

Junior Soccer Rules

KSC will abide by all other OSA, CSA and FIFA Guidelines and Rules of the Game when not outlined below.

SCHEDULE & SEASON FORMAT:

There are two components to the soccer program - practice sessions and game sessions. The total time allocated per session is 90-minutes. Game play consists of a 25-minute warm-up, followed by two 30-minute halves between a 5-minute half time. Practice sessions are dispersed throughout the season and involve 90 minutes of practice time.

The season will consist of a 12-week schedule. Practices will be denoted as 'P' on the schedule. Games will be denoted 'G' on the schedule. League standings determine the seeding upon entering playoffs.

RULE 1: PARENTS AND SPECTATORS

1. Parents must sit on the opposite side of the player bench. Absolutely NO parents are allowed on the player's side of the field.
2. The coach may be penalized with a yellow and/or red card for parental conduct and the parent may be removed from the premises.

RULE 2: THE REFEREE

1. A referee will be provided for all games.
2. The referee will enforce F.I.F.A. rules of the game, unless otherwise stated by the Kitchener Soccer Club.
3. Kitchener Soccer Club will not tolerate any abusive language to a referee by a player, coach or parent. Abusive language may result in dismissal from the league.

RULE 3: THE BALL

1. Kitchener Soccer Club will provide each player with 1 size 4 soccer ball (U11 & U12 divisions) or one size 5 ball (U13 & up). It is the responsibility of the players to bring their soccer balls to each practice and game. The coach will choose one ball to use as a game ball.
2. Players and parents please ensure that the ball is properly pumped during the season. It is advised that each player have his/her name on the ball, so it is not lost. KSC will replace any faulty ball.

RULE 4: NUMBER OF PLAYERS

1. The game shall be played by two teams, each consisting of 11 players, one of whom shall be the goalkeeper. Each team will have a maximum of 18 players and needs a minimum of 7 players to play the game. **In the event of a team fielding less than 11 players, the opposing team will equal the number of players to a minimum of 9 players. (i.e. 10 vs. 10, 9 vs. 9, 9 vs. 8, 9 vs. 7)**
2. All players are to receive equal opportunity to play and are strongly encouraged to attempt all positions.

RULE 5: TEAMS

1. The Kitchener Soccer Club, based on player ratings from previous years, will randomly select all teams. Any new player(s) will receive an average rating. A player's experience in years and level of play will be taken into consideration.
2. To ensure competitiveness of all teams, KSC will not accept coaching requests made by players. In addition, player requests are only accepted under extenuating circumstances.
3. KSC reserves the right to make any adjustments to teams up to one month after the start of the season. This is to ensure all teams are competitive. Players, parents and coaches are asked to cooperate with any roster changes that may occur.

RULE 6: START OF PLAY

1. At the beginning of the game, choice of halves and kick-off shall be decided by a coin toss. At kick-off, all players shall be in their own half of the field of play. The referee with a blow of his whistle shall start the game. The ball must be kicked forward into the opponents' half of the field during a kick-off.
2. After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player on the team against which the goal was scored.
3. After the first half of play, teams shall change halves and a player of the team opposing that which started the game, shall take the kick-off.

RULE 7: BALL IN AND OUT OF PLAY

1. The ball is out of play
 - When the whole ball has crossed the goal-line, or touch-line, whether on the ground or in the air.
 - When the referee has stopped the game by blowing his whistle.
2. The ball is in play at all other times.

RULE 9: POINTS

1. The following points will be awarded for all regular season games. Win = 3 points; Loss = 0 points; Tie = 1 point
2. All quarterfinal, semi-final and final games are single elimination.
3. If at the end of the regular season, there is a tie, the higher place team will be identified according to the following criteria: (1) Head to head - Winner of the games between the two teams; (2) Team with the best goals for and against differential; (3) Team with the most wins; (4) FIFA penalty kicks
4. In the case of a defaulted game (less than seven players), the team with the full squad will be awarded a 1-0 win.
5. No matter the score, no team shall win with a goal differential greater than 6 goals.

