

# TASL RULEBOOK

## 2008- 2009

Based on "FIFA Laws of the Game"



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## **Triangle Adult Soccer League**

These rules were edited by the Triangle Adult Soccer League in January 2006. Modified Co-Ed and Over 40 Rules have been implemented. If you have a specific question about a rule, its interpretation, or application, please contact Donna Langdon at the TASL office at (919) 834-3951 ext 204, the Referee Assignor for TASL, Ed Alston (edalston@mindspring.com), or the chairman of the appropriate league.

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**Triangle Adult Soccer League, Inc.**

# TRIANGLE ADULT SOCCER LEAGUE

## Purpose and Responsibilities

The Triangle Adult Soccer League (TASL) has been established for the purpose of providing and promoting soccer related programming for interested members of the community. TASL seeks to promote safe and fair play on and off the field.

## Players' Responsibilities

- ◆ Practice fair play, sportsmanship and respect for the game.
- ◆ Wear the proper equipment.
- ◆ Adhere to the rules of the game and respect the decisions of the game officials.

## Referees' Responsibilities

- ◆ Maintain proper USSF certification, including recertification courses yearly.
- ◆ Arrive 15 minutes prior to the scheduled start of the match providing each team captain with at least a 5-minute warning of the match's start time.
- ◆ Be an example of sportsmanship showing the same respect and consideration that you expect.
- ◆ Maintain control and stay focused on each match, calling it in a fair and impartial manner.
- ◆ Ensure that the game is played fairly, for the maximum enjoyment of the players, as well as the spectators, with as little interference by the referee as possible.
- ◆ Prior to the game, ensure that the field of play is safe for the players, and that the goals and markings are sufficient for the referee to perform his essential duties.
- ◆ Prior to the game, ensure that both teams' players have the appropriate credentials per NCASA and TASL rules, including valid passes and rosters.
- ◆ Ensure that all players have the proper uniform and equipment, especially shinguards, and are not wearing anything, which might be dangerous to another duties.
- ◆ Have a thorough knowledge of all TASL rules of the game through attendance at training courses and clinics.
- ◆ Be in good physical condition at all times and **able to keep up with the pace of play**.
- ◆ Use common sense, while keeping the players' safety foremost in you mind.
- ◆ Be consistent in all decisions.

## **Statement of TASL Policy**

The Triangle Adult Soccer League encompasses Men's Open, Over 30's, Over 40's, Co-Ed and Women's divisions. Player registration and team organization are administered by the TASL Registrar and are coordinated by the TASL Board of Directors. All divisions are sanctioned by TASL and shall be governed by the TASL Constitution, By-Laws, and Rules of Operation. Scheduled games shall be in compliance with "The Laws of the Game" as published by FIFA (Federation International de Football Association) and modified in accordance with USSF (United States Soccer Federation), NCASA (North Carolina Adult Soccer Association), and TASL rules.

Since the objectives of different divisions of TASL are tailored to the age and skill level of the players, modifications to the "Laws of the Game", as contained herein, are attached to govern those particular programs. All modifications are subject to member divisions and TASL Board of Directors approval.

Only violations of the TASL By-Laws and Rules of Operation, or misapplication of the "Laws of the Game" shall be proper subjects of protests or appeals. No protest will be upheld when the dispute involves the judgment of the referee. All protests must be in writing and addressed to the TASL Board of Directors as specified in the TASL By-Laws. Any individual who is consistently in conflict with the "Laws of the Game" of TASL By-Laws may be suspended from further participation in TASL, pending review by the member division and/or TASL Board of Directors.

