

Ozark Mountain
Soccer Federation
Law Book



Spring Soccer

2017

OZARK MOUNTAIN SOCCER FEDERATION

RULE BOOK

Ozark Mountain Soccer Federation is organized expressly for the purpose of promoting the sport of soccer in a recreational format. Objectives of OMSF include the following:

- Fostering fair play and good sportsmanship as a way of life
- Assisting all participants in learning the basic fundamentals of the international sport of soccer
- Motivating participants toward proper and lifelong physical conditioning
- Developing attitudes which place value on teamwork and social participation
- Stimulating interaction between various population segments of the region
- Allowing players an organized and sanctioned league structure within which to participate.

The organization shall be divided into youth recreational divisions which include UNDER 6 (U6), UNDER 8 (U8), UNDER 10 (U10), UNDER 12 (U12), AND UNDER 15 (U15). Age determination shall be based upon the birth age on August 1st immediately prior to the beginning of the Fall season. A child must be 4 years old by January 1st if signing up for a sport that will be played in the spring. All teams must be formed according to the guidelines for that division as defined by OMSF. (See “Special Rules” following Law 8, Player Eligibility and Player Team Rostering). All divisions are intended to include both genders, however, this constitution shall not prohibit establishment of a girl’s division by or among individual communities, providing age divisions, membership procedures, and general rules are accommodated in such a division or divisions.

The laws and regulations of FIFA as augmented by USYSA shall apply to all games taking place as sanctioned OMSF games. The FIFA laws of the game have been adjusted and agreed upon for youth recreational division play only. Laws 1 through Law 17 are provided in detail for each division: U6 through U15.

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Law 1: Field of Play

For younger players, in order to assure maximum ball contact, and to assist in training individual skills, the OMSF agrees that the size of the field may be reduced. Recommended sizes for reduced fields are as follows:

U6: 15-25 yards width by 20-30 yards length, proportionally reduced goal areas, arcs, and center circle, with goal size of 4ft. high by 6ft wide.

U8: 30-40 yards width by 40-50 yards length, proportionally reduced goal areas, arcs, and center circle, with reduced goal size of 6ft. high by 12ft wide.

* In the interest of economy, U6 and U8 divisional games may be played on one half of a full sized regulation field, playing side to side.

U10: 40-50 yards width by 65-80 yards length, proportionally reduced penalty and goal areas, arcs, and center circle, with a regulation goal size of 7ft. high by 7 yards wide.

U12: 50-60 yards width by 80-100 yards length, with regulation goal areas, arcs, and center circle, and a regulation goal size of 8ft. high by 8 yards wide.

U15: 50-75 yards width by 100-120 yards length, with regulation goal areas, arcs, and center circle, and a regulation goal size of 8ft. high by 8 yards wide.

Law 2: The Ball Size

U6: Players will use a size 3 ball.

U8 –U12: Players will use a size 4 ball.

U15: Players will use a size 5 ball.

* The home team will provide two (2) game balls for all regular season OMSF games.

Law 3: Number of Players

For younger players, in order to assist in their touching of the ball confidence-building in game-like circumstances, and to maximize the number of teams, OMSF agrees that the number of players may be reduced as follows:

U6: 5 players on the field, including the goal keeper. The minimum amount of players is 3.

U8: 7 players on the field including the goal keeper. The minimum amount of players is 5.

U10: 9 players on the field including the goal keeper. The minimum amount of players is 7.

U12: 11 players including the goal keeper. The minimum amount of players is 9.

U15: 11 players including the goal keeper. The minimum amount of players is 9.

* Players are not allowed to be added to a roster after games have started. Any changes to the roster must be signed off by the town rep or designated board official. Players are allowed to “play up” in order for a team to have enough players to start a game, but players are not permitted to be “played up” in order for the team to have a sub. (Players can be from any town but must be pulled from a younger division.)

** If a player is not present at the start of a game they will not be allowed to play until the 2nd half of the game. The player will then be played 50% of the second half.

* The provision of Law 3 mandating that one of the players shall be the goal keeper will be adhered to in the U8 division and up.

