

GENERAL

All Soccer games will conform to FIFA rules unless specified in this document.

On-line at <http://www.fifa.com/worldfootball/lawsOfthegame.html>,

Download PDF file by clicking the "Laws of the Game 2011/2012" link in the page abovementioned.

These competition rules apply to TurfTime Turf Field, unless specified in this document.

Please contact Venue Admin listed below to report any errors, omission and/or discrepancies.

SUMMARY

- ✓ **Shin guards are mandatory**; no exceptions
- ✓ **No sliding allowed under any circumstances**, including but not limited to, sliding to play the ball, sliding to score a goal, sliding tackles, etc.; only goalkeepers allowed to slide under certain conditions.
- ✓ **Clock does not stop** except under certain special conditions.
- ✓ **Player Substitutions**
ALL leagues: Goalkeeper substitution only when the ball is out of play
All other players, unlimited at any time, except goalkeeper
Youth leagues: Unlimited at any **stoppage**
- ✓ **Goal kicks or Goalkeeper restrictions**
ALL leagues: NO punting, NO drop kicks
Players cannot score a goal from a Goal Kick or from a Goalkeeper throw.
Youth leagues: Ball must touch a player or the ground before it goes over the halfway line
Women's leagues: Goalkeeper can drop kick the ball
Men's leagues: No other restrictions
- ✓ There is no offside.
- ✓ Throw-ins (No kick-ins)
- ✓ No more than 6 seconds to restart play, including but not limited to, kick-off, goal kick, DFK/IFK, kick-in, PK
- ✓ The minimum distance on all restarts is three (3) yards.
- ✓ Referees will use 2-minute caution (Blue card, "minor penalty"), 4-minute caution (Yellow card, "major penalty"), and send off (Red card, player game misconduct and 6-minute team penalty)
- ✓ In case of shirt conflict, the Team listed as AWAY in the facility schedule must change jerseys.

VENUE INFO

Venue Admin: Carlos Figueroa

Phone: 1-978-851-8455

Address: 20 Carter St., Tewksbury, MA 01876

Web Map: <http://maps.google.com/maps?q=to%3A+20+Carter+St.+Tewksbury,+MA+01876>

The link above opens Google Maps in the "Get Directions" mode with TURFTIME address in the "TO:" field (labeled "B"). Type your starting address ("A" field) then click "Get Directions".

Ref Coordinator: Damián Arrondo

Contact Info: 1-781-241-7693, or ref.assignor@comcast.net

Competition Rules (FIFA LOTG modified for play at TURFTIME)

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LAW 1 - THE FIELD OF PLAY

Fields:

There are two fields, depending on the configuration

- ✓ Field #1 - The "Turf Field", is the field to the right when entering the bubble.
- ✓ Field #2 - The "Carpet Field", is the field to the left when entering the bubble.

Surface:

The playing surface is limited by the white lines, which belong to the playing surface.

Any other surface, including but not limited to the netting, superstructure, and/or ceiling are not part of the playing surface.

Field Markings:

The blue circles are not in use.

Goal:

The back of the front goal post must be aligned with the outside edge of the goal line.

Technical areas:

- ✓ Each team has a technical area as defined by the benches.
- ✓ The timekeeper's area separates the Technical areas.
- ✓ Players cannot occupy opponent's technical area.
- ✓ Players cannot occupy timekeeper's area.
- ✓ Only players, substitutes and two coaches allowed in each technical area.

- ✓ Substitutes and Coaches must remain in the technical areas.
- ✓ Each Team is responsible for keeping the technical area free of equipment and other interfering objects while the ball is in play.

Infringements and Sanctions:

- ✓ Referee does not need to stop play, unless in the opinion of the referee there is persistent infringement.
- ✓ If referee stops play, play restarts with IFK awarded at the spot where the ball was at the time of stoppage.

LAW 2 - THE BALL

Same as FIFA LOTG, age appropriate size, provided by the HOME Team.

LAW 3 - THE NUMBER OF PLAYERS

- ✓ The maximum number of players at any time on the field of play is six (6).
- ✓ The minimum number of players allowed at any point of the match is four (4).
- ✓ One must be a goalkeeper.