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NOTE: "He" in the following text means "he/she"

## Law I. The Field of Play

- Dimensions of the Field of Play:

Section 1.01 MATCH SIZE	MATCH	FIELD SIZE (Min.)
Section 1.02	11 v 11	110 x 64 yards
Section 1.03	10 v 10	100 x 60 yards
Section 1.04	9 v 9	90 x 55 yards

- All field markings are as outlined in FIFA guidelines.
- Should field markings become obscured by the elements before or during the course of a match, the markings shall be assumed to be present and decisions shall be rendered by the officials to the best of their abilities to interpret the original position of the markings.
- On each side of the field wherever possible there are specific bench areas for the Players and Team Officials. Each bench (“Home” and “Visitors”) shall be limited to an area located no less than one (1) yard from the touch-line and extending on each side of the mid-line to the top of the penalty box (18 yard line). Players and Team Officials are restricted to this bench area at all times during the game.
- Where conditions do not permit the locations of the players, team officials and spectators on opposite sides of the field, the teams, as well as the spectators, shall be on the same side. The bench area will then be limited to the area between the halfway-line and the penalty area (18 yard line) for each team.
- Where conditions do not permit the locations of the players, team officials and spectators on opposite sides of the field Spectators from the “Home” team shall sit on the “Home” team side of the field and spectators from the “Visitors” team shall sit on the “visitors” side, as designated on the maps of the playing field or by the Officials when not indicated on the maps. All spectators shall be confined to areas at least five (5) feet from the touch-line. No spectators or coaches shall be permitted directly behind the goal-line or beyond the bench area. Spectators shall sit on either side of the coaching area, extending to the top of the penalty box (18 yard line).

Goal	8 ft. x 24ft.
Goal Area	6 yds. x 20 yds,
Penalty Area	18 yds. X 44 yds.
Mid field Circle	10 yds.

**Law II. The Ball**

- Ball Specifications

Size	5
Circumference	27 - 28"
Weight	14-16 oz.
Pressure	9.0 - 16.5 lb. / sq. in. = 0.6 - 1.1 atmosphere (=.600 - 1.100 gr./cm <sup>2</sup> ) at sea level

- The home team shall supply at least one, and up to three balls, to the referee. However, the referee may choose to use any ball that is acceptable which is offered by either team.

**Law III. Number of Players**

<b>Division</b>	<b>Number of Players</b>
Men's	11 field players (including goalkeeper)
Women's	11 field players (including goalkeeper)
Coed	10 field players (including goalkeeper, minimum three women)

- **Minimum number of players seven.**
- Each team shall designate a speaking team captain who is the team's representative and who may address an official on matters of interpretation and/or obtain essential information.
- Substitution is allowed, but only with the permission of the referee at the following time:
  - On throw-in (only the team taking the throw-in)
  - On goal-kick (either team may substitute)
  - After a goal is scored (either team may substitute)
  - At half-time (either team may substitute)
  - When referee stops play for an injury (either team may substitute)
  - After a caution, only the cautioned player(s) and a like number from the opposing team
- Players with visible blood on their uniforms or body must be substituted for.
- Substitution of goalie: Only during stoppage in game, provided the referee has been informed before change is made. If change is made at half time, the new goalie shall report to the referee before play starts. If the goalie is substituted without informing the referee, both players may be cautioned at the next stoppage of play.
- The number of substitutions shall be unlimited. Once the referee acknowledges the desire for a substitution, he will indicate his permission for one to be made. Before the substitution may enter the field of play, the player he is replacing must be completely off the field of play or he must be beckoned onto the field by the referee. The player leaving the field must leave the field at the halfway line on his team's side of the field and the player entering the field may only enter the field from his team's touch-line at the halfway line.
- A player dismissed from the field (red carded) cannot be replaced and his team will be required to play "short". The player must leave the vicinity of the field and may not return. A player dismissed from the bench area (not currently a field player), must leave the vicinity of the field and may not return. However, his team will not be required to play "short" in this instance. A written report of the incident shall be submitted by the referee to TASL for appropriate action.

NOTE: When, in the opinion of the referee, a team substitutes to consume time (time wasting tactics), the referee can deny permission to substitute and/or warn the coach of the offending team that any repetition may be construed as Unsporting Behavior and will be punished accordingly (cautioned).

