

# HANCOCK SOCCER ASSOCIATION

Findlay, Ohio

## 2011 RECREATIONAL COACHES HANDBOOK



**Rules, Regulations, and Policies**

**( For Coaches, Referees, and Parents )**

Proud Member of Ohio Youth Soccer Association North (OYSAN)  
Affiliated with the United States Soccer Federation (USSF)

**This handbook revised and approved - August 29, 2011**

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# *Hancock Soccer* *Association* *Mission Statement*

*To develop, promote, and administer the game of soccer in the Hancock District and its surrounding area by:*

- ◆ *Ensuring that soccer is made available to all interested players.*
- ◆ *Encouraging the development and practice of good sportsmanship.*
- ◆ *Developing principals of fair play and building good character.*
- ◆ *Promoting the growth of soccer.*
- ◆ *Instructing, training, and educating players, coaches, referees, and all other participants in Hancock Soccer Association.*



## **HSA GENERAL GUIDELINES**

- Hancock Soccer Association may be referred to as HSA throughout this guide.
- This is a recreational league. Wins and losses are not as important as a wholesome learning experience.
- All Board meetings are open to all coaches and parents of players participating in Hancock Soccer Association.
- All coaches, assistant coaches, voting HSA Board Members, and Registrar must fill out a "KidsSafe" form prior to coaching, acting as a Board Member, or in the position as Registrar in accordance with Ohio Law 187. Anyone who fails to properly file a "KidsSafe" form every year in accordance to OYSAN rules and Ohio Law 187 will be ineligible to coach, act as a Board Member, or fulfill the duties of a Registrar until such time as all form have been properly filed with the OYSAN offices. There are no exceptions to this law, per OYSAN – Ohio Youth Soccer Association North.
- Pictures will be scheduled individually with each coach by our photographer.
- The parents usually provide refreshments after each match. Junk food for snacks is discouraged during the match.
- Each player is responsible for bringing his/her own water bottle to the matches and practices.
- Players are encouraged to bring their own ball to practice.
- Parents who form a 'tunnel of victory' should wait to do so after the teams have shaken hands.

## **FEES AND ELIGIBILITY**

- The HSA Board of Directors sets registration fees. Fees will be kept as low as possible so that all those who wish to play can participate on an equal basis. Financial aid is available for players unable to pay seasonal fees. Please submit request with registration form.
- Players must be properly registered to play in any league match. This includes payment of fees and submitting a signed valid parental/guardian release form.
- The HSA Board reserves the right to suspend or remove any player or coach from participating in HSA activities.

## **HANCOCK SOCCER ASSOCIATION** **DIVISIONAL REGULATIONS**

Hancock Soccer Association is a sanctioned member league of Ohio Youth Soccer Association North and U.S. Youth Soccer. Age groups are determined per these organizations guidelines.

- Players must be of age for their Division as of July 31st of that year.
- A child must be four (4) years old to be eligible to play in the Little Kickers Division.
- Three (3) year olds may not participate in the Little Kickers Division.
- The age groups are as follows: LK (Little Kickers), U6 (Under 6), U7, U8, U9, U10, U11, U12, U13, U14, U15, U16, and U19.
- Spring season will use the past fall season age group. That is -- players will only move up to the next age group at the beginning of the fall season.
- Coaches should identify dominant players who would benefit by playing up a division. The dominant player would be offered to the division director for referral to the board, if the player and parents are willing.
- OYSAN rules do not allow a player to be moved down an age group.
- A player may move up one Age Group with the approval of both Division Directors.
- A player may move up two Age Groups with the approval of the Board of Directors on a case-by-case basis.
  - This should be during registration. Written requests and reason for allowing players to play up one division should be submitted to the director during the registration period. If directors can not agree to a request, the request shall be given to the VP Recreational for resolution. If resolution is still not possible, a written request may be made to the executive board for final resolution.
  - Any determination for playing up shall be in effect until the following fall season. Requests to play up must be repeated every fall.
  - The HSA Board may remove any coach who moves a player without required prior approval.
- HSA reserves the right to combine age groups, as it deems necessary.

## **NUMBER OF PLAYERS PER TEAM**

- The number of players on a team may vary from 6 to 18 depending on the size of the Division and the number of players allowed on the field in that Division.
- Team rosters will be closed for additional players following a team's opening match except if otherwise approved by the Division Director.

## **PARTICIPATION**

- Players who practice regularly will be given the opportunity to play a minimum of half the match. If a player is restricted from playing for disciplinary reasons, the opposing coach and match officials must be notified before the match begins.
- There will be a maximum of two practice sessions (including scrimmage matches) per week lasting a maximum of one-and-one-half (1-1/2) hour each during the season. Little Kickers will only have one practice per week.
- Failure of a team to follow the above participation rules will result in a forfeit of the match and a written report shall be submitted to the HSA Board and Division Director of the incident. The HSA Board may remove any coach who does not allow players to participate as indicated above from the team.
- Each team must be represented at the field by a coach or his/her approved representative at each match. A team not so represented will forfeit the match.
- A player is eligible to participate in a HSA recreational Division if also competing in the Findlay Soccer Club program, as long as the player is not allowed to dominate play. A player can not play for more than one team in the HSA recreational divisions. The HSA Board must approve any exceptions to this rule.
- **RED CARD:** If a player is sent off from the match (red carded), the team shall play the remainder of the match with one less player. The sent off player will be ineligible to play the remainder of the match and the next regularly scheduled match. For the second red card received in the season, the player will be suspended for the next two games. Suspension received in the season the player is participating in will be suspended for the next two games. Suspensions received at the end of the season will be carried over to the next season. If a third red card is received in the season the penalty will be determined by the Discipline and Appeals Committee. Match official(s) must notify the HSA President in writing of the details.
- **YELLOW CARD:** Match officials shall submit a written report to the HSA President for all yellow cards issued. Accumulation of 3 yellow cards per season shall result in the player being ineligible for the next match play.

