

REFEREE GUIDELINES

When you sign up to referee, you are making a commitment to the league, parents, and players. OMM expects that you will take that commitment seriously and always do your best!

Scheduling & Conflicts

- Preference will be given to referees whose reliability, performance, and availability are demonstrated on a consistent basis
- Schedules are done in advance and will be posted and available by Tuesday evening
- Conflicts must be emailed by Sunday Evening - 6 PM is the cutoff.
- Replacements - you must get your own and you must email information to referees@ommsoccer.org by 6PM Friday Evening.
 - o Exception: If you communicated a conflict and received a confirmation of receipt and were mistakenly scheduled, the referee coordinator will assist in finding a replacement. Notification of this error must be received no later than Wednesday Evening!!!
- Any referee who does not secure a replacement and/or contacts the referee coordinator less than 24 hours prior to scheduled game WILL NOT BE SCHEDULED for the following week.

- Do not just email or text fellow referees, if you are not getting a response, PICK UP THE PHONE AND CALL!!!

Payment

- All referees are paid at the end of the season
- It is the referee's responsibility to keep track of all the games you refereed (scheduled & coverage for others). Any errors expert soccer odds predictions should be noted within 1 WEEK and email sent to referees@ommsoccer.org.
- Referees that work a game without a partner will receive an additional stipend. Make sure the RFC makes a notation next to the game to be sure you are compensated correctly
 - o Novice, Junior, & Youth Games = \$5
 - o Intermediate & Senior = \$10
- Payment schedule per game
 - o Tykes = \$9
 - o Novice = \$11
 - o Junior = \$15
 - o Youth = \$18
 - o Intermediate = \$21
 - o Senior = \$25
 - o Spring Soccer = according to years of experience, not game level - Amount will be shared pre-season

Cancellations

We rarely cancel games - if you are unsure of whether your game is still on, check the OMM website - a decision will be posted by 8 AM.

REFEREE CHECKLIST:

- [] Arrive 20-30 minutes before scheduled game time
 - [] Rule Book
 - [] Watch with countdown function - **NO CELL PHONES**
 - [] Flags
 - [] Check in with RFC
 - [] Check field condition (locate field, walk perimeter checking lines, goals, and looking for any unsafe objects/obstacles)
 - [] Introduce yourself to coaches - state name and tell them you are checking equipment
 - [] OMM uniform - shirt (tucked in), shorts, & socks
 - [] Shin Guards - **MUST BE UNDER SOCKS** not over
 - [] Cleats (no metal spikes) or Sneakers
 - [] Items prohibited for a player should also be avoided by referees. (NO EARRINGS or other jewelry, head bands, barrettes, etc.)
 - [] Players with casts must be covered with foam or bubble wrap and be accompanied with a physician/doctor's note that medically releases a player to participate. This must be handed to the RFC prior to the start of the game.
 - [] Check out with RFC prior to leaving the fields/complex
 - Report final scores and any issues that occurred during the game
- **If you are working alone - hand your flags to a coach or parent volunteer to work the sidelines. Don't forget to get them back after the game!!!**

US SOCCER SAFETY CAMPAIGN

Implementation guidelines for U.S. Soccer's Player Safety Campaign Concussion Initiatives & Heading for Youth Players

Charleston, S.C. (March 14, 2016) - US Club Soccer is clarifying the following implementation guidelines for U.S. Soccer's Recognize to Recover Player Safety Campaign, specifically as it relates to concussion initiatives and heading for youth players:

The Federation is recommending, and US Club Soccer is requiring immediately, new rules as it relates to heading, as follows:

- Players in U-11 programs and younger shall not engage in heading, either in practices or in games.
- Limited heading in practice only for players in U-12 and U-13 programs. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week.

Clubs should be aware of circumstances in which individual consideration is needed. For example:

- A 10 year old playing at U-12 or older should not head the ball at all.
- An 11 or 12 year old playing at U-14 or older should abide by the heading restrictions in practice.

Referees should enforce these rules/restrictions by age group according to the specified rules. They will not be assessing the age of the individual players on the field.