RULE 10: RAINOUTS

1. In the case of a referee cancelling a game due inclement weather, if the game is in the second half, the game will be counted as played. If the game is cancelled in the first half, the game will be counted as a tie with a 1-1 score. It is the call of the referee to cancel a game. In the case that a referee doesn't show and a coach is refereeing, then both coaches must agree to cancel the game.
2. The office will only cancel games if the City of Kitchener closes its fields due to poor conditions (and this will only be done over the course of many days of wet weather). Visit the website for updates on game cancellations, otherwise, you must report to the field as scheduled.
3. Games that are rained out will not be rescheduled, with the exception of quarterfinal, semi-final and final playoff games.
4. A game should be abandoned if there is sufficient thunder, visible lightening or in the case of extreme rain and pooling water. Upon abandoning the game, wait 15 minutes in a safe area to see if the situation clears. If there is not a safe area or the weather does not clear, the game can be cancelled.

RULE 11: FREE KICK

1. For any infringement of the rules of the game while the ball is in play, the referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the infringement occurred, unless the free kick is awarded to the attacking team within the opponents' penalty area. In this case, the kick shall be taken from that part of the penalty area line, which runs parallel to the goal line, at the point nearest to where the offence was committed. All free kicks are indirect, so a goal may not be scored directly from a free kick.

RULE 12: FOULS AND MISCONDUCT

1. A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by awarding a free kick to the opposing team. This may also be considered a carded offense. See: **"Rule 17: Carded Infractions"**: Kicks or attempts to kick an opponent; trips an opponent; jumps at an opponent; charges an opponent in any manner; strikes, attempts to strike, or spits at an opponent; holds an opponent; pushes an opponent; or handles the ball, i.e. strikes, carries or propels the ball with hand or arm (except a goalkeeper within his/her own penalty area), are all considered carded infractions. Should a player commit one of the above offences within his/her own penalty area while the ball is in play, a penalty kick shall be awarded to the opposing team.

RULE 13: THROW-IN

1. When the whole of the ball has crossed the touch line, either on the ground or in the air, the ball shall be thrown in, from the point where it left the field of play (marked by the linesmen), by a member of the team opposing that of the player who last played or touched it.
2. The player taking the throw-in must not play or touch the ball a second time before it has been played or touched by another player.

RULE 14: GOAL KICK

1. When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goalposts, and the ball was last touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from inside the six yard box, at a point within that half of the penalty area nearest to where the ball crossed the goal line. A goal may be scored directly from a goal kick, but only against the opposing team.

RULE 15: CORNER-KICK

1. When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, and the ball was last touched by a member of the defending team, a corner-kick shall be awarded to the attacking team. The corner-kick shall be taken from within the corner-arc nearest to where the ball crossed the goal line.
2. A goal may be scored directly from a corner-kick.

RULE 16: OFFSIDE

Offside Position - It is not an offence in itself to be in an offside position. A player is in an offside position if he/she is nearer to his opponents' goal line than both the ball and the second last opponent. A player is not in an offside position if i) he/she is in his own half ii) if he/she is level with the second last opponent, or iii) if he/she is level with the last two opponents.

Offence - A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his teammates, he is, in the opinion of the referee, involved in active play by interfering with play, interfering with an opponent, or gaining an advantage by being in that position.

No Offence - There is no offside offence if a player receives the ball directly from a goal kick, a throw-in, or a corner kick.

Infringements/Sanctions - For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

RULE 17: PENALTY KICKS & OVERTIME

1. A penalty kick will be awarded for any applicable rule infraction occurring within the penalty box.
2. Penalty kicks and overtime will only be permitted in the event a match is tied at the end of a quarterfinal, semi-final or final league cup game. **There will be no penalty kicks or overtime during the regular season.**
3. In the event where overtime is necessary, it will consist of two consecutive 5-minute halves. The golden goal rule will be observed (a goal at any time will end the game). In the event of a tie after overtime, the game will be decided by F.I.F.A penalty kicks.

RULE 18: CARDED INFRACTIONS

1. Yellow Cards (Warning) may be given for the following: continued or intentional infractions as described under "Rule 11: Fouls and Misconduct"; unsportsmanlike behaviour; voiced disagreement with the referee; persistently disobeying the rules of the game; wasting of time; refusing to stay ten yards away from a free kick; and, moving on or off the field without permission.
 - An accumulation of three yellow cards over the course of the season will automatically result in a one game suspension.Red Cards (Expulsion without Replacement) may be given for the following: serious fouls; violence; spitting; blocking the ball with their hands in the penalty area (excluding goalies); blocking a player with a clear scoring opportunity; foul language; and, a second yellow card offense in the same game. *A red card will automatically result in a one game suspension, not including the game in which the infraction occurred.*