- **SUBSTITUTIONS:** There will be unlimited substitutions between quarters and halves. Substitutions may be made by either team at any stoppage of play. In games where a Referee is assigned, the substitutions can only be made after receiving permission from the Referee.
- **TRANSFERS:** The HSA Division Director will divide the players into teams attempting to insure an equal balance of skill. In the event one team is overly dominant or inferior, players may be transferred by the third match of the season to correct the imbalance if approved by the HSA Board. The Division Director must approve all other transfers and will only occur as a result of extenuating circumstances.
- Coaches shall conduct themselves within the spirit and laws of the game. Coaches knowingly violating the rules of HSA by practicing in unapproved areas, using unapproved players, practicing more than the maximum number of nights, etc, will be reviewed by the HSA Board with possible sanctions up to and including written warnings and suspensions.

### **MATCH CANCELLATIONS AND DELAYS**

- Matches will be canceled by the HSA Board due to inclement weather or unsafe field conditions. Cancellations will be announced by local radio stations by 8:00 am for Saturday matches and by 12:00 pm for Sunday matches. Any cancellations due to weather after these stated times will be the sole decision of match officials (referees). Games canceled by coaches because of weather without the consent of HSA shall be considered a forfeit and will not be made up.
- LK - U6 may choose to cancel their matches due to inclement weather when upper division matches have not been canceled. Both coaches must agree for the match to be canceled.
- **Lightning – Should visible lightning be seen, players shall be sent to shelter. This applies to games and practice.** Play may resume if at least 30 minutes pass from the last visible lightning or thunder in proximity. If a match is delayed into the next scheduled match then:
  - Games played more than half way shall be called as final.
  - Games played less than half way shall be rescheduled if practical.
- Any team U7 – U19 that wishes to cancel/reschedule a match must contact the HSA Vice President Recreational Divisions no later than three days prior to the originally scheduled match. The Vice President Recreational Divisions will make a decision and contact the Referee Assignor promptly.

## REFEREES

- The coach of each team will referee LK and U6 Divisions. U7 through U10 Divisions will have one referee provided when available.
- U12 - U19 Divisions will be provided with at least one referee when available. Three will be provided when available. Each team will provide a “club” linesman when three officials are not available.
- All matches (U12 through U19) will be officiated employing the USSF/FIFA Diagonal System of Control (3 person system - Center Referee, two Assistant Referees) ONLY.
- Referees for the younger divisions are likely to be children. Accordingly, the referee must be two years older than the Division he/she is officiating (a U10 referee must be 12 years or older). Coaches are expected to understand that these young referees are also learning. Any coach badgering a referee or otherwise showing unsporting behavior toward a referee may be ejected from the game. If a coach is ejected from more than one game in a year, the HSA Board will review his/her participation in the league and he/she may be removed from league participation.
- Any parent/fan/spectator badgering a referee or otherwise showing unsporting behavior toward a referee may be ejected from the match site. Coaches are responsible for the behavior of their parents and spectators in accordance to the policies of OYSAN. If a parent or spectator is ejected from more than one game in a year, the HSA board will review his/her participation in the league and he/she may not be allowed to attend HSA games or matches. A written report of all spectator incidents shall be made to the HSA President by the match official.
- All coaches, players, parents, and spectators shall follow HSA's Discipline & Appeals and Referee Assault & Abuse Policy. Any violations of this policy shall be dealt with in accordance to the measures contained within the policy.
- All coaches, players, parents, and spectators shall follow The Policy of Non Violent Behavior (City of Findlay Sports Violence Policy) as adopted by the City of Findlay and the Recreation Department of the city of Findlay. Any violations of this policy shall be dealt with in accordance to city laws and codes and will be handled through the City of Findlay police department and municipal courts if necessary.

- Officials will report all incidents that occur prior to, during, or after a match involving players, coaches, and/or spectators. Minor incidents and cautions will be reported on the HSA Recreational Game Report form (no additional reports needed for these incidents). Ejections and/or other major misconduct (player, coach, and/or spectator) will be reported on the HSA Recreational Game Report form. In addition to completing the HSA game report, officials MUST report ejections and/or major misconduct to the HSA President AS SOON AS POSSIBLE following the end of the match. Officials will also need to complete an additional written report (USSF Misconduct Report) that needs to be sent to the HSA President (within 48 hours of the incident).
- **Mercy Rule** – For games between HSA teams, at a goal differential of 7, the referee will instruct the losing coach, to add one player. At a goal differential of 10, the referee shall offer the losing coach the opportunity to end the match.

### **REFEREE & ASSISTANT REFEREE PAY SCHEDULE**

- Pay rates will be determined on an annual basis by the HSA Board.
- A referee will receive full pay if not notified of a canceled match provided he/she is present at game time.
- Referees are obligated to find replacements if unable to attend their assigned match and must inform the referee assignor of such changes as they occur. An official who abuses HSA for lack of this consideration shall have appropriate pay withheld as determined by the HSA Executive Board.

### **MATCHES, DATES, FIELDS, AND TIMES**

- The HSA Board will schedule all recreational Division games and a schedule of said games will be handed out to the coaches no later than one week prior to the first game of the season.
- The HSA Past President will coordinate practice times and practice fields.
- No practices are to be held on Emory Adams game fields without specific permission from the HSA Board. Penalty for violating this rule as outlined above.

- MAKE-UP GAMES will be scheduled through the Vice President Recreation. The Vice President Recreation must contact the Referee Assignor to reschedule referees, must contact the Facilities Director for field availability, and inform the Division Director. Make up games played outside of regular make up days may not be played at Emory Adams fields without permission from HSA.
- Coaches are requested to participate in layout and painting of fields and moving/setting goal posts. Work dates and times will be announced each season by the Facilities Director.