- Leagues and organizations are free to set their own standards, as long as the minimum requirements outlined above are met.
- In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
- Modified substitution rules also took effect Jan. 1, 2016, as follows: Any player suspected of suffering a head injury may be substituted for evaluation without the substitution counting against the team's total number of allowed substitutions during the game.
- US Club Soccer strongly recommends that all coaches, staff members, parents and players watch U.S. Soccer's Concussions in Soccer Overview Video.

GOAL DIFFERENTIAL RULES

While the league makes every effort to structure teams on a balanced basis, there will be games where one team has the opportunity to outscore the opponent by a large goal differential. OMM is a recreational soccer program that promotes sportsmanship. Extreme one-sided scores do not align with that goal. Therefore ALL GAMES are subject to our Goal Differential Rules (including Spring Soccer).

6 Goal Differential:

This rule applies to the FINAL SCORE of the game. A game DOES NOT END if there is a 6 goal difference and time still remains. At the end of the game if a team defeats the opposing team by six (6) or more goals, the winning team will forfeit the win and the game will be recorded as "NO CONTEST" in the standings. This means that the winning team does not receive a win and the losing team does not receive a loss.

3 Goal Differential:

When a team is ahead of another team by three (3) or more goals, the team that is behind may add another player to the field. At no time will more than one additional player be added and once the three (3) goal difference is eliminated, the extra player must leave the field.

If a coach feels that his or her team is in danger of winning by 6 or more goals (even after their opponent adds the extra player), he/she can employ many different strategies to try to "level" the game out. For example - passing a required number of times before taking a scoring opportunity, change positions, playing with non-dominant foot only, maximum number of touches by each player, or removing a player.

OMM reserves the right to apply penalties to a coach for disregarding or repeatedly violating good sportsmanship tenants involving game play and particularly scoring. Those penalties may involve, but not be limited to - suspension from the next match or removal from their positions for the balance of the season.

GOOD SPORTSMANSHIP should always be followed - it is never acceptable to have a coach call out or encourage his/her players to call out "Don't Score!" or to have a team score on themselves intentionally to bring about a 6 goal differential situation. If either of these situations occurs (or something similarly unsportsman-like) the referee should immediately notify the RFC on duty. The key to successfully dealing with uneven competitions is to recognize the fact early and react accordingly, not wait until the score is 4-0 or 5-0.

RULES OF COMPETITION

The Rules Committee has the right to amend any rule during the course of the season, as well as make a decision on any situation not specifically covered by the written rules.

The following Rules of Competition shall govern all playing divisions except in cases where specific modifications have been made.

****The results of all games are final - there are no protests!!***

1.0 Scheduled/Rescheduled Games:

- 1.1 All Games shall be played in accordance with the published schedule. Exchanges of opponents will be permitted. Games will not be rescheduled for any reason - exception - weather
- 1.2 League Officials are authorized to postpone any game prior to its commencement, due to inclement weather or field conditions.
- 1.3 Referee or League Officials can abandon a game at any time due to climate or field conditions, or for any other reason set forth in rules
- 1.4 If a game is abandoned by a League Official or Referee before the first half has been completed, the game shall be rescheduled in its entirety. If the first half has been completed, the game will be considered an official game and the results will stand.

2.0 Game Ball

#3 = Tykes & Novice

#4 = Junior & Youth

#5 = Intermediate & Senior

Both teams must have a ball available for game use. The home team shall supply the game ball.

3.0 Players

3.1 A team shall have a maximum of eighteen (18) players

3.2 The following number of players will take the field for each division unless otherwise specified by the league.

Division	# of Players - Including Goalie if applicable	Minimum # of Players to Start	Ball Size
Tykes (U6)	4 (no goalie)	n/a	3
Novice (U7)	7	5	3
Junior (U9)	8	6	4
Youth (U11)	9	7	4
Intermediate (U13)	11	8	5
Senior (U18)	11	8	5

