits a more serious offence
- both the goalkeeper and the kicker commit an offence at the same time, the kicker is cautioned and play restarts with an indirect free kick to the defending team

If, after the penalty kick has been taken:

- the kicker touches the ball again before it has touched another player:
 - an indirect free kick (or direct free kick for a handball offence) is awarded
- the ball is touched by an outside agent as it moves forward:
 - the kick is retaken unless the ball is going into the goal and the interference does not prevent the goalkeeper or a defending player playing the ball, in which case the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team.
- the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts and is then touched by an outside agent:
 - the referee stops play
 - play is restarted with a dropped ball at the position where it touched the outside agent

14.3 Summary Table

	Outcome of the penalty kick	
	Goal	No goal
Encroachment by attacking player	Impact: penalty is retaken No impact: goal	Impact: indirect free kick No impact: no retake
Encroachment by defending player	Impact: goal No impact: goal	Impact: penalty is retaken No impact: no retake
Encroachment by defending and attacking player	Impact: penalty is retaken No impact: goal	Impact: penalty is retaken No impact: no retake
Offence by goalkeeper	Goal	Not saved: penalty is not retaken (unless kicker is clearly impacted) Saved: penalty is retaken and warning for goalkeeper; caution for any further offence(s)
Goalkeeper and kicker offend at the same time	Indirect free kick and caution for kicker	Indirect free kick and caution for kicker
Ball kicked backwards	Indirect free kick	Indirect free kick
'Illegal' feinting	Indirect free kick and caution for kicker	Indirect free kick and caution for kicker
Wrong kicker	Indirect free kick and caution for wrong kicker	Indirect free kick and caution for wrong kicker

LAW 15 – THE THROW-IN

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

A goal cannot be scored directly from a throw-in:

- if the ball enters the opponents' goal – a goal kick is awarded
- if the ball enters the thrower's goal – a corner kick is awarded

15.1 Procedure

At the moment of delivering the ball, the thrower must:

- stand facing the field of play
- have part of each foot on the touchline or on the ground outside the touchline
- throw the ball with both hands from behind and over the head from the point where it left the field of play

All opponents must stand at least two (2) yards from the point on the touchline where the throw-in is to be taken.

The ball is in play when it enters the field of play. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly, it is retaken by the opposing team.

If a player, while correctly taking a throw-in, deliberately throws the ball at an opponent in order to play the ball again but not in a careless or a reckless manner or using excessive force, the referee allows play to continue.

The thrower must not touch the ball again until it has touched another player.

15.2 Offences and Sanctions

If, after the ball is in play, the thrower touches the ball again before it has touched another player, an indirect free kick is awarded; if the thrower commits a handball offence:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the thrower's penalty area unless the ball was handled by the defending team's goalkeeper, in which case an indirect free kick is awarded

An opponent who unfairly distracts or impedes the thrower (including moving closer than two (2) yards to the place where the throw-in is to be taken) is cautioned for unsporting behavior, and if the throw-in has been taken, an indirect free kick is awarded.

For any other offence, the throw-in is taken by a player of the opposing team.

LAW 16 – THE GOAL KICK

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored (see also Laws 8, 10, 13 and 15).

A goal may be scored directly from a goal kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

16.1 Procedure

The following procedure is used for the goal kick:

- The ball must be stationary and is kicked from any point within the goal area by a player of the defending team
- The ball is in play when it is kicked and clearly moves
- Opponents must be outside the penalty area until the ball is in play

16.2 Offences and Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded. If the kicker commits a handball offence:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded

If, when a goal kick is taken, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue. If an opponent who is in the penalty area when the goal kick is taken or enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the goal kick is retaken.

If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal kick is retaken and the offender may be cautioned or sent off, depending on the offence.

For any other offence, the kick is retaken.

LAW 17 – THE CORNER KICK

A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored (see also Laws 8, 12, 13, 15 and 16).

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

17.1 Procedure

The following procedure is used for the corner kick:

- The ball must be placed in the corner area nearest to the point where the ball passed over the goal line or the goalkeeper's position when penalized
- The ball must be stationary and is kicked by a player of the attacking team
- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area
- The corner flag post must not be moved
- Opponents must remain at least **six (6) yards** from the corner arc until the ball is in play

17.2 Offences and Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded; if the kicker commits a handball offence:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded

If a player, while correctly taking a corner kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.

For any other offence, the kick is retaken.

PRE-GAME PROCEDURES

The following is a checklist of things **TEAM STAFF** should do before the game starts:

- Inspect the playing field for rocks, sprinklers, net holes, and other unusual or dangerous conditions; make improvements as needed
- If the two teams have similar uniforms or the goalkeeper has a similar color shirt as either team, consult the field administrator for pinnies.
- Inspect the equipment worn by all members of your team; ensure that no players are wearing jewelry or other prohibited items
- Present team staff ID cards to the referee for inspection upon request
- Provide the game ball to the referee if your team is designated as the “home team”
- Endeavor to start the game on time, so as not to delay subsequent games played on the same field
- If no official referee is present, select a referee for each half of the field. In this case, no persons may be ejected except by mutual consent.