## **PLAYER'S EQUIPMENT**

- A player may not wear anything which may be considered dangerous on the field of play in the opinion of the referee (example: jewelry, ear rings, watch, etc).
- The Goalkeeper must wear clothing that makes him/her stand out from the rest of the players per FIFA Law.
- Soccer cleats are permitted and encouraged in all divisions.
- Commercially manufactured shin guards will be worn under their socks by all players per FIFA Law at all games and practices.
- All players are required to wear the official Hancock Soccer Association recreational uniform for all match play. Uniforms are supplied by the Association and available for purchase at registration time. Players, parents, and coaches MAY NOT make any additions or modifications to the HSA recreational uniform (names, numbers, etc) unless approved by the HSA Board of Directors. No other uniform will be allowed and failure to wear the proper uniform will result in the player being ineligible to play in their scheduled match.
- Players with hand or arm casts may play as long as the cast is properly covered (in the opinion of the Referee) for the protection of the player and other players. Stocking caps may be worn. Hooded sweatshirts may be worn provided the hooded portion is fully tucked and secure inside the soccer jersey (hoods outside the jersey, either on the player's head or hanging behind them, are not permissible and are considered as dangerous equipment). Stretch pants or sweat pants may be worn under the soccer shorts per FIFA Law. Players are required to wear socks over their shin guards even if they are covered by sweat pants. No zippered sweat pants or clothing will be allowed in order to assure safe play. Long sleeved under shirts may be worn under the jersey.

## **RECOMMENDED FIELDS OF PLAY**

- **LITTLE KICKERS (LK) Recommended field of play:**
  - Length 30 yards, Width 20 yards. Center circle 8 yards in diameter. Goals 5' x 10'. Spectator lines will be utilized. No Corner flags will be used.
- **U6 Recommended field of play:**
  - Length 40 yards, Width 30 yards. Center circle 8 yards in diameter. Goals 6'x 12'. Spectator lines will be utilized. Corner flags are optional. Four (4) flags, one at each corner of the field.
- **U7 - U8 Recommended field of play:**
  - Length 45 yards, Width 30 yards. Center circle 8 yards in diameter. Goal area 14 yards wide, 3 yards into the field of play. Penalty area 22 yards wide, 10 yards into the field of play. Goals 5' x 18'. Corner arcs – 2 foot radius. Spectator lines and technical area lines will be utilized. Corner flags will be used. Five (5) flags, one at each corner of the field, one at the substitution area.
- **U9 - U10 Recommended field of play:**
  - Length 50 yards, Width 40 yards. Center circle 8 yards in diameter. Goal area 15 yards wide, 4 yards into the field of play. Penalty area 31 yards wide, 12 yards into the field of play. Penalty mark 8 yards from the goal line. No penalty arc. Goals 7' x 21'. Corner arcs – 2 foot radius. Spectator lines and technical area lines will be utilized. Corner flags will be used. Five (5) flags, one at each corner of the field, one at the substitution area.
- **U11 - U12 Recommended field of play:**
  - Length 80 yards, Width 45 yards. Center circle 8 yards in diameter. Goal area 19 yards wide, 6 yards into the field of play. Penalty area 35 yards wide, 14 yards into the field of play. Penalty mark 12 yards from the goal line. Penalty Arc 8 yard radius. Goals 7' x 21'. Corner arcs – 2 foot radius. Spectator lines and technical area lines will be utilized. Corner flags will be used. Five (5) flags, one at each corner of the field, one at the substitution area.
- **U13 - U19 Recommended field of play:**
  - Length 100-120 yards, Width 60-80 yards. Center circle 10 yards in diameter. Goal area 20 yards wide, 6 yards into the field of play. Penalty area 44 yards wide, 18 yards into the field of play. Penalty mark 12 yards from the goal line. Penalty Arc 10 yard radius. Goals 8' x 24'. Corner arcs – 1 yard radius. Spectator lines and technical area lines will be utilized. Corner flags will be used. Five (5) flags, one at each corner of the field, one at the substitution area.

## **LITTLE KICKERS DIVISION RULES**

(Revised: August 29, 2011)

**The intent of Little Kickers is to maximize the uninterrupted playing time while providing a minimum structure.**

- Ball size #3. Team roster size: Maximum of 6.
- Players: 3 vs 3 with no goalkeeper, and no defensive players.
- Duration of match: Four 6-minute quarters. Quarter breaks will last no more than 2 minutes. Teams will not change direction at the half.
- Time keepers will not stop the clock unless an injury occurs or a weather delay occurs. Quarters are to be 6 uninterrupted minutes long.
- The away team will kick off to begin the first Quarter. The kick off is then alternated each quarter.
- Coaches are encouraged to loan players to a team that is short of players.
- Fuzzy Sidelines are in effect. Ball play parallel to the sideline should continue unless a hazard is close by, the ball is far out of bounds (more than 5 feet), or within five feet of the side of the goal, or the players stop playing.
- One coach from each team will be on the field of play during the match to act as a referee. Coaches are encouraged to use a whistle.
- Each team's coach will referee one half of the match. Both teams will have a coach on the field. The coaches will agree to referee consecutive or alternating quarters before the start of the match. *The refereeing coach is responsible for keeping time or recruiting a time keeper.*
- When the ball crosses the goal line or touchline (sideline), the restart will be from the touchline (sideline) closest to where the ball went out. The ball may be dribbled, thrown, or kicked back into play.
- Restart upon scoring a goal will be at the center of the field at the halfway line with the team that was scored upon starting play.
- For a ball out of play, the restart shall be awarded to the opponent of the team that last touched the ball while in play. Restarts shall be as quick as practical.
- No penalty kicks. An obvious hand ball may be called and the match will be restarted with a dropped or tossed ball. An obvious hand ball is where a player picks the ball up and holds it.
- The restart process should be as quick as possible for **ALL** restarts, time loss should be minimal as the game is about players having more touches on the ball. No time should be spent on teaching spacing or proper throw-ins.
- Offside will not apply.
- **NO SLIDE TACKLING ALLOWED. THIS IS CONSIDERED AS "DANGEROUS PLAY" AND WILL RESULT IN AN INDIRECT FREE KICK BEING AWARDED TO THE OPPONENT.**
- Substitutions are encouraged to be made at the 3 minute marks. On the fly substitutions are encouraged while playing in a quarter. Substitutions may be made at any stoppage of play. Players DO NOT have to enter or leave the field at the half-way line (can sub from bench area).
- Stronger players should not be allowed to dominate a match. All players will play one half of each match. Teams should match up their stronger players in the same periods.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- Parents should remain on the sideline opposite of the teams and behind the "spectator boundary lines".
- Coaches may cancel a match due to inclement weather. A coach canceling his/her match must inform the opposing coach.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**