Law 4: Player's Equipment

In all divisions, no metal cleats, studs, toe cleats or outside cleats on the external part of the sole will be permitted. Shin guards are mandatory and must be worn and covered by socks. No pockets are permitted on the players clothing, including but not limited to shorts and pants. No watches, jewelry, earrings, or hair accessories with metal, etc. will be worn. A player is allowed to wear tennis shoes but it is not recommended.

* During inclement weather hoodies may be worn as long as the hood is tucked inside the player's shirt.

Law 5: The Referee

All OMSF sanctioned games among communities must be officiated by referees who have been certified by a USSF certifying official's organization. This requirement does not necessarily apply to recreational competitions within communities which are members of the OMSF. Referees for OMSF recreational competitions and internal games must attend a referee clinic once every two (2) years prior to referring any games.

The referee must check both rosters of the teams scheduled to play. The referee must verify the NAYS MEMBER ID NUMBER is listed at the top of the roster and check the roster to identify players. An electronic copy of the NAYS MEMBER ID CARD will be accepted. If the coach fails to provide the roster, the game is a forfeit, but play may

continue as a scrimmage with a forfeit score being turned into the OMSF board.

* Players are not allowed to be added to a roster after games have started. Any changes to the roster must be signed off by the town rep or designated board official. Players are allowed to “play up” in order for a team to have enough players to start a game, but players are not permitted to be “played up” in order for the team to have a sub. (Players can be from any town but must be pulled from a younger division.)

** If a player is not present at the start of a game they will not be allowed to play until the 2nd half of the game. The player will then be played 50% of the second half.

U6 and U8: games shall have one (1) OMSF approved referee.

U10 – U15: games shall have two (2) OMSF approved referees. U15 shall have at least (1) adult- senior in high school or older- referee. The same rules will apply for tournament games. If two referees are not available for U10 – U15 games, the referee should obtain 2 lines refs to assist.

The Referee is responsible for but not limited to the following:
conducts a pre-game check and talk with coach’s to ensure proper safety equipment/clothing and ball is used, maintains control of the game, uses a whistle to signal changes (the start of the play, half time, when a goal is scored, and to end the game), enforces the laws of the game, acts as time keeper and stops/suspends game at his/her discretion, takes action against team officials (coaches and parents) that fail to conduct themselves in a responsible manner, takes disciplinary action against a player/players guilty of a cautionable offense, addresses player injuries, etc.

* Referees are to warn coaches to gain control of themselves and/or parents/spectators or the game will result in a forfeit. **ALL DECISIONS MADE BY THE REFEREE ARE FINAL.**

Any Coach ejected from a game and/or banned/suspended from a town, must be reported to the designated board official and OMSF board within 48 hours of the occurrence.

If in the opinion of the Referee, a player is only slightly injured, he/she is to move into a position to stand by the injured player to provide protection until there is a stoppage and/or the ball is out of play. The referee can then signal the coach to enter the field of play to inspect and/or remove the player.

* Exceptions to the injury rule: **AUTOMATIC STOPPAGE.** The Referee must call an automatic stoppage if in their opinion the player is injured in any the following situations: a player is bleeding, a player is struck in the head by the ball, a goal keeper being injured, a player colliding with a goal keeper which results in either needing immediate attention, players on the same/opposite team have collided and are in need of immediate attention, or if a severe injury has occurred. Any player that is bleeding must leave the field of play and can only return once bleeding has stopped and the player is inspected by the referee. In the case that a player is injured and has to leave the field of play, they may be allowed to return to the field of play once inspected by the referee.

When an automatic stoppage occurs, the play is to be restarted by a drop ball. The referee is to have one player from each team brought forth and then drops the ball at the place where it was located when play was stopped. In the event the play is stopped when the ball is in the goal area, the referee will drop the ball on the goal area line parallel to the goal line. Play restarts once the ball hits the ground. Time can be

added at the referee's discretion due to player injury, up to 4 minutes and time/weather permitting.

Law 6: Coaches & Line Assistants

Any individual who wishes to coach a team registered with OMSF shall complete the following: Review and sign Coaches Code of Conduct, complete a criminal background check through MSHP, complete an online coaches clinic through NAYS.ORG, and one coach from each team must attend a coach's clinic once every two (2) years. All OMSF teams will be required to obtain (2) volunteers to be line referees for all U12 and U15 contests when said team is unable to provide/schedule (2) referees.