- 3.3 Grace Period = 10 Minutes
- 3.4 A team which appears at the scheduled start of the game with less than the required minimum number of players will be given a ten (10) minute grace period to field the necessary number of players. If a team is unable to field the required number of players, the game will be declared a forfeit. A scrimmage game should be played if possible so that the players who are present have the opportunity to play. In the event of a scrimmage, players may be shared so that the teams are evenly matched.
- 3.5 The overall length of the game will be shortened by the amount of time the start was delayed. Time will be evenly deducted from each quarter or half. The referee will inform the coaches of the amended length of the quarters/halves.
- 3.6 If a team falls below the required minimum number of players needed to continue the game, said game will be forfeited.
- 3.7 All players must play at least half of every game, not necessarily continuously, with the following exceptions
- 3.7.1 Injury
 - 3.7.2 Severe disciplinary problems
 - 3.7.3 Consistent, unexcused absences (School practices are excused absences)

- 3.7.4 Unexcused lateness to a game - the player is deemed to have played in the part of the game they missed
- 3.8 Any coach who intends to keep a player out of a game or have them play less than half the game should consult with their division coordinator prior to the game.
- 3.9 Failure to comply with Rules 3.7 & 3.8 may result in the forfeiture of the game in which the infraction occurred.

4.0 Substitutions

- 4.1 After obtaining permission from the referee, either team may substitute when play is stopped under following conditions:
 - 4.1.1 Goal Kick
 - 4.1.2 After goal is scored
 - 4.1.3 Injured player
 - 4.1.3.1 Attended player must sit out for one(1) play and may return with the referee's permission
 - 4.1.4 Penalty Kick - the only substitution allowed is for a player who is injured, cautioned, or ejected. The substitute may not take the penalty kick
 - 4.1.4.1 Only players on the field at the time of the penalty can take the kick
 - 4.1.5 Yellow or Red Card - either team may substitute

4.2 After obtaining permission from the referee, the team in possession of the ball may substitute on a corner kick or throw-in.

4.2.1 If the team in possession chooses to substitute, then other team may also substitute.

5.0 Uniforms and Equipment

All permitted devices worn for medical purposes must be approved by the league PRIOR to the start of the game.

5.1 All players are required to wear their uniform shirt, black shorts, and black socks. Street apparel is not permitted.

5.2 All players are required to wear shin guards BENEATH their socks (age & size appropriate).

5.3 Goalkeeper is required to wear a jersey that is a different color from that of either team. The goalkeeper may wear gloves.

5.4 In cool/cold weather, sweatshirts and sweatpants may be worn UNDERNEATH the team uniform.

5.4.1 Hooded sweatshirts must have the hood tucked under the uniform shirt.

5.5 The following are permitted and may be worn during a game.

5.5.1 Orthopedic Cast - the player must have a note on hand for each game from their physician stating that it is safe for them to play. The cast must be covered in bubble wrap and is inspected and approved

prior to game by the RFC (Referee Field Coordinator) NOT the referee.

5.5.2 Safety Goggles/Glasses - prescription

5.5.3 Goalkeeper may wear a soft bill baseball cap or visor.

5.5.4 Medic Alert bracelets or tags

5.6 The following are prohibited and may never be worn

5.6.1 Metal cleats of any kind

5.6.2 Sharp or badly worn cleats

5.6.3 All Jewelry - including rings, watches, pins, necklaces, bracelets, earrings - this also applies to items made of rope or string

5.6.4 Metal or plastic hair clips, hair beads, or head bands

5.6.5 Braces with exposed metal or hard plastic

5.6.6 Helmets, baseball caps, or visors (see exception rule 5.5.3 above)

5.6.7 Non-prescription glasses or sunglasses

6.0 Duration of the Game

6.1 All Games except Tykes & Seniors will consist of 4 quarters of equal length with 1 minute intervals after the 1st & 3rd quarters and a 5 minute interval after the 2nd quarter (half-time).