*Specific emphasis is placed upon not using underage players.*

## U6 DIVISION RULES

(Revised: August 29, 2011)

**The intent of U6 is to continue the lessons from Little Kickers and to add more structured play (ie hard sidelines, indirect kicks, defense).**

- Ball size #3. Team roster size: Maximum of 8.
- Players: 4 vs 4 with no goalkeeper. This includes a defensive player standing in front of the goal.
- Duration of match: Four 8 minute quarters. Quarter breaks will last no more than 2 minutes. Teams will not change direction at the half.
- Time keepers will not stop the clock unless an injury occurs or a weather delay occurs. Quarters are to be 8 uninterrupted minutes long.
- The Away team will kick off to begin the first quarter. The kick off is then alternated each quarter.
- One coach from each team may be on the field of play during the match to act as referees and to coach their teams. *By the third game*, coaches are encouraged to stay on their sideline except for alternating quarters as a referee.
- Each team coach will referee one half of the match. The coaches **will** agree to referee consecutive or alternating quarters before the start of the match.
- Restarts for ball out of touch (sideline) - coaches should teach and encourage proper throw-ins, or coaches may use a free kick to restart play. Restart should be immediate with little time loss regardless of restart procedure. Set plays, set restarts, and technical play is secondary to a quick restart, and the penalty for improper throw-ins will not be enforced and play continues.
- The restart process should be immediate for **ALL** restarts, time loss should be minimal as the game is about player's touches on the ball. Time spent teaching spacing, proper throw-ins, corner kicks, and goal kicks takes playing time from game time.
- When the ball crosses the goal line and is last touched by a defender, restart shall be by any attacking player dribbling or passing the ball into play at the place the ball went out of bounds. **(No Corner Kicks)**
- When the ball crosses the goal line and is last touched by an attacking player, restart shall be by any defending player dribbling or passing the ball into play at the place the ball went out of bounds. **(No Goal Kicks)**
- Restart upon scoring a goal will be at the center of the field at the halfway line with the team that was scored upon starting play.
- Offside will not apply.
- **NO SLIDE TACKLING ALLOWED. THIS IS CONSIDERED AS "DANGEROUS PLAY" AND WILL RESULT IN AN INDIRECT FREE KICK BEING AWARDED TO THE OPPONENT.**
- All free kicks are indirect with the opponents four (4) yards away.
- No penalty kicks. An obvious hand ball may be called and the match will be restarted with a drop ball.
- Substitutions are encouraged to be made at the 4 minute marks. On the fly substitutions are encouraged while playing in a quarter. Substitutions may be made at any stoppage of play. Players DO NOT have to enter or leave the field at the half-way line (can sub from bench area).
- Stronger players should not be allowed to dominate a match. All players will play one half of each match.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- Coaches must require parents and players to be on opposite sidelines and behind the "spectator boundary lines".
- Coaches may cancel a match due to inclement weather. A coach canceling the match must inform the opposing coach.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**

## U7 DIVISION RULES

(Revised: August 29, 2011)

**The intent of U7 is to introduce a higher level of structure without highly technical play. At this level, goal keepers, indirect kicks, and referees are introduced.**

- Ball size #3. Team roster size: Maximum of 10.
- Players: five (5) players per team, one being the goal keeper.
- Duration of match: Four 12 minute quarters. Quarter breaks will last no more than 5 minutes. Teams will change direction at the half.
- Kickoff will be determined by the flip of a coin. The kickoff will then be alternated each quarter. Kickoffs may be played backwards from the center mark to insure possession.
- Should HSA be unable to provide an official, each team coach will referee one half of the match per USSF / USYSA Laws and regulations. The coaches will agree to referee consecutive or alternating quarters before the start of the match.
- Goalkeepers must wear a different colored shirt from either team.
- Penalty for passing the ball back to the goalkeeper does not apply. Goalkeeper is allowed to pick up the ball when it is passed from a teammate.
- Restarts for ball out of touch (sideline) - coaches should teach and encourage proper throw-ins. The penalty for improper throw-ins will not be enforced and play continues.
- Restart should be immediate with little time loss regardless of restart procedure. Set plays, set restarts, and technical play is secondary to a quick restart.
- When the ball crosses the goal line and is last touched by a defender, restart shall be by a corner kick.
- When the ball crosses the goal line and is last touched by an attacking player, restart shall be by a goal kick.
- Restart upon scoring a goal will be at the center of the field at the halfway line with the team that was scored upon starting play.
- Offside will not apply.
- **NO SLIDE TACKLING ALLOWED. THIS IS CONSIDERED AS "DANGEROUS PLAY" AND WILL RESULT IN AN INDIRECT FREE KICK BEING AWARDED TO THE OPPONENT.** If the slide tackle causes injury to the offender or the opponent(s) upon which the foul was committed upon, the Referee MAY issue a caution (yellow card) or ejection (red card) to the offender. And, regardless of whether an injury occurred or not, IF IN THE OPINION OF THE REFEREE, the slide tackle deems issuance of a caution (yellow card) or ejection (red card), the referee MAY do so.
- All free kicks and restarts are indirect and opponent must be four (4) yards from the ball.
- Should an attacking team player be fouled by his/her opponent within the defending team penalty area, an indirect free kick will be awarded to the attacking team. **(No Penalty Kicks)**
- Substitutions may be made at any stoppage of play per Referee discretion.
  - **COACHES: The Referee should explain their expectation with regard to this prior to the match. The Referee should show leniency with regard to accidental infringements of their procedure so as not to affect the flow of the game.**
- Stronger players should not be allowed to dominate a match. All players will play one half of each match.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- Players and coaches are to remain within the designated 'technical areas' when not on the field of play. Only ONE HEAD COACH AND A MAXIMUM OF TWO ASSISTANT COACHES may be within the team technical area or on the team side of the field during match play.
- Spectators and teams will be on opposite sides of the field. Spectators are to stay behind the designated 'spectator boundary line' parallel to the field. No spectators or coaches are allowed behind the goal lines.
- Only the HSA President or assigned USSF Referees may cancel a match due to inclement weather or unsafe field conditions.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**