Player Substitutions

- ✓ ALL leagues: Goalkeeper substitution only when the ball is out of play
All other players, unlimited at any time, except goalkeeper
- ✓ Youth leagues: Unlimited at any stoppage

Substitute players may enter the field of play before the substituted player leaves, and ALL of the conditions below **must** apply:

- ✓ The player leaving must be within their own technical area or at the halfway line;
- ✓ The substitute entering must be within 2 yards of their own technical area or at the halfway line;
- ✓ Neither player participates in play, gains an advantage and/or in the opinion of the referee, interferes with play during the period of time when they are simultaneously on the field and the ball is in play;
- ✓ The player leaving while the ball is in play is not the goalkeeper.

Adding non-roster players:

Any team may request the services of other teams' players if ALL the following conditions apply:

- ✓ **No extra players** allowed **during play offs**, only during regular season,
- ✓ There must be **at least the minimum number of players** from the roster present and ready to play,
- ✓ A Team cannot add more than two (2) extra players
- ✓ A Team cannot add extra players to compensate for cautioned and/or send off players,
- ✓ The Team receiving the extra players must use them to complete the number of players up to and including the maximum number of players allowed (extra players not allowed as substitutes)
- ✓ **Both teams must agree and notify the referee before kick off,**
- ✓ Extra players must leave the field of play and stop participating in the game once additional players for the Team receiving the extra players start participating in the match.
- ✓ The **referee is not responsible for "negotiating"** the addition of players,

Infringements and Sanctions:

Substitute enters field while substituted player is more than 2 yards away from own technical area or not at halfway line.

- ✓ Referee stops play.

- ✓ Substituted player leaves the field.
- ✓ First violation results in a verbal warning.
- ✓ Second violation results in a 2-minute caution, served by the substitute who entered the field.
- ✓ The infringing Team plays shorthanded.
- ✓ Play restarts with IFK at the spot where the infringement occurred.

Substitute entering the field or player leaving the field of play, participates in play, gains an advantage and/or in the opinion of the referee, interferes with play during the period of time when they are simultaneously on the field and the ball is in play.

- ✓ Referee stops play.
- ✓ Substituted player leaves the field.
- ✓ First violation results in a verbal warning.
- ✓ Second violation results in a 2-minute caution, served by the substitute who entered the field.
- ✓ The infringing Team plays shorthanded.
- ✓ Play restarts with IFK at the spot where the infringement occurred.

Goalkeeper substitution occurs when ball is in play.

- ✓ Referee stops play, and allows the substitution.
- ✓ Substituted goalkeeper leaves the field.
- ✓ First violation results in a verbal warning.
- ✓ Second violation results in a 2-minute caution, served by a player other than the goalkeeper.
- ✓ The infringing Team plays shorthanded.
- ✓ Play restarts with IFK at the spot where the infringement occurred.

LAW 4 - THE PLAYER'S EQUIPMENT

Shin guards:

This equipment is mandatory, must be safe in the opinion of the referee and players must comply. Referee has the final decision as to what is safe or not.

Jerseys:

In case of color conflict, Team listed as AWAY in the official schedule must change.

Players in the same team should have the same colored jerseys.

Jersey numbers are not required, and may repeat if present.

Referees may allow players to wear a different colored jersey if ALL of the following conditions apply:

- ✓ Color must not conflict with any goalkeeper jerseys, with opposing players jerseys, and with referee uniform.
- ✓ Referee has the final say as to what constitutes color conflict.

Infringements and Sanctions:

- ✓ Referee does not need to stop play.
- ✓ Player leaves the field to correct uniform and a substitute may enter to replace the player leaving.
- ✓ Infringement results in a verbal warning.
- ✓ If player persists on infringing or does not comply with referee decision, infringement may result in stoppage of play and/or a 2-minute caution.
- ✓ If referee stops play, play restarts with IFK at the spot where the infringement occurred

LAW 5 - THE REFEREE

Each match is controlled by one Referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

LAW 6 - THE ASSISTANT REFEREES

This Law does not apply, as there are no assistant referees.

LAW 7 - THE DURATION OF THE MATCH

Periods of Play:

The match lasts two equal periods of 25 minutes.
There are no extra periods during regular season.

Half-time Interval:

The half-time interval must not exceed 5 minutes.

Grace Period before kick off:

There is a grace period of 10 minutes after the scheduled kickoff to complete the minimum number of players. If a team does not have the minimum number of players ready to play at the end of the grace period, the game may be abandoned.

Allowance for time lost:

There is no allowance for time lost except and only in the opinion of the referee:

- ✓ To remove a seriously injured player, or
- ✓ To execute a kick from the penalty mark at the end of any period, or
- ✓ At any time the Referee needs to verify and/or enforce multiple penalties, or
- ✓ To wait for a sent off player to leave the facility if in the opinion of the referee the infringing Team gains an unfair advantage due to the delay, or
- ✓ At any time, in the opinion of the referee, a Team gains an unfair advantage due to delays, stoppages, etc.