Law 7: The Duration of the Match

U6: The game will include two 15 minute halves with ___ minute half time.

U8: The game will include two 20 minute halves with ___ minutes half time.

U10: The game will include two 25 minute halves with ___ minute half time.

U12: The game will include two 30 minute halves with ___ minute half time.

U15: The game will include two 35 minute halves with ___ minute half time.

* Half time may be reduced due to weather, visibility, etc. at the discretion of the referee and in agreement with both coaches.

Law 8: The Start and Re-Start of the Play

Each team is allowed a 10-minute grace period when waiting for players to arrive at the field of play. (SEE SPECIAL RULES)

The team that wins the coin toss decides which goal it will attack in the first half. The opponents take the kick off. The team that wins the coin toss takes the kick off to start the second half. For the second half, the teams will change ends and attack the opposite goal. After a goal is scored, the kickoff is taken by their opponents.

In every kickoff the following must occur: all players must be in their own half of the field of play and outside the circle, the ball must be stationary on the center mark, referee must signal start with whistle, the ball is in play when it moves. In the U6 division, if the player taking the kick misses the ball or kicks the ball twice, the kickoff can be retaken.

If the game is stopped and is restarted with a dropped ball, (SEE LAW 5: THE REFEREE) ** In addition to this, if the dropped ball enters the goal without touching at least two players, the play is restarted with a goal kick if enters the opponents goal, or a corner kick if it enters the team's own goal.

Law 9: The Ball in and out of Play

The ball is considered in play so long as it remains in the field of play. The ball is considered out of play when it has crossed the goal line, crossed the touch line, (whether on the ground or in the air), or when the referee has stopped play.

Law 10: The Method of Scoring

A goal is scored when the whole of the ball passes over the goal line between the goal post and under the crossbar provided that no infringement/offense has occurred by the team scoring the goal. The

team that scores the greater number of goals is the winner. If both teams score 0 goals or score the same amount of goals, which results in a tie, then the game will go into overtime until a winner is declared. In the U6 division, if games end in a tie, no overtime will be played.

If both teams score 0 goals or score the same amount of goals, which results in a tie, then the game will go into overtime until a winner is declared. The score will be turned into the OMSF board that will use the score to seed the tournament bracket. All divisions will be in a consolation bracket for tournament.

Law 11: Off sides

In the U6 and U8 divisions there are no offside calls.

In the U10 – U15, the following off-sides rules apply: a player is in an off sides position if he/she is nearer to his opponents goal line than both the ball and the second to last opponent. Off sides is only penalized if at the moment the ball is touched by a team mate, a player from the same team plays the ball, interferes with the play, interferes with an opponent's ability to play the ball, or gains an advantage by being there. There is no off sides call on a goal kick, corner kick, or throw in. An off sides call by the referee will result in an indirect kick to the opposing team.

Law 12: Fouls and Misconduct

HANDBALLS: Handballs in every division result in a penalty. The referee will use the following 3 questions as a guideline in determining a handball: is the player making them self-bigger with their hands? Is the arm in an unnatural playing position? Did the player benefit, by denying the opportunity, by handling the ball? ** Players are allowed to guard their face and genital area as a means of protection from the ball.

U6: All handballs result in an INDIRECT KICK.

U8: All handballs result in a DIRECT KICK., all other penalties result in an INDIRECT KICK.

U10 – U15: All handballs result in a DIRECT KICK

ADVANTAGE RULE: If a player has possession of the ball and an offense has been committed against him (not resulting in injury) by another player, but maintains possession of the ball then no penalty is called due to the advantage rule.

YELLOW/RED CARD: ONLY IN U10 – U15 DIVISIONS: Yellow cards can be issued by the referee as a warning where as a Red card removes a player from the field of play. If a player is issued 2 yellow cards in the same game, it is considered the same as a red card being issued. The following offenses can result in a yellow or red card (it is recommended that a stern warning be given first, then second offense results in a yellow card, third offense results in a red card) cautionable offenses against players and/or goal keepers, unsporting behavior, excessive goal celebration, using offensive/insulting/or abusive language, dissent by word or action, persistent infringement, delaying the restart of a play, failure to respect the required distance to restart play.

