

TSP Soccer Rules

The following rules are not all inclusive and are subject to change by TSP officials. These rules were written to support the goals of the TSP Soccer program; to first and foremost consider player safety, to support the ideal of good sportsmanship, and to provide players an environment in which they can develop their athletic skills.

TSP plays on modified highschool rules.

Opposing teams need to be on opposite sides of the field. Coaches, players and their spectators must remain on the same side of the field as their team during the game.

Home team will determine which side of the field they want to be during the duration of the game. The home team is the one listed first on the schedule.

All spectators shall remain four (4) feet from the sidelines. Coaches and spectators are not allowed in the end line areas during the game.

Failure of a team to pick up their litter after a game will be taken into account on the sportsmanship award.

No pets allowed at Bolton hill fields, leashed or not.

Behavior

- All participants (players, coaches, spectators, referees, TSP officials) are expected to behave in a way appropriate for interacting with children. Swearing, abusive or inappropriate language, fighting, smoking, drinking or drug use will result in immediate removal from TSP fields and possible exclusion from future TSP events.

Updated 2020

- On a kickoff, the ball does not have to be kicked forward. It may clearly move in any direction.
- All free kicks, except penalty kicks, may be taken in any direction.

Equipment

- **All players must wear shin guards covered by socks at all times.**
- Soccer cleats are recommended. If baseball cleats are worn, the toe spike must be removed. **METAL CLEATS ARE NOT ALLOWED.**
- Players must remove jewelry and watches. If earrings cannot be removed they must be covered by tape. Long hair should be tied back with a soft tie.
- Each team must provide an adult flag person to assist the referee in determining out of bounds and possession.
- Each team must be prepared to provide an adult to referee if necessary.

Time

- Referee will keep time.
- The clock will stop for injuries, mass substitutions, goals, penalty kicks and warnings.
- Breaks for substitutions are not time outs. Referees may restart play without all players being present after a reasonable amount of time.
- If a team does not have the required number of players by 10 minutes after start time that team will forfeit.

Substitutions

- All players must play 2 full quarters unless injured or ejected by the referee.
- No player substitutions during the first 3 quarters of a game except in the cases of a player removed from the field for injury or ejection.
- If play stops for an injured player, that player must leave the field until allowed to reenter as allowed by 4th quarter substitution rules. Free substitutions may be made during the 4th quarter at the following times:
 - Either Team:
 - Goal
 - Goal Kick
 - Caution
 - Injury
 - Team in possession*:
 - Throw in
 - Corner Kick

*If sub, other team may also sub
- Players being substituted must report to the center line and be beckoned to the field by the referee.

Responsibility of Coaches

- **Behavior** – Coaches are responsible for maintaining the decorum of their sideline, including players, parents, spectators and themselves.
- **Coaches Area** – The coach will be expected to remain in the designated team area. The coach will not enter the field of play or the area designated for the flag person during play unless beckoned by the referee.
- **Interacting with the Referee** – The coach is not to speak to the referee during play. Questions about a ruling may be addressed during half time in the presence of the other coach.

There is no process for appeal. All calls are final and will not be overturned.

TSP Interpretation of Field Rules

- **Slide Tackles** – Slide tackles and playing the ball from a prone position will not be allowed at any time.
- **Handling** – Will be called when a player intentionally (e.g. outside of normal range of motion) redirects the ball with arms or hands. Players may use their arms to protect themselves if held still against their body, but any movement that deflects the ball will result in a handling foul.
- **Dangerous Charging** – Will be called when the referee deems that a player has charged an opponent in a dangerous, careless or violent manner. A fair charge is a nudge or contact with the near shoulder, when both players are in an upright position with one foot on the ground, arms held close to the body, within playing distance to the ball.
- **Fouling the Goalkeeper** – Will be called when any player dangerously charges or intentionally fouls the goalkeeper when that goalkeeper has possession of the ball. Possession is defined as having control of the ball with both hands within the penalty box. The referee may eject without previous caution any player who does this.
- **Offside** – Will be called when an offensive player gains advantage by positioning themselves nearer their opponents' goal line than the last defender. It is not an offense to be in an offside position. Indirect free kicks for offside are taken from the spot where the offending player interfered with play, interfered with an opponent or gained an advantage by being in that position.
- **Throw Ins** – A throw in is awarded to a team when the ball last touched a member of the opposing team and has crossed the touch line entirely. The throw will be taken at the spot of the foul. The thrower must keep both feet on the ground and behind the touch line during the throw. The thrower will use both hands and deliver the ball from behind and over the head. Opponents must stay at least 2 yards away from the point at which the throw in is being taken and may not jump about or attempt to distract the

thrower. The thrower may not play the ball until it is touched by another player. A throw in that does not follow the above rules or fails to enter the field before touching the ground will be given to the opposing team at the spot of the foul.