6.2 Duration of the games as follows

Tykes = (2) 15 minute halves

Novice = (4) 10 minute quarters

Junior = (4) 15 minute quarters

Youth = (4) 15 minute quarters

Intermediate = (4) 18 minute quarters

Senior = (2) 40 minute halves

- 6.3 All games will be played with "running time". The clock will not only be stopped at the end of each quarter or half. It will not be stopped at any other time except for a serious injury to one of the players and the referee calls a time out. The referee is the official timekeeper of every game

7.0 Start of the Game

- 7.1 A coin toss determines the direction of play and possession of the ball
- 7.2 The visiting team "calls" the toss. The winner of the toss shall have the choice of either possession of the ball or direction of play
- 7.3 Ball possession and direction of play shall be reversed at the start of the 3rd quarter/2nd half
- 7.4 A kickoff is used at the start of the game and after a goal is scored. At the moment of kickoff all players must be within their half of the field
- 7.5 The ball is kicked forward from the center of the field and is in play once it has been touched by another player. The kicker cannot play the ball again until it has been touched by another player. No opposing player may be in the circle until the ball is in play.

8.0 Ball In and Out of Play

- 8.1 The ball is out of play when it wholly crosses the goal line or touch line, whether on the ground or in the air or when the referee has stopped play
- 8.2 The ball is in play at all other times including:
 - 8.2.1 When it rebounds off a cross-bar or goal post
 - 8.2.2 When it touches an official on the field
 - 8.2.3 When the ball is played forward at a kickoff
 - 8.2.4 When a drop ball touches the ground
 - 8.2.5 When a ball thrown in breaks the plane of a touch line. A player may be out of bounds and legally play a ball on the field
- 8.3 A drop ball occurs:
 - 8.3.1 Opponents simultaneously cause a ball to go out of bounds
 - 8.3.2 The ball becomes deflated
 - 8.3.3 Following temporary suspension of play for an injury or unusual situation and neither team has clear possession of the ball
 - 8.3.4 Opponents commit simultaneous fouls of the same degree
- 8.4 The spot of a drop ball is:
 - 8.4.1 Where the ball becomes dead, unless in the penalty area, then the drop ball occurs at the spot nearest that point outside the penalty area

8.4.2 Five yards inside the boundary line, unless in the penalty area

8.5 The drop ball is held between two opponents and cannot be played until it touches the ground. Should the ball be played before it touches the ground, the referee shall drop the ball again. If the same player continues to play the ball before it hits the ground, he/she will be replaced by another player. Other players positioned anywhere, provided they do not interfere with the play.

9.0 Scoring

9.1 A goal is scored when the ball wholly passes over the goal line, between the goal posts and under the crossbar. One point is awarded for each goal.

9.2 A goal may be scored during play directly from a:

9.2.1 Direct Kick

9.2.2 Penalty Kick

9.2.3 Corner Kick

9.2.4 Drop Ball

9.2.5 Goalkeeper's punt or throw

10.0 Free Kicks

10.1 Free kicks are classified as either direct or indirect

10.1.1 A direct free kick is one from which a goal can be scored directly by the kicker without another player first touching the ball

10.1.2 An indirect free kick is one from which a goal cannot be scored directly by the

kicker. The ball must first touch another player (from either team) before it enters the goal

10.2 Free kicks shall be taken from the point of an infraction with the following exceptions:

10.2.1 If an indirect free kick is awarded to the attacking team in the opponent's goal area, the kick must be taken from the goal area at the point nearest to where the infraction occurred.

10.2.2 If a direct kick is awarded to the attacking team in the opponent's goal area, the kick becomes a penalty kick and is taken from the penalty line.

10.2.3 If a coach or player from the sidelines enters the field without permission an indirect kick will be awarded to the opposing team at the place where the ball was when the play was halted.

10.2.4 If play was halted for an injury and one team had clear possession of the ball, an indirect kick will be awarded to that team at the place where the ball was when the play was halted.

10.2.5 If play was halted because of misconduct by an individual on the sideline, an indirect free kick will be awarded to the opposing

team at the place where the ball was when the play was halted.