## U8 DIVISION RULES

(Revised: August 29, 2011)

**The intent of U8 is to present a slighter higher level of technical play than U7. Proper throw-ins and substitutions will be enforced.**

- Ball size #3. Team roster size: Maximum of 10.
- Players: five (5) players per team, one being the goal keeper.
- Duration of match: Four 12 minute quarters. Quarter breaks will last no more than 5 minutes. Teams will change direction at the half.
- Kickoff will be determined by the flip of a coin. The kickoff will then be alternated each quarter. Kickoffs may be played backwards from the center mark to insure possession.
- Should HSA be unable to provide an official, each team coach will referee one half of the match per USSF / USYSA Laws and regulations. The coaches will agree to referee consecutive or alternating quarters before the start of the match.
- Goalkeepers must wear a different colored shirt from either team.
- Penalty for passing the ball back to the goalkeeper does not apply. Goalkeeper is allowed to pick up the ball when it is passed from a teammate.
- Restarts for ball out of touch (sideline) - coaches should teach and encourage proper throw-ins. Only gross infractions of proper throw-ins shall be enforced. One re-throw shall be awarded prior to turning the ball over to the opposing team.
- When the ball crosses the goal line and is last touched by a defender, restart shall be by a corner kick.
- When the ball crosses the goal line and is last touched by an attacking player, restart shall be by a goal kick.
- Restart upon scoring a goal will be at the center of the field at the halfway line with the team that was scored upon starting play.
- Offside will not apply.
- **NO SLIDE TACKLING ALLOWED. THIS IS CONSIDERED AS "DANGEROUS PLAY" AND WILL RESULT IN AN INDIRECT FREE KICK BEING AWARDED TO THE OPPONENT.** If the slide tackle causes injury to the offender or the opponent(s) upon which the foul was committed upon, the Referee MAY issue a caution (yellow card) or ejection (red card) to the offender. And, regardless of whether an injury occurred or not, IF IN THE OPINION OF THE REFEREE, the slide tackle deems issuance of a caution (yellow card) or ejection (red card), the referee MAY do so.
- All free kicks and restarts are indirect and opponent must be four (4) yards from the ball.
- Should an attacking team player be fouled by his/her opponent within the defending team penalty area, an indirect free kick will be awarded to the attacking team. **(No Penalty Kicks)**
- Substitutions may be made at any stoppage of play per Referee discretion.
  - **COACHES: The Referee should explain their expectation with regard to this prior to the match. The Referee should show leniency with regard to accidental infringements of their procedure so as not to affect the flow of the game.**
- Stronger players should not be allowed to dominate a match. All players will play one half of each match.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- Players and coaches are to remain within the designated 'technical areas' when not on the field of play. Only ONE HEAD COACH AND A MAXIMUM OF TWO ASSISTANT COACHES may be within the team technical area or on the team side of the field during match play.
- Spectators and teams will be on opposite sides of the field. Spectators are to stay behind the designated 'spectator boundary line' parallel to the field. No spectators or coaches are allowed behind the goal lines.
- Only the HSA President or assigned USSF Referees may cancel a match due to inclement weather or unsafe field conditions.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**

## U9 AND U10 DIVISION RULES

(Revised: August 29, 2011)

**The level of technical play increases at the U10 level. Offside, penalty kicks, and penalty for passing the ball back to the goalkeeper is in effect at this level. Throw-ins are stricter and there is a shift toward longer and fewer periods.**

- Ball size #4. Team roster size: Maximum of 12.
- Players: six (6) players per team, one being the goalkeeper.
- Minimum of five (5) players to start the match, one being the goalkeeper.
- Duration of match: two 25 minute halves. Duration and number of periods may be changed due to heat stress provided the referee and both coaches agree. Half breaks will last no more than 5 minutes. Teams will change direction at the half.
- Kickoff will be determined by the flip of a coin. The kickoff will then be alternated at the half.
- Should HSA be unable to provide an official, each team coach will referee one half of the match per USSF / USYSA Laws and regulations.
- The referee shall briefly explain any infractions to the offending player (emphasis is made on Education).
- Goalkeepers must wear a different colored shirt from either team.
- The goalkeeper may not score directly from a punt.
- Proper throw-ins will be enforced. One repeat prior to awarding throw-in to opposing team will be allowed.
- Offside applies only to those players that are blatantly and repeatedly in a deep offside position (goal hangers, cherry pickers, etc).
- **NO SLIDE TACKLING ALLOWED. THIS IS CONSIDERED AS DANGEROUS AND WILL RESULT IN A FREE KICK BEING AWARDED TO THE OPPONENT (Indirect if just “dangerous play” or Direct if opponent is “fouled” – Referee’s opinion).** If the slide tackle causes injury to the offender or the opponent(s) upon which the foul was committed upon, the Referee MAY issue a caution (yellow card) or ejection (red card) to the offender. And, regardless of whether an injury occurred or not, if in the opinion of the Referee, the slide tackle deems issuance of a caution (yellow card) or ejection (red card), the referee MAY do so.
- Opponents must be 5 yards away from the kicker during corner kicks and free kicks before the kick is allowed.
- When the ball crosses the goal line and is last touched by a defender, restart shall be by a corner kick.
- When the ball crosses the goal line and is last touched by an attacking player, restart shall be by a goal kick.
- Restart upon scoring a goal will be at the center of the field at the halfway line with the team that was scored upon starting play.
- Substitutions by either team may be made at any stoppage of play. If a Referee is used, the substitution takes place after the Referee gives permission to do so. Substitutes shall present themselves at the substitution area prior to play stoppage. Substitutes must wait at the substitution area until the player they are substituting for exits the field. Substituted players must exit the field at the substitution area unless permission do otherwise is given by the Referee.
- Stronger players should not be allowed to dominate a match. All players will play one half of each match.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- Players and coaches are to remain within the designated ‘technical areas’ when not on the field of play. Only ONE HEAD COACH AND A MAXIMUM OF TWO ASSISTANT COACHES may be within the team technical area or on the team side of the field during match play.
- Spectators and teams will be on opposite sides of the field. Spectators are to stay behind the designated ‘spectator boundary line’ parallel to the field. No spectators or coaches are allowed behind the goal lines.
- Only the HSA President or assigned USSF Referees may cancel a match due to inclement weather or unsafe field conditions.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**