Law 13: Direct/Indirect Kicks

In the U6 division, all penalties result in an INDIRECT KICK. (Must be touched by 2 players) If an indirect kick is awarded inside the goal area, the opponent's team may set up the players to defend/block the goal. The ball is placed on the goal line/ parallel to the goal line, at the point nearest to where the foul occurred. The attacking players must be positioned 10ft (3 steps) from where the ball is placed.

In the U8 division, all HAND BALLS result in a DIRECT KICK. Any penalty inside the penalty box (larger box) is moved out to the parallel line of the penalty box closest to where the foul occurred. All other penalties are INDIRECT.

DIRECT KICK: (ball only needs to be touched by 1 player)

(U10 – U15) Any of the following offenses committed by a “PLAYER” in a manner considered careless, reckless, or using excessive force will result in a direct kick: kicks/trips/ jumps at/ strikes/pushes/ tackles/spits at/ holds/ or attempts to do any of the following to an opponent. ** IF ANY OF THE FOLLOWING OCCUR INSIDE THE PENALTY AREA, A PENALTY KICK IS AWARDED.

** In the event a direct kick is kicked directly into the goal, a goal is awarded. If a direct kick is kicked into one’s own goal, a corner kick is awarded to the opposing team.

INDIRECT KICK: (ball must be touched by 2 players)

(U10 – U15) Any of the following offenses committed by the “GOAL KEEPER” will result in an indirect kick: goal keeper controls the ball with his hands for more than 6 seconds while inside his own penalty area, touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate, touches the ball with his/her hands after receiving it directly from a throw in by a team mate. (U10 – U15) Any of the following offenses committed by a PLAYER will result in an INDIRECT KICK: playing in a dangerous manner, impedes the progress of opponent, prevents goal keeper from releasing the ball from his hands, or commits any other offense not mentioned for which play was stopped to caution a player.

** In the event an indirect kick is “not touched by 2 players” and is kicked directly into the goal, a goal kick is awarded to the opposing

team. If an indirect kick is kicked into one's own goal, a corner kick is awarded to the opposing team.

Law 14: The Penalty Kick

In the U6 and U8 division there are no penalty kicks.

Penalty Kick: (U10 – U15) A penalty kick is awarded against a team that commits to any one of the offenses for which a direct kick would be awarded inside the penalty area. The ball is placed on the penalty mark, the shooter must be identified, goal keeper is to remain on his goal line until the ball is kicked. Players other than the kicker must be located outside the goal area at least 10 yards from the penalty mark and remain there until the ball has been kicked. The shooter is not allowed to touch the ball again until it has touched another player.

** If any violation occurs by the shooter or his/her team and a goal is scored, the goal is disallowed and the kick must be retaken. If the goal is saved then it results in an indirect kick. If the goal keeper or his/her team commits a violation and a goal is scored the goal is allowed, if the goal is saved, then the kick is retaken.

Law 15: The Throw-in

A throw in is awarded to the opponents of the last player to touch the ball before leaving the field of play. Players must face the field of play, keep both feet on the ground, behind/on the touch line, and throw the ball with both hands from behind and over their head from the point where it left the field of play. A player throwing the ball in must not touch the ball again until it is touched by another player. A goal cannot be awarded directly from a throw in.

U6 players are given two (2) attempts on a throw in.

Law 16: The Goal Kick

A goal kick is awarded when the whole of ball crosses over the goal line having last touched the player of the attacking team. A goal may be directly scored from a goal kick.

Law 17: The Corner Kick

A corner kick is awarded when the whole of ball crosses over the goal line having last touched the player of the defending team. The corner kick must be taken from within the corner arc. A goal may be directly scored from a corner kick.

TEAMS ARE ALLOWED SUB ANY TIME INCLUDING DURING A CORNER KICK IN THE U6- U10 DIVISION.

U12-U15 CAN SUB ON CORNER KICKS IF ITS THEIR POSESSION . OTHER TEAM CAN SUB IF POSESSION TEAM SUBS.

SPECIAL RULES

* In the U6 & U8 division, if the goalie holds onto the ball longer than 6 seconds, the referee should provide a reminder to the goalie to release the ball and not issue a penalty.