- **Goal Kicks** – A goal kick will be awarded to the defending team when the entire ball crosses their goal line when last touched by the attacking team. The ball will be kicked from the ground from any point within the goal box. If the ball does not leave the penalty box, the kick will be retaken. The ball may not be played until it leaves the penalty box. Players opposing the kicker must stay out of the penalty box until the ball leaves the penalty box.
- **Corner Kicks** – A corner kick will be awarded to the attacking team when the entire ball crosses the goal line having been last touched by the defending team. The defending team must be at least 10 yards from the ball until kicked. The kicker may not play the ball again until it is touched by another player.
- **Free Kicks** – Free kicks may be direct (a goal may be scored as the result of the kick) or indirect (no goal may be scored until another player touches the ball). Any player from the offended team may take a free kick. Players opposing the kicker must stay 10 yards from the ball until it is kicked.
 - Direct free kicks will be awarded:
 - If a player spits at, kicks, strikes, attempts to kick or strike, or jumps at an opponent.
 - If a player trips or attempts to trip an opponent.
 - If a goalkeeper attempts to strike, strikes or pushes an opponent with the ball.
 - If a player, other than the goalkeeper in their own penalty box deliberately handles the ball.
 - If a player pushes an opponent with the hands or arms extended from the body.
 - If a player holds an opponent.
 - If a player charges an opponent in a dangerous or reckless manner, or using excessive force.
 - If a player charges an opponent while the opponent, in the act of playing the ball, has both feet off the ground.
 - If a player charges the goalkeeper.
 - Indirect free kicks will be awarded:
 - If the ball is played next by the kicker following a kickoff, a free kick, a penalty kick, a goal kick, or by the thrower following a throw in.
 - In case of offside.

- If a player fairly charges into an opponent when neither is within playing distance of the ball.
- If a player who is not in possession of the ball obstructs an opponent who is attempting to play the ball.
- If a player kicks or attempts to kick the ball while it is in the possession of the goalkeeper.
- For dangerous play. Example would be a player attempting to play the ball while on the ground.
- If the goalkeeper takes more than 6 seconds before releasing the ball.
- If the goalkeeper illegally handles the ball while in their own penalty area after once relinquishing possession of the ball.
- If the goalkeeper touches the ball again with their hands before it has been touched or played by another player.
- If the goalkeeper touches the ball with their hands after it is deliberately kicked to them by their teammate.
- If the goalkeeper steps over the goal box line while still holding the ball or handles the ball while outside of the goal box.
- If the goalkeeper touches the ball with their hands when receiving it directly from a throw in by a teammate.
- If a player, coach, or bench personnel enters or leaves the field of play without permission of an official.
- For temporary suspension or play for an injury or unusual situation and one team has clear possession of the ball.
- If the game is stopped because of misconduct by a person in the team or spectator area.
- If a player deliberately plays the ball from a prone position.
- **Penalty Kicks** – A penalty kick will be awarded when a foul, which ordinarily results in a direct free kick, happens within the offending team’s penalty box. The ball will be spotted on the penalty mark. All players except the kicker and the goalkeeper must remain outside of the penalty box (at least 10 yards from the penalty box and behind the kicker). The goalkeeper must remain on the goal line until the ball is kicked.

Restrictions on the Goalkeeper – The goalkeeper may only handle the ball inside their own penalty box. From the moment the goalkeeper has possession of the ball they have 6 seconds to release it back into play. The goalkeeper may not handle the ball if passed to or thrown in directly from a teammate.