## **U11 AND U12 DIVISION RULES**

(Revised: August 29, 2011)

- Ball size #4. Team roster size: Maximum of 14.
- Players: eight (8) players per team, one being the goalkeeper.
- Minimum of seven (7) players to start the match, one being the goalkeeper.
- Duration of match: Two 30 minute halves. Half breaks will last no more than 5 minutes. Teams will change direction at the half.
- Kickoff will be determined by the flip of a coin. The kickoff will then be alternated each half.
- Should HSA be unable to provide an official, each team coach will referee one half of the match per USSF / USYSA Laws and regulations. Each team must provide a linesman unless there is a 3 person officiating team present.
- Goalkeepers must wear a different colored shirt from either team.
- For free kicks, kickoffs, and corner kicks the opponents must remain 8 yards from the kicker.
- Offside Law will apply.
- Proper throw-ins will be enforced.
- Substitutions by either team may be made at any stoppage of play with permission of the Referee. Substitutions may be made one for one for an injured player (only if injured player is replaced may the other team substitute a player). Substitutes shall present themselves at the substitution area prior to play stoppage. Substitutes must wait at the substitution area until the player they are substituting for exits the field. Substituted players must exit the field at the substitution area unless permission do otherwise is given by the Referee.
- Stronger players should not be allowed to dominate a match. All players will play one half of each match.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- Players and coaches are to remain within the designated 'technical areas' when not on the field of play. Only ONE HEAD COACH AND A MAXIMUM OF TWO ASSISTANT COACHES may be within the team technical area or on the team side of the field during match play.
- Spectators and teams will be on opposite sides of the field. Spectators are to stay behind the designated 'spectator boundary line' parallel to the field. No spectators or coaches are allowed behind the goal lines.
- Only the HSA President or assigned USSF Referees may cancel a match due to inclement weather or unsafe field conditions.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**

## **U13 THROUGH U15 DIVISION RULES**

(Revised: August 29, 2011)

- Ball size #5. Team roster size: Maximum of 18.
- Players: eleven (11) players per team, one being the goalkeeper.
- Minimum of seven (7) players to start the match, one being the goalkeeper.
- Duration of match: Two 35 minute halves. Half breaks will last no more than 10 minutes. Teams will change direction at the half.
- Kickoff will be determined by the flip of a coin. The kickoff will then be alternated each half.
- Should HSA be unable to provide an official, each team coach will referee one half of the match per USSF / USYSA Laws and regulations. Each team must provide a linesman unless there is a 3 person officiating team present.
- Goalkeepers must wear a different colored shirt from either team.
- Offside Law will apply.
- Proper throw-ins will be enforced.
- Substitutions by either team may be made at any stoppage of play with permission of the Referee. Substitutions may be made one for one for an injured player (only if injured player is replaced may the other team substitute a player). Substitutes shall present themselves at the substitution area prior to play stoppage. Substitutes must wait at the substitution area until the player they are substituting for exits the field. Substituted players must exit the field at the substitution area unless permission do otherwise is given by the Referee.
- Stronger players should not be allowed to dominate a match. All players will play one half of each match.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- Players and coaches are to remain within the designated 'technical areas' when not on the field of play. Only ONE HEAD COACH AND A MAXIMUM OF TWO ASSISTANT COACHES may be within the team technical area or on the team side of the field during match play.
- Spectators and teams will be on opposite sides of the field. Spectators are to stay behind the designated 'spectator boundary line' parallel to the field. No spectators or coaches are allowed behind the goal lines.
- Only the HSA President or assigned USSF Referee may cancel a match due to inclement weather or unsafe field conditions.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**


## **U16 THROUGH U19 DIVISION RULES**

(Revised: August 29, 2011)

- Ball size #5. Team roster size: Maximum of 18.
- Players: eleven (11) players, one being the goalkeeper.
- Minimum of seven (7) players to start the match, one being the goalkeeper.
- Duration of match: Two 40 minute halves. Half breaks will last no more than 10 minutes. Teams will change direction at the half.
- Kickoff will be determined by the flip of a coin. The kickoff will then be alternated each half.
- Should HSA be unable to provide an official, each team coach will referee one half of the match per USSF / USYSA Laws and regulations. Each team must provide a linesman unless there is a 3 person officiating team present.
- Goalkeepers must wear a different colored shirt from either team.
- Offside Law will apply.
- Proper throw-ins will be enforced.
- Substitutions by either team may be made at any stoppage of play with permission of the Referee. Substitutions may be made one for one for an injured player (only if injured player is replaced may the other team substitute a player). Substitutes shall present themselves at the substitution area prior to play stoppage. Substitutes must wait at the substitution area until the player they are substituting for exits the field. Substituted players must exit the field at the substitution area unless permission do otherwise is given by the Referee.
- Stronger players should not be allowed to dominate a match. All players will play one half of each match.
- All players must wear shin guards underneath (and completely covered by) their socks. Cleats are suggested, but not mandatory. Cleats must be of molded design.
- One coach MUST be over the age of 21 and must be the approved and accepted coach for the U16-19 team in order for match play to take place. In the event that the accepted and carded coach is not present, the game shall be forfeited.
- Players and coaches are to remain within the designated 'technical areas' when not on the field of play. Only ONE HEAD COACH AND A MAXIMUM OF TWO ASSISTANT COACHES may be within the team technical area or on the team side of the field during match play.
- Spectators and teams will be on opposite sides of the field. Spectators are to stand behind the designated 'spectator boundary line' parallel to the field.
- Only the HSA President or assigned USSF Referees may cancel a match due to inclement weather or unsafe field conditions.