- 10.3 When a player is taking a free kick outside his/her own team's penalty area, all opposing players must be at least 10 yards from the ball in every direction, unless they are standing on their own goal line between goal posts.
- 10.4 When a player is taking a free kick within his/her own team's penalty area, all opposing players must be outside the penalty area and at least 10 yards from the ball in every direction. *All free kicks taken within the penalty area by the defending team must clear the penalty area before the ball can be touched by another player.* Free kicks that do not leave the penalty area will be taken again.
- 10.5 When taking a free kick, the ball must be stationary when kicked and is in play once it's touched. If not done correctly the kick shall be retaken. *Exceptions - kick off and penalty kicks must go forward.*
- 10.6 Once in play, the ball cannot be kicked a second time by the kicker until it has been touched by another player from either team. A violation of this rule will result in an indirect kick being awarded to the opposing team at the point of infraction.

11.0 Offside

- 11.1 Offside position = if the player does not have the ball and there are less than 2 opposing players (including the goalkeeper) between them and the opposing

team's goal line. Usually one of these players is the goalie of the opposing team but it does not have to be. *It is not an offside offence in itself to be in an offside position.*

11.1.1 A player IS NOT in an offside position if the player is

11.1.1.1 In their own half of the field of play

11.1.1.2 Level or even with the second to last opponent

11.1.1.3 Level or even with the ball

11.1.1.4 In an offside position during a throw-in, corner kick, goal kick, or drop ball

11.2 Offside occurs when the player is in an offside position **WHEN THE BALL IS KICKED OR PLAYED, NOT WHEN IT IS RECEIVED.** A player in the offside position is only penalized if, at the moment the ball touches or is played by a teammate, the player is, in the opinion of the referee is involved in active play by:

11.2.1 Interfering with play

11.2.2 Interfering with an opponent

11.2.3 Gaining an advantage by being in that position

11.3 The penalty for an offside call is an indirect kick from the spot of infraction, unless the infraction occurs within the goal area. If the infraction is in

the goal area, the indirect kick may be taken from anywhere in the goal area.

12.0 Fouls and Misconduct

12.1 A direct free kick is awarded to the opposing team if a player commits any of the following fouls:

12.1.1 Attempts to kick, strike, or jump at an opponent

12.1.2 Trips an opponent

12.1.3 Goalkeeper attempts to strike, hold or push an opponent

12.1.4 When a field player plays the ball with their hands

12.1.5 When the goalkeeper plays the ball with their hands outside the penalty box

12.1.6 Unfairly charges an opponent - feet of attacking player leaves the ground

12.1.7 Charges the goalkeeper who has possession of the ball

12.2 An indirect free kick is awarded to the opposing team when a player commits any of the following fouls:

12.2.1 The ball is played twice by the kicker following a kick off, free kick, goal kick (that leaves the penalty area), corner kick, or by the thrower of a throw-in before it has been played by another player.

12.2.2 Offside

- 12.2.3 Fairly charges an opponent when neither is within playing distance of the ball
- 12.2.4 Interference - a player without the ball deliberately obstructs an opponent who is attempting to play the ball or interferes with a goalkeeper's attempt to release the ball into play.
- 12.2.5 A player kicks or attempts to kick the ball while the goalkeeper has possession
- 12.2.6 Dangerous play - such as kicking above the waist, slide tackling, or playing the ball from a prone position on the field
- 12.2.7 The goalkeeper holds onto the ball for more than 6 seconds before releasing the ball into play
- 12.2.8 Goalkeeper plays the ball a second time after releasing it into play before it has been played by another player
- 12.2.9 A player deliberately kicks the ball to their own goalkeeper and the goalkeeper plays the ball with his/her hands. The goalkeeper may use their feet to play the ball under these circumstances. In addition, if the ball is headed back to goalkeeper by teammate, the goalkeeper is permitted to use their hands.

12.3 Yellow Cards will be issued to players or coaches for an infraction of any of the rules of good sportsmanship, including but not limited to:

12.3.1 Profanity

12.3.2 Arguing with the referee

12.3.3 Disruptive behavior

Players that receive a yellow card must leave the field of play. They may be substituted and the offending player may return during the next legal substitution

12.4 Red Cards will be issued to players or coaches under the following circumstances:

12.4.1 Second infraction of the rules of good sportsmanship when committed by a player or coach who previously received a yellow card

12.4.2 Severe, flagrant, or extremely dangerous infractions

12.5 If a Yellow or Red card is issued, coaches must identify all persons receiving yellow and red cards to the referees

12.6 When the offender receiving the red card is a player or coach, he/she will be ejected from the game and must leave the field immediately. Failure to do so will result in an abandonment of the game by the referee and the game will be declared a forfeit.