The following is a list of things the **REFEREE** should do before each game starts:

- Inspect the playing field for rocks, sprinklers, net holes, and other unusual or dangerous conditions; notify league officials and make improvements as needed
- Greet the coaches from each team; review the game card to ensure all rostered players and coaches are included; enter the jersey number for each player
- Verify the SNSA team staff ID card for each coach or team manager on the roster to ensure only authorized adults are present in the technical area. If a team staff member does not have a league ID card, verify the driver’s license
- If a non-rostered adult is serving as acting coach for the game, write his/her name on the game card and verify the driver’s license
- Determine the goal line/touchline responsibilities for each assistant referee
- Inspect the equipment worn by all players on each team to ensure compliance with Law 4
- Review the game card to identify the “home” team, which provides the game ball and has the kickoff to start the game
- Ask the coach of the team designated as “visitor” which goal his/her team will attack
- Start the game on time, so as not to delay subsequent games played on the same field.

POST-GAME PROCEDURES

The following is a checklist of things the **TEAM STAFF** should do after the game ends:

- Gather players on the halfway line, near the touchline, for the purpose of shaking hands with players and team staff from the opposing team. Politeness and graciousness are expected from all concerned as they meet in the center of the field, regardless of the outcome of the game
- Shake hands with the referee and instruct players to do the same
- Pick up equipment and/or trash along your team’s touchline
- If pinnies were used to differentiate teams, return them to the field administrator.
- If there are any issues of concern related to the game, send a written report to info@snsasoccer.com. Be sure to include specific facts and details in your report.

The following is a checklist of things the **REFEREE** should do after the game ends:

- Return the game ball to the team or person who supplied it
- Note the names on the game card of any persons who were issued red cards
- Give the game card and a report of any unusual incidents to the designated league official
- Discuss any questions, concerns, or unusual situations that may have occurred during the game with the referee assessor or field administrator to confirm or correct interpretation of the Laws of the Game.

PARENT/SPECTATOR CODE OF CONDUCT

Parents are a critical part of Southern Nevada Soccer Association's mission to create a positive environment for our young players, to teach them good sportsmanship, and to help them develop a love for the game. All members of SNSA, including players, coaches, officials, volunteers, parents or spectators, are subject to the conduct guidelines outlined below.

Abuse Policy

Abuse of any kind is not permitted within Southern Nevada Soccer Association. Physical, sexual, emotional or verbal abuse or misconduct from our players, coaches, officials, volunteers, parents or spectators shall not be tolerated. Emotional abuse or verbal abuse is also prohibited. These include, but are not limited to, such forms of abuse as: insulting, threatening, mocking, demeaning behavior, or making abusive statements in regard to a person's race, gender, religion, nationality/ethnicity, sex or age.

SNSA has members of all races, ethnicities and religious affiliations, and we will not tolerate hateful conduct. Violation of these policies, if definitively proven, may result in a member's suspension, disqualification or other form discipline.

Parent/Spectator Conduct Guidelines

- 1. Do not shout instructions to your child.** This will cause confusion and may result in erroneous play on your child's part. The coach has instructed your child on how to play. If you shout instructions, your child will probably try to please you and the coach at the same time and may end up failing both.
- 2. Respect your team staff members.** Remember they are volunteers and are vested with the authority to set team rules for players and parents (within the bounds of league policy). Do not engage in efforts to undermine your coach. If you want to control how your child's team is run, volunteer to coach!
- 3. Only registered team staff and players are permitted in the technical area.** Referees need to identify team staff members; all other adults shall sit or stand outside the technical area in accordance with SNSA Modified Laws.
- 4. Do not sit or stand on the opponent's side of the field.** Nothing good comes from this.
- 5. Positively encourage all players on your team.** Cheer for your child, but remember your child is a member of a team. Let the other players know you support them, and refrain from disparaging or degrading remarks.
- 6. Suffer in silence whenever something goes against your child's team.** A display of anger may inflame a delicate situation, resulting in embarrassment for you or your child. Don't make a spectacle of yourself.
- 7. Do not enter the field of play without referee permission.** Even if there is an injury on the field, wait for the referee to grant permission before entering the field of play.
- 8. Do not run up and down the sidelines.** Find a comfortable place to sit or stand and enjoy the match.
- 9. Do not engage in communication with or about the referee.** This applies to any person serving as referee for the game, including a coach/referee. The head coach of the team is the designated representative to communicate with the referee on behalf of the team, and referees are instructed to direct communications to the coach. *The referee has the power to stop the match if the crowd becomes discourteous.*
- 10. Do not direct comments to the players, coaches, or parents on the opposing team.** Even positive comments may be misconstrued. The parents from the other team are equally enthusiastic about their team; be a gracious competitor.
- 11. No alcoholic beverages** are permitted at any match, and smoking (including vaping) is not allowed at the fields.
- 12. Do not use profane or abusive language.** Use of vulgar language reflects poorly on you and is inappropriate in a public setting, especially when minor children are present.
- 13. Non-playing children must be supervised at all times.** No climbing on the goals or ring-around-the-corner-flag!
- 14. Refrain from use of artificial noisemakers.** The City of Henderson Municipal Code 2.2.7.030 prohibits the use of artificial noisemakers, including horns, rattles, bells or whistles by spectators.
- 15. Please do not bring your pet to the soccer field.** Dogs can pose a safety hazard for players and spectators and can interfere with game play; the City of Henderson Municipal Code prohibits dogs at some locations. Please show consideration for your fellow SNSA members and keep your dog away from the playing field.
- 16. If your team loses, adopt a positive attitude.** Compliment your child's effort and good plays. Don't dwell on the mistakes on the ride home or make disparaging remarks about other team members. Accentuate the positive, eliminate the negative, and emphasize player effort over match outcome.