**With the exception of the above stated modifications and HSA recommended field size, USSF Laws of the Game shall apply and be enforced.**

Below is an image of the HSA Recreational Game report that is required to be completed for all HSA U7 through U19 games. This is provided to familiarize coaches of this document so that you know what it looks like. Referees should present these prior to games. Coaches are required to sign the form prior to each match where referees are utilized.

	<h1 style="margin: 0;">Hancock Soccer Association</h1> <p style="margin: 0;">Findlay, Ohio - U.S.A.</p> <h2 style="margin: 0;">Recreational Game Report</h2>	<p style="font-size: small;">Revision Date: August 29, 2011</p>					
Date:	Time:	Field:					
Game #	Age Div:	Gender: BOYS GIRLS CO-ED					
<b>PRE-GAME CHECK LIST:</b>		REFeree INITIALS					
<b>1. GOALS CHECKED PRIOR TO PLAY, SECURELY ANCHORED AND SAFE FOR PLAY.</b> <b>2. TEAM ROSTERS CHECKED AND VERIFIED PRIOR TO PLAY (U12 THROUGH U19 ONLY).</b>							
I affirm that I am a registered coach of my team and that: (a) As a U12 through U19 team participating in the BSSL, I affirm that the referee has verified my team roster and all players participating in this game are the players listed on the certified BSSL team roster. (b) As a U7 through U10 team participating in HSA, I affirm that all players participating in this game are the players listed on my certified HSA team roster.							
U12 - U19 BSSL Roster Checked	HOME COACH SIGNATURE	U12 - U19 BSSL Roster Checked					
YES NO		YES NO					
	VISITOR COACH SIGNATURE						
Please Print Clearly !	REFeree NAME:						
	AR1 NAME:						
	AR2 NAME:						
HOME TEAM NAME:				VISITOR TEAM NAME:			
SCORE:	First Half	Second Half	Final	SCORE:	First Half	Second Half	Final
<b>YELLOW CARDS</b> (1) Unsporting Behavior (2) Dissent (3) Persistent Infringement (4) Delays Restart (5) Fails to respect required distance (6) Enters field without permission (7) Deliberately leaves field without permission							
PLAYER'S NAME	TEAM	REASON	NOTES				
<b>RED CARDS</b> (1) Serious Foul Play (2) Violent Conduct (3) Spits at opponent or person (4) Denies obvious goal scoring opportunity by handling the ball (5) Denies obvious goal scoring opportunity by free kick offense (6) Offensive, insulting, or abusive language (7) Second caution in the same match							
PLAYER'S NAME	TEAM	REASON	NOTES				
REFeree COMMENTS							
REFeree SIGNATURE:							

USE OTHER SIDE FOR ANY ADDITIONAL COMMENTS

**THIS REPORT MUST BE TURNED IN AT THE HSA SHED REFEREE INFORMATION MAIL SLOT PRIOR TO LEAVING THE PARK!**

## **HSA Movable Goal Safety Policy**

It is the intention of the Board of Directors (BOD) of the Hancock Soccer Association (HSA) that goal safety be a priority. Therefore, the following policy is adopted. This policy applies not only to members of HSA, but to those organizations utilizing HSA's goals (i.e. private camps, play in NWOYSL, play in the OYSAN State League, and tournaments). This policy is incorporated into the HSA Coaches handbook and will be made available to organizations utilizing HSA's goals.

### **Game play/ practices /other activities where players are present.**

- 1) Prior to the first game /activity of the day, the coach(es) or other responsible person(s) will inspect each goal to assure that the goals are securely anchored in accordance with Consumer Protection Safety Commission (CPSC) guidelines or manufacturer's guidelines (attached).
- 2) If an unsecured goal is found, the goal shall either:
  - a) Be anchored in accordance with CPSC guidelines or manufacturer's guidelines,
  - b) Game play /practices /other activities shall be discontinued, or
  - c) Game play /practices /other activities shall be conducted away from the unsecured goal.
- 3) Coaches shall instruct parents, players, and siblings on the dangers of playing on, climbing on, playing with, or moving the goals. Coaches shall inform parents of their responsibility to keep their children from violating this policy.
- 4) Any player or parent found violating this policy is subject to discipline, up to and including removal from the organization or program in accordance with existing discipline policies.
- 5) No coaches shall attempt to relocate a goal without the express permission of the HSA Facilities Director or the BOD.
- 6) Any member of the BOD or the HSA Facilities Director may make random inspections.

### **Storage/remote practice areas.**

- 1) The HSA Facilities Director or his/her designate shall make regular inspections of stored goals and remote practice areas away from Emory Adams Park.
- 2) All goals shall be anchored with exceptions for:
  - a) Completely disassembled goals laid flat on the ground, or
  - b) Goals clustered face to face, smallest to largest, with the outermost set anchored.

### **General.**

- 1) All coaches will receive a copy of the CPSC guidelines and HSA's Movable Goal Safety Policy.
- 2) All parents and guardians will be told of the dangers of unsecured goals and the parents' responsibility to keep children away from the goals, and to secure the goals if necessary.
- 3) The HSA President shall communicate the goal safety policy to the City of Findlay, co-insureds under the OYSAN's insurance, and other public or private land owners where HSA has goals or where members play or practice regularly.
- 4) The HSA President will have random site surveys done to certify compliance with this policy.
- 5) The President of the HSA Board will certify to **OYSAN** no later than November 1 of each year that a goal safety policy is in place and enforced.



The following are excerpts from the US Youth Soccer Official's Handbook

#### Player's Code

- \* Play the game for the game's sake.
- \* Be generous when you win.
- \* Be graceful when you lose.
- \* Be fair always, no matter what the cost.
- \* Learn and follow the Laws of the Game.
- \* Work for the good of your team.
- \* Accept decisions of the officials.
- \* Believe in the honesty of your opponents.
- \* Conduct yourself with honor and pride.