- 12.7 Any person ejected from a game may not participate in the team's next game. Failure to abide by this rule will result in the forfeiture of that game.
- 12.8 Where the offending person is a spectator, the team will receive the card in the offender's stead. A red card issued to the team will result in a forfeiture of that game
- 12.9 Any player that receives a red card shall not be replaced by a substitute for the remainder of the game and his/her team will play a player down for the remainder of the game. Exception if the red card is a result of two (2) yellow cards. If the loss of said player causes team to violate rule 3.5, the game will be forfeited

13.0 Penalty Kicks

- 13.1 A penalty kick is awarded when the opposing team commits an infraction, which would normally result in a direct kick, in their own penalty area
- 13.2 When a penalty kick is taken, the following rules must be adhered to:
- 13.2.1 All players except the kicker and the opposing goalkeeper must be outside the penalty area and at least 10 yards from the penalty line and the offensive player must be behind the ball
 - 13.2.2 The opposing goalkeeper must stand on the goal line until the ball is kicked from a stationary spot on the penalty line

13.2.3 The goalkeeper can only move horizontally along the goal line

13.2.4 The kicker cannot kick the ball until he/she receives a signal from the referee

13.2.5 After the kick, the kicker cannot play the ball a second consecutive time

13.2.6 Once the ball has moved forward it is in play

13.3 The following chart refers to violations committed during a penalty kick:

Violator	Result	Penalty Awarded
Defensive Player	Goal NOT Scored	Re-kick awarded to offensive team
Defensive Player	Goal Scored	Infraction waived - Goal stands
Offensive Player	Goal Scored	Re-kick
Offensive Player	Goal NOT Scored	If the ball went over the goal line then a goal kick is awarded. If the ball went into play then an indirect kick is awarded to the defending team

14.0 Throw-Ins

- 14.1 A throw-in is awarded when the opposing team last touches or plays a ball before the entire ball passes beyond the touch line, either in the air or on the ground
- 14.2 The following must be adhered to when making a throw-in. A violation of these rules will result in the throw-in being awarded to the opposing team.
 - 14.2.1 The throw must take place at the spot where the ball went out of bounds.
 - 14.2.2 The player taking the throw must face the field of play and have both feet on or behind the touch line when releasing the ball
 - 14.2.3 The player must use both hands with equal force and deliver the ball from behind and over their head in one continuous motion
 - 14.2.4 The player may not twist their torso to change the direction of the throw
- 14.3 If the throw-in fails to clear the plane and enter the field of play, the opposing team will be awarded a throw-in
- 14.4 If the player taking the throw-in plays the ball a second time before it has been touched by another player, an indirect kick will be awarded to the opposing team at the spot of infraction

15.0 Goal Kick

15.1 A goal kick is awarded to the defending team when the opposing team last touches or plays the ball before it wholly crosses the goal line, in the air or on the ground, excluding that portion within the goal posts and under the cross bar.

15.2 The following must be adhered to when taking a goal kick:

15.2.1 Ball shall be kicked away from any spot within the goal area

15.2.2 Ball must be stationary when kicked

15.2.3 All players on the opposing team must be outside the penalty area

15.2.4 Ball cannot be played by either team until it has cleared the penalty area

15.3 If the ball fails to clear the penalty area, the goal kick will be retaken

15.4 If, after clearing the penalty area, the kicker plays the ball a second time before it has been played by another player, an indirect kick will be awarded to the opposing team at the spot of infraction

16.0 Corner Kick

16.1 A corner kick is awarded to the attacking team when the opposing team last touches or plays the ball before it wholly crossed the goal line in the air or on the ground - excluding that portion within the goal posts or under the cross bar

16.2 The following must be adhered to when taking a corner kick:

16.2.1 The corner kick shall be taken from the corner of the field nearest the point where the ball went out of play

16.2.2 All players of the opposing team must be at least 10 yards from the ball until it is touched

16.2.3 The ball must be touched before it is in play

16.3 If the kicker plays the ball a second time before it has been touched by another player, an indirect kick will be awarded to the opposing team at the spot of the infraction

NOVICE RULES MODIFICATIONS

The Novice Division is designed to serve as a bridge between the Tykes (4 goal game) and the soccer format followed at ages 7 and up. While many of the rules and formats followed in the Junior Division are introduced (Goalies, Throw-Ins), others are not (Offsides).