Warnings/Cards – Depending on the violation, a referee may, at their discretion, issue a warning prior to a yellow card. A warning, yellow, or red card will result in a stopped clock and will be explained to the offending player and their coach. Players, coaches, assistant coaches, parents and other spectators may receive warnings, yellow or red cards from the referee. The following table explains the results of receiving a warning or caution:

	Player	Coach/Team/Personnel	Spectator
Warning	<p>Clock Stops, referee explains offense to player and coach.</p> <p>Two warning will be issued and then a yellow card will result when a third foul occurs.</p>	<p>Clock stops, referee explains offense to coach. The other team is awarded an indirect free kick.</p>	<p>Clock stops, referee explains offense to coach. The other team is awarded an indirect free kick.</p>
Yellow Card	<p>Clock stops, offending player must sit out for 2 minutes. The team will then play a man down. Player may be replaced at the next substitution opportunity, or may return after 2 minutes.</p>	<p>Clock stops, referee explains offense to coach. The other team is awarded an indirect free kick.</p>	<p>Clock stops, referee explains offense to coach. The other team is awarded an indirect free kick.</p>
Red Card	<p>Clock stops, player is ejected from the game and must leave the team area. The offending player's team can replace the ejected player after 4 minutes at the next substitution opportunity.</p>	<p>Clock stops, coach/bench personnel is ejected from the game and must leave the TSP fields for the duration of the game. Refusal to leave will result in a forfeit. The other team is awarded an indirect free kick.</p>	<p>Clock stops, spectator is ejected from the game and must leave the TSP fields for the duration of the game. Refusal to leave will result in a forfeit. The other team is awarded an indirect free kick.</p>

Tournament Tie Breaker – When a game ends in a tie, two additional 5 minute periods will be played. A coin flip will determine who kicks off. If the game is still tied, the winner will be decided by a shoot out. Each team will choose 5 players to kick and will alternate kicking at the opposing goalkeeper from the penalty line. If the score is still tied after all 5 players from each

team have kicked, 5 different players will be selected by each team and continue kicking in a sudden death format. Players may only kick a second time if all other members of their team have kicked. Teams may change goalkeepers as often as they wish.

Example of sudden death shootout– Team A wins the coin toss and kicks first. Player A1 kicks and goalkeeper B successfully blocks. Player B1 kicks next and gets the ball past goalkeeper A to score a goal. Team B wins.

Pee Wee

K - 1st Grade

The following rules apply only to Pee Wee soccer and modify the general rules previously listed.

- **Game Length** –10 minute quarters. 10 minute halftime.
- **Player Requirements** – 5 person teams 5V5.
- **Equipment** – Size 4 ball. Field measuring 90 feet wide by 135 feet long.
- **Goalkeeper** – There will be no goalkeeper.
- **Offside** – will not be enforced.
- **Free Kicks** – All free kicks are indirect. A free kick awarded inside the goal box will be moved outside the goal box nearest the spot of the foul.
- **Goal Kicks** – Will be taken from anywhere inside the goal box. The opposing team must not touch the ball until touched by a second player of the kicking team.
- **Kick Off** – A kick off is treated as an indirect kick.
- **Tiebreaker** – Regular season games may end in a tie.
- **Substitutions** – Coaches may enter the field to put players into position before the start of each quarter.
- **Practices** – Teams may meet a maximum of 3 times/week, including games. Practice should not exceed 60 minutes.

Minors

2nd - 3rd Grade

The following rules apply only to Minors soccer and modify the general rules previously listed.

- **Game Length** –12.5 minute quarters. 10 minute half time.
- **Player Requirements** – 7 person teams 7V7.
- **Equipment** – Size 4 ball. Field measuring 120 feet wide by 180 feet long.
- **Tiebreaker** – Regular season games may end in a tie.
- **Practices** – Teams may meet a maximum of 3 times/week, including games. Practice should not exceed 90 minutes.

Majors

4th – 6th Grade

The following rules apply only to Majors soccer and modify the general rules previously listed.

- **Game Length** –15 minute quarters. 10 minute half time.
- **Player Requirements** – 9 person teams 9V9.
- **Equipment** - Size 5 ball. Field measuring 150 feet wide by 225 feet long.
- **Tiebreaker** – Regular season games may end in a tie.
- **Practices** – Teams may meet a maximum of 3 times/week, including games. Practice should not exceed 90 minutes.