#### Player's Rights

1. The right to decide when to participate in soccer.
2. The right to play in every game. At younger ages, every child should have an opportunity to play at least 50% of every game. No child should have to stand and watch at practice.
3. The right to participate at a level that corresponds to each child's maturity and ability.
4. The right to be taught the fundamentals of soccer.
5. The right to participate in a safe and healthy environment.
6. The right to not hear disagreements with the coach or officials from adults. They do not belong on the soccer field. Questions, input and positive suggestions should be voiced to the coach and/or club in an adult atmosphere. (The youth player should not be present.)
7. The right to play as a child and enjoy participation in the sport.

#### Adult Participation

1. Provide transportation to and from practice and games ensuring that the player is prompt not only in arriving but also in departure.
2. Stay and watch practices as well as games and lend young players your support in a positive manner. Do not point out their mistakes, leave that up to the coach, but dwell on their accomplishments as well as their efforts.
3. If unable to attend the practice or game, encourage the child not to talk with or leave practices or games with strangers.
4. Ensure child brings equipment to and from all soccer games and practices when appropriate.
5. Be available to kick the ball around with your child when you are invited to do so.
6. Avoid material rewards. Build an attitude of **"the rewards lie in the fun of being able to play."**
7. Be a good listener. Make players feel important and let them know that they are contributing to a team effort.
8. Be positive. Never criticize. Suggest an alternate way if they are not performing correctly. **"Hey, that is pretty good, but why don't you try it this way."**
9. The overall purpose is to enjoy the game and the opportunity to be with your child at the field of play.
10. **ALLOW YOUR CHILD TO BE A CHILD.**

## Soccer Terms Glossary

<b>Advantage</b>	When the referee decides to disregard a foul by the defensive team if stopping play would benefit the defensive team, allowing the offensive team to maintain its playing advantage.
<b>Beat</b>	To get the ball through or around an opponent by dribbling or shooting.
<b>Bicycle Kick</b>	An acrobatic shot where a player kicks the ball in midair, backwards and over his own head.
<b>Breakaway</b>	Occurs when an attacker with the ball makes it past the defense and is on his way toward the goal for a one-on-one showdown with the goalkeeper.
<b>Center/Cross</b>	Kick made from the side to the middle of the field to get the ball closer to the front of the goal.
<b>Charge</b>	To run into an opponent. This is legal if done from the front or side of the ball carrier. However, it is illegal against a player without the ball or from behind.
<b>Corner Kick</b>	A kick to put the ball back in play by the offensive team after a defensive team has knocked the ball out of play, over its own goal line. The kick is taken from the corner nearest to where the ball went out of play.
<b>Corner Arc</b>	A quarter-circle located at each of the four corners of the field. On a corner kick, the ball must be kicked from on or inside this arc.
<b>Chip</b>	A passing or shooting technique that enables a player to kick the ball over an opposing player.
<b>Dribble</b>	The basic skill of advancing the ball with the feet while controlling it.
<b>Drop Ball</b>	A method used by the referee to restart the game after a temporary suspension of play not specifically in the laws of the game. The ball is dropped between two players and may only be played once it touches the ground.
<b>Free Kick</b>	A kick awarded to a player for a foul committed by the opposition, taken from the spot where the foul occurred. Depending on the severity of the foul, the kick is either direct or indirect.
<b>Goal Kick</b>	A kick taken by the defensive team to put the ball back into play after the offensive team has knocked the ball out of play, over the opposing team's goal line. The kick is taken from within the goal area and must clear the penalty area before it can be touched by another player.
<b>Half-volley</b>	A kick of the ball just as it is rebounding off the ground.
<b>Hand Ball</b>	A foul where a player (other than the goal keeper in the penalty area) deliberately touches the ball with his hand or arm. The opposing team is awarded a direct free kick.
<b>Hat Trick</b>	Three or more goals scored in a game by a single player.
<b>Header</b>	The striking of the ball in the air by a player's head.
<b>Holding</b>	When an opponent's movement is obstructed with either hands or arms, a direct kick is awarded.
<b>Indirect Kick</b>	A kick awarded to a player for a less serious foul committed by the opposing team. A goal can't be scored off an indirect kick until the ball touches at least one player from either team.
<b>Juggling</b>	Keeping the ball in the air with any part of the body besides the hands or arms.
<b>Marking</b>	Closely defending a player to prevent him from receiving or advancing the ball.
<b>Offside</b>	Occurs when a player positions himself nearer his opponent's goal line than both the ball and the second-to-last defender. The person advancing the ball must be the first to cross the last line of defense. A player in an offside position is only penalized if, at the moment the ball is played by a teammate, he is, in the opinion of the referee, involved in active play, or interfering with play or any opponent. When this foul is called, the opposing team is awarded an indirect free kick.
<b>Penalty Area</b>	A rectangular area with its long edge parallel to the goal line. The goalkeeper may use his hands to block or control the ball only within this area.
<b>Penalty Kick</b>	A direct free kick awarded the offensive team when a defending team commits a major foul within its own penalty area. Shot is taken from the penalty kick mark and only involves the kicker and the goalkeeper. The keeper can move along the goal line, but not off of it until the ball is kicked.
<b>Receiving</b>	When a player uses his body to slow down and control a moving ball. Most often this is done using the chest, thighs, or feet.
<b>Red Card</b>	Two yellow cards in one game earns a player an automatic red card. Red cards can also be received for an overly aggressive foul. The player receiving the red card must leave the field and the team receiving the red card must play short handed the remainder of the match.
<b>Slide Tackle</b>	Attempt by a defender to take the ball away from a ball carrier by sliding on the ground feet first into the ball.
<b>Tackle</b>	A move to take the ball away from an opponent when both players are playing the ball with their feet.
<b>Throw-in</b>	A player throws the ball from behind the head with two hands while standing on or behind the sideline, when the ball is sent out of play and the opposing team throws it back into play.
<b>Tripping</b>	If a player uses any part of his body to trip an opposing player, a direct kick is awarded.
<b>Volley</b>	A kick that is made without the ball touching the ground.
<b>Wall</b>	Tactical maneuver when players stand as a line or wall to protect the goal against a free kick.
<b>Yellow Card</b>	A card that the referee shows to warn a player for dangerous or unsporting behavior.

## **COACH'S NOTES**