The program follows a standard two goal format with each team defending one goal.

The position of goalkeeper is introduced.

Throw-ins are used.

*For more information, refer to Summary of OMM Laws of the game found on Page 32

TYKES RULES MODIFICATIONS

Except as modified below, the Rules of Competition shall govern the Tykes Division

4 Goal Game - Modified Rules

- A. The 4 Goal Game is played 4 v 4 on a small field
 - B. The coaches will divide their teams in half with half playing against on half of the opponent's team on one field and the other half doing the same on another field
 - C. The game starts from midfield line with the visiting team kicking off
 - D. After the half-time break, the visiting team should switch opponents and play the other half of the team they are scheduled to play with.
 - E. After a goal is scored, the kickoff will be set up like a goal kick with the opposing team setting up past the mid-line on their own side of the field
- 1.0 There will be 2 goals on either side of the end line. A team can score a goal in either of their opponent's goals
- 2.0 The attacking team must be past midline before they can score
- 3.0 No Goalies
- 4.0 No throw-ins - when one team kicks the ball over the sideline the other team kicks or dribbles it in when directed by the referee
- 5.0 After a goal, the defending team needs to stay behind the mid field until the ball crosses mid-field - dribbled or passed

- 6.0 There are no corners - the defensive team will start with the ball from the end line and the other team will wait in the other half of the field until the ball is in play
- 7.0 There are no offsides
- 8.0 All free kicks shall be classified as indirect kicks. You can't score on an indirect kick. An indirect kick requires a second player to touch the ball before a goal can be scored.
- 9.0 Game scores are not recorded and standings will not be kept in this division
- 10.0 Both teams will field the same number of players - maximum 4 per team.
- 11.0 There is no minimum number of players to start the game
- 12.0 There are no penalty kicks
- 13.0 When a player is taking a free kick, all other players must be 5 yards from the ball, unless they are standing on their own goal line between goal posts
- 14.0 Coaches are ALLOWED on the field when needed
- 15.0 Coaches will instruct the players about the need to wear appropriate attire but will not stop the player from participating provided there is no risk of injury
- 16.0 Penalties will not be called unless an obvious physical penalty occurs, such as the deliberate pushing of another child. Should that situation occur an indirect kick will be awarded

PLAY ON IS THE RULE! The Tykes Division is an instructional division and we wish for the children to get as much experience handling the ball as possible. Unless an obvious physical penalty occurs or the ball goes out of bounds, play on.

Coaches should take the time to instruct the children while they are on the field and the game is being played. Remind them that they can't use their hands. Remember the most important thing is that the children enjoy themselves and learn some of the fundamentals of soccer. Coaches should take the time to instruct and encourage all of the children on the field, not just those on their team.

Negative comments from coaches and/or spectators will not be tolerated. Coaches will be held responsible for the behavior of the parents on the field. We encourage all parents to attend their children's games and offer their support and encouragement. However, should a parent's enthusiasm get out of control or become negative in any way, coaches are responsible for removing the parent's child from the game until such a time that the parent agrees to modify their behavior. Should this occur, coaches are required to report all incidents to the on-field Referee Coordinator.