Extra Periods:

During play offs and/or at any point of the competition when a winner is required, there will be:

- ✓ One (1) 5-minute extra period played to completion or until a Team scores, whichever occurs first,
- ✓ A best-of-three (3) Kicks from the Penalty Mark, if teams remain tied after the end of the extra period,
- ✓ Kicks from the Penalty Mark until a winner is declared, if teams remain tied after the best of three (3) Kicks from the Penalty Mark.

LAW 8 - THE START OR RESTART OF PLAY

Kick off

Players must wait for referee signal
The ball may move in any direction

During REGULAR season

The Team occupying in the "HOME" technical area kicks off to start the match.
The Team occupying in the "AWAY" technical area kicks off to start the second half.

In case of conflict, the team listed as HOME in the official schedule kicks off to start the match.

During play offs and/or at any point of the competition when a winner is required

The Team with the highest ranking kicks off to start the game

The Team with the lowest ranking kicks off to start the extra period

The Team with the highest ranking chooses to kick or defend first during Kicks from the Penalty Mark

Play must restart within 6 seconds

Players have no more than 6 seconds to restart play, including but not limited to, kick-off, goal kick, DFK/IFK, kick-in, PK, etc.

Infringements and Sanctions:

A player, except the goalkeeper when distributing play, fails to restart play within 6 seconds

- ✓ Referee signals that the restart cannot take effect.
- ✓ Restart with IFK awarded to opposing team at the spot where the infringement occurred. If the infraction occurred inside the infringing team penalty area, then the IFK shall be taken on the penalty area line parallel to the goal wall at the point closest to where the infraction occurred ("bring it out to the 18")

The goalkeeper fails to distribute play within 6 seconds of gaining clear possession

- ✓ Referee stops play.
- ✓ Restart with IFK awarded to opposing team on the penalty area line parallel to the goal wall at the point closest to where the infraction occurred ("bring it out to the 18")

LAW 9 - THE BALL IN AND OUT OF PLAY

The ball is out of play when CLEARLY AND COMPLETELY:

- ✓ Leaves the field of play over any line and/or through any of the goals, or
- ✓ Touches any part of the superstructures above the playing surface, or
- ✓ Touches the ceiling, or
- ✓ Touches the netting *above* the playing surface
- ✓ It is in play at all other times.

Infringements and Sanctions:

Ball clearly and completely leaves the field of play over any line.

- ✓ Referee stops play.
- ✓ Play restarts with a Throw-In or a Corner Kick.

Ball clearly contacts the superstructure and/or the ceiling (considered as leaving the field of play)

- ✓ Referee stops play.
- ✓ Play restarts with an IFK (Indirect Free Kick) under the spot the ball made contact.

LAW 10 - THE METHOD OF SCORING

A Team scores a goal when, in the opinion of the Referee, the WHOLE of the ball CLEARLY AND COMPLETELY leaves the field of play through the goal or goal opening, if the team scoring the goal has committed no infringement of the LOTG.

LAW 11 - OFFSIDE

This Law does not apply; there is no offside.

LAW 12 - FOULS AND MISCONDUCTS

Sliding

In addition to the 10 DFK fouls listed in the FIFA LOTG, the referee will award a DFK when a player slides or attempts to slide to play and/or tackle for the ball. **No sliding allowed under any circumstances**, including but not limited to, sliding to score a goal, sliding tackles, etc.

The goalkeeper may slide under the following circumstances:

- ✓ While making a save, and
- ✓ Inside its own penalty area, and
- ✓ No part of the goalkeeper body leaves the penalty area, and
- ✓ In the opinion of the referee, the goalkeeper is not tackling for the ball, and
- ✓ In the opinion of the referee, the slide is neither careless nor reckless and the goalkeeper does not use excessive force.

Play restarts with a DFK awarded to opposing team at the spot where the infringement occurred. If the infraction occurred inside the infringing team penalty area, then the proper restart is a PK.