Mercy Rule: (U6 – U15) If there is a difference of 10 points by the end of the first half, the game will be ended due to the mercy rule.

(Example: if the score is 3 to 13)

Safety:

- To ensure the safety of players and coaches, in the event of poor field conditions and/or inclement weather (thunder and/or lightning) a game may be delayed and/or called off. In the event of inclement weather the players must be removed from

the field for a period of 15 minutes. In the 15 minute time frame, if the inclement weather continues then the clock starts over for a second 15 minute time frame. If the inclement weather continues during the second 15 minutes, the game will be called off. If the teams are still in the first half, then the game will be rescheduled through the town reps, but if the teams are into the second half, the score will stand and the game does not need to be rescheduled. If the teams are keeping score to seed the tournament and are tied or neither team has scored, the game will need to be rescheduled to obtain a winner.

- Players in the U6 and U8 division are not allowed to head the ball.

Coaches:

- All Coaches must have their roster on hand at each game for the referee to verify the NAYS MEMBER ID NUMBER (this will be listed on your roster) and the listed players. An electronic copy of the NAYS MEMBER ID CARD will be accepted. If the coach fails to provide the roster, the game is a forfeit, but play may continue as a scrimmage with a forfeit score being turned into the OMSF board.
- Coaches, just like players, will abide by OMSF By-Laws and FIFA rules. FAILURE TO FOLLOW RULES MAY RESULT IN A GAME BEING A FORFEIT.
- The referee has the authority to caution or eject a coach for unsportsmanlike conduct, such as harassing his/her own players, opposing players, the opposing coach, or referee.
- Coaches may move up and down the sidelines when coaching their team; however, they must remain on their half of the field and within a reasonable distance from their team bench (3 to 4 steps). Movement outside this area for the purpose of

coaching will not be allowed. THERE WILL BE NO COACHING FROM THE OPPOSITE SIDELINE. Coaches need to remain inside the coaching box or designated area.

- No coach of a specific age group should referee an OMSF game involving that age group.
- Each team will be allowed 1 head coach and 1 assistant coach present on the team's sideline.
- Players are not allowed to be added to a roster after games have started. Any changes to the roster must be signed off by the town rep or designated board official. Players are allowed to "play up" in order for a team to have enough players to start a game, but players are not permitted to be "played up" in order for the team to have a sub. (Players can be from any town but must be pulled from a younger division.)
- All teams are allowed a 10-minute grace period when waiting on players to arrive. If a player is not present at the start of a game they will not be allowed to play until the 2nd half of the game. The player will then be played 50% of the second half.
- Each coach must play every player on their team 50 % of the game. This is in compliance with MYSA rules for a recreational league.
- **SUBSTITUTIONS:** U6 – U10 players can be subbed on any teams possession of the ball. U12- U15 players can only be subbed if the team wanting to sub has possession of the ball or if the other team is subbing their payers.
- In the event of a head injury, the referee will stop the game and the player must leave the field of play pending evaluation.

Sportsmanlike Conduct:

- The conduct of the players and spectators is the responsibility of the coach. The referee has the authority to caution or eject a coach, if in his/her opinion: the coach is not making a

reasonable effort to control the behavior of his/her players and/or spectators.

- The referee may stop, suspend, or terminate the game because of outside interference of any kind. Stoppage shall be a forfeit for the team from which the interference originates.
- Coaches who are ejected from a game shall be suspended for the next scheduled game or rescheduled OMSF game. The referee shall inform their community director or designated board official within 48 hours, who shall inform the OMSF President.

Who we are

Ozark Mountain Soccer Federation is organized expressly for the purpose of promoting the sport of soccer in a recreational format.

Objective of OMSF include the following:

- Fostering fair play, and good sportsmanship as a way of life;
- Assisting all participants in learning the basic fundamentals of the international sport of soccer as promulgated by FIFA and USSF;
- Motivating participants toward proper and lifelong physical conditioning;
- Developing attitudes which place value on teamwork and social participation;
- Stimulating interaction between various population segments of the region; and
- Allowing players an organized and sanctioned league structure within which to participate

Special thanks to Kevin Ware of Warehouse Ink, LLC for the OMSF Logo Design.

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