SUMMARY OF OMM LAWS OF THE GAME

Division	Game Format (# of Players +Goalie)	Min # of Players to Start Game	Ball Size	Length of Game	Offside Rule	Throw Ins	Corner Kicks	Penalty Kicks
Tykes	4 v 4	N/A	3	15 M in Halves	No	No	No	No
Novice	7 v 7	5	3	10 M in Qtrs	No	Yes	Yes	Yes
Junior	8 v 8	6	4	15 M in Qtrs	Yes	Yes	Yes	Yes
Youth	9 v 9	7	4	15 M in Qtrs	Yes	Yes	Yes	Yes
Intermediate	11v 11	8	5	18 M in Qtrs	Yes	Yes	Yes	Yes
Senior	11v 11	8	5	40 M in Halves	Yes	Yes	Yes	Yes

Min # of Players to Start Game: If team does not have minimum number of available players needed to start the game, the team gets a 10 minute grace period (see page 5 - 3.3 for details)

Goal Differential Rule: 6 or more goals, final score of game (see page 3 for details)

Coaching Sidelines: Coaching is NOT permitted from both sides of the field. The home team has the first choice of sidelines. All players and coaches should remain on the same side of the field with the spectators utilizing the opposite sideline. NO SPECTATORS ON THE GOAL LINE!!

Important Contact Information

Coordinator Contact Information:

www.ommsoccer.org and the AboutUs/Contact Us

Coaches Email Contact: coaches@ommsoccer.org

General League Contact: registrar@ommsoccer.org

League Website: www.ommsoccer.org

Orangetown Police Department: (845) 359 - 3700

*The following rules were updated in 2012: Goal Differential

*The following rules were updated in 2013: Tykes & Novice 4 Goal Games

*The following rules were updated in 2015: Players Grace Period and Referee Grace Period

* The following rules were updated in 2016: U.S. Soccer Federation Guidelines regarding Heading and Novice changed from 4 Goal Games, Novice Format

SPRING SOCCER

The same rule book will be followed as in the Fall, with the following modifications for players 7 - 14.

18 Yard Box: On the field(s) where there is no 18 yard box marked, the goalkeeper is permitted to use their hands anywhere on their half of the field. They must put the ball back into play within 6 seconds and cannot advance forward more than 5 yards with the ball in their hands. On the field(s) where the 18 yard box is marked, regular soccer rules apply.

Fouls: Obvious fouls (ie. Tripping, hand ball) near the goal during a scoring opportunity will be awarded a penalty kick.

Goal Kicks: Goal kicks will be taken approximately 5 yards in front of the goal. All players need to be at least 10 yards away from the ball.

Kick Off: The start of the game and the start of the second half will take place at the approximate center of the field. The opposing team must be 10 yards away on kick offs.

Game Format: A 7 v 7 format will be followed unless team numbers necessitate a modification. There is no minimum number of players required. 30 minute halves.

Ball Size:

Co-Ed U7 (Size 3)

Girls & Boys 7, 8/9, 10/11 (Size 4)

Girls & Boys 12-14 (Size 5)

****Players in our Co-Ed U7 Division will play a 4 Goal Game soccer with rules noted earlier**

ROUND ROBIN TOURNAMENTS

What do you need to do to prepare? Not much. Make sure your players will be coming and stress to the players they need to arrive on time- we start on time and can't wait for stragglers- whatever your start time is you need all your players there at that time. Review the rules below and make sure you understand them. Come out and prepare to have a good time... the Round Robin event is a fun way to wrap up the season.

1. Game format is 8 v 8 (includes goalie).
2. Game is played across the field from sideline to sideline (on one half of the large field).
3. NO Offside.
4. Brackets will be announced at beginning of tournament
5. Substitutions can be made on the run - no stoppage required.
6. There is no 18 yard box - keepers can use their hands in any portion of their half of the field but must release the ball within 6 seconds as per goalie rules.
7. In the event of a tie game, teams will immediately go to a shoot out to determine the winner. If a shootout occurs, only players on the field at the time may compete - 4 per team. If the tie continues after the first 4 shooters, then the teams will continue with a 1 on 1 format, with the successive shooters being selected from any player on the team who has not taken a penalty kick.

8. In the event that a final bracket ends in a tie, to determine who advances to the Championship Game, the total number of points scored during the Round Robin will first be used and if that does not designate a winner an additional shoot out using any 5 players designated by the coach will occur. Players designated by the coach need not be on the field of the last game played to be selected.
9. Coaches & Players should set up on opposite halves of the fields - in the middle. Parents & Spectators should view the game on the end lines of the large fields.