Goal kicks or Goalkeeper restrictions

- ✓ ALL leagues: NO punting, NO drop kicks
Players cannot score a goal from a Goal Kick or from a Goalkeeper throw.
- Youth leagues: Ball must touch a player or the ground before it goes over the halfway line
- Women's leagues: Goalkeeper can drop kick the ball
- Men's leagues: No other restrictions

Infringements and Sanctions:

Restart with an IFK to opposing team taken on the penalty area line parallel to the goal wall at the point closest to where the infraction occurred ("bring it out to the 18")

Disciplinary Sanctions:

For any infringement:

- ✓ Referee stops play.
- ✓ Depending on the severity of the infringement, the Referee may issue any of the following:
Verbal warnings, **2-minute caution** (Blue card, minor penalty), **4-minute caution** (Yellow card, major penalty), or **Send off** (Red card).
- ✓ Restart with a DFK/IFK for opposing team at the spot where the infringement occurred, PK if needed.

Procedures

Decisions applicable to all cautions

- ✓ Penalty time does not expire between periods, remaining time carries over to the next period, including extra time when present.
- ✓ A player serving a 2-minute caution during the extra period, may not participate in the Kicks from the Penalty Mark if there is time remaining in the penalty at the end of the extra period.
- ✓ A player serving a 4-minute caution during the extra period, may not participate in the Kicks from the Penalty Mark if there is time remaining in the penalty at the end of the extra period.

- ✓ The time of penalty starts after the cautioned player leaves the field or after the referee signals for restart whichever comes last.
- ✓ Referee may stop the clock if in the opinion of the referee the cautioned team gains an unfair advantage by delaying the match.

2-minute caution (a.k.a. Blue card, minor penalty)

- ✓ Referee stops play, and displays appropriate card.
- ✓ Cautioned player, except the goalkeeper unless it is not the Goalkeeper's first 2-minute caution, leaves the field of play and neither the cautioned player nor a substitute for the cautioned player may enter the field of play for a period of two (2) minutes or before the opposing team scores a goal, whichever occurs first. If the goalkeeper is the cautioned player and it is the first 2-minute caution, a teammate in the field of play must serve the penalty in place of the goalkeeper.

4-minute caution (a.k.a. Yellow card, major penalty)

- ✓ Referee stops play, and displays appropriate card.
- ✓ Cautioned player, including the goalkeeper, leaves the field of play and neither the cautioned player nor a substitute for the cautioned player may enter the field of play for a period of four (4) minutes, independent of the number of goals scored during that period by any team.

Send off (a.k.a. Red card)

- ✓ Referee stops play, and displays appropriate card.
- ✓ Sent off player must leave the facility and a substitute for the send off player may not enter the field of play for a period of five (5) minutes, independent of the number of goals scored during that period by any team.

Enforcing of a caution/send off reduces the number of players below the minimum number allowed

- ✓ The cautioned player leaves the field of play,
- ✓ A substitute enters the field of play to keep the number of player at the minimum allowed
- ✓ The time of the penalty starts after the first penalty already running expires
- ✓ When the first penalty expires no player may enter the field of play until the next penalty expires
- ✓ If there are no available substitutes, the match shall be abandoned

LAW 13 - FREE KICKS

All opponents shall be at least 3 yards from the ball. It is the responsibility of the infringing team to respect the minimum distance. Failure to respect the minimum distance may result in a caution (FRD).

An IFK awarded to the Attacking Team inside the Defending Team penalty area must be taken on the penalty area line parallel to the goal wall at the point closest to where the infraction occurred ("bring it out to the 18")

LAW 14 - PENALTY KICKS (under review due to field surface markings)

The player taking the penalty kick must place the ball on the penalty area line parallel to the goal wall at the point closest to the penalty mark.

All players with the exception of the goalkeeper and the player taking the penalty kick, shall stand behind an imaginary line running across the field of play, parallel to the goal line, tangent to the blue circle outside the penalty area.

The player kicking the penalty kick shall not take more than two steps and must remain inside the blue circle painted on the field of play.

The goalkeeper must stand on the yellow line instead on the goal line for safety reasons.

The goal line remains as defined under LAW 10.

LAW 15 - THE THROW-IN

The referee will award a throw-in to the opposing team of the team that touched the ball last when the ball clearly and completely leaves the field of play over the touchline.

The player taking the throw-in may place the ball within 3 feet from the spot where the ball left the field of play.

A player may not score a goal from a throw-in.

LAW 16 - THE GOAL KICK

The referee will award a goal kick to the defending team when the ball clearly and completely leaves the field of play over the goal line last touched by the attacking team and the attacking team does not score a goal.

A player may not score a goal from a goal kick.

LAW 17 - THE CORNER KICK

The referee will award a corner kick to the attacking team when the ball clearly and completely leaves the field of play over the goal line last touched by the defending team and the defending team does not score a goal.

A player may score a goal from a corner kick.