## Law IV. Players' Equipment

- All jewelry, including earrings/studs, rings, watches, chains, or anything else that in the opinion of the referee is dangerous, must be removed prior to play. Only exceptions are medical id medallions that are securely taped to the chest or medical id bracelets that are taped to the wrist in such a manner that a finger can not be caught under it.
- No metal hair clips are allowed (use plain rubber bands). No hard billed hats or helmets, other than soccer goalie helmets, are allowed. No hard elbow or knee pads are allowed.
- Casts, splints, etc.: Prior to the game, the coach should ask the referee to inspect the player to permit time for padding. If cast, splint, etc. (even after padding) will interfere with opposing player(s), the referee may remove the player or not permit him to participate. It is suggested that casts be wrapped in foam rubber or like material secured in place with an Ace bandage. Do not use metal clips in the bandage.
- Shin guards must be worn by all players without exception. Shin guards, including straps, must be worn under, and completely covered by the stockings.
- Players with visible blood on their uniforms or body must be substituted for.
- The required player equipment (uniform) includes a jersey, shorts (without pockets), shinguards, stockings, and suitable shoes. Jerseys shall be of similar color, design and pattern, except that the jersey of the goalkeeper shall be distinctly different from that of any teammate, opponent, or the referee. All jerseys, except those worn by the goalkeepers, shall be numbered with a different Arabic or Gothic number. Stockings must fully cover the shinguards.
- The home team is responsible to change jerseys in cases of color conflict between jerseys of two opposing teams (home team normally wears white).
- If, in the judgment of the referee, a player is not in full compliance with the Laws set forth above, such player shall be instructed to leave the field of play when the ball next ceases to be in play. Unless his team would normally be allowed to substitute at this time, his team must play short. After correcting the deficiency, the player may report to the referee at a substitution opportunity. The referee will then check his equipment and then decide whether to allow him to return to the match.

## Law V. Referees

- Shall be appointed to officiate each game. His authority and the exercise of the powers granted to him by the Laws of the Game commence as soon as he enters the field of play and end when he leaves the field of play. This period includes both pre-match and post match activities.
- Shall arrive 15 minutes prior to the start of the match.
- Shall enforce the laws of the game. Inspect and approve field, goals, lines, match ball(s), as well as player's attire and equipment.
- Should inspect and approve valid player credentials and team rosters. In the event player cards are not available for inspection prior to the start of the game (delayed only), Captains and referees must come to a suitable course of action so as to start the match in a timely fashion.
- Should start the match in a timely fashion, giving teams the opportunity to take the field with proper notification. Once both captains have been given proper notification, not less than 5 minutes prior, referees may start time in which case the match will have equal time for both halves.
- Should allow play to continue, if in the opinion of the referee, it gives an advantage to the team with the ball by not calling that foul. However, if the advantage that was anticipated does not develop at that time, the referee shall penalize the original offense.
- Keep record of the game. Only the time kept by the referee counts. Allowance shall be made for all time lost through substitution, the transport from the field of injured players, time wasting or other causes, the amount of which shall be a matter of discretion of the referee. Match time will start with the referee fully prepared to officiate, on the field and in close proximity to the center of the field.
- Can stop or terminate the game due to weather conditions or outside interference that would endanger the safety of the participants, and in the event of severe misconduct by players, coaches or spectators.
- Can caution player(s) for misconduct or Unsporting behavior. Can dismiss player(s) for violent conduct, serious foul play, for the second caution, or the use of foul and abusive language.
- Allow no person to enter or leave the field of play without his permission, and ensures that any player bleeding from a wound leaves the field of play.
- Shall allow coaching from the bench area provided that it is not abusive or derogatory and the tone of voice is informative and encouraging.
- In case a team official, field player, bench personnel, or spectator should make derogatory remarks or gestures, use profanity or incite disruptive behavior of any kind aimed at the game of the officials, other players, or opposing spectators, the penalty shall be at the sole

discretion of the referee and, depending on the severity of the infraction, can be in the form of immediate dismissal from the field area without prior warning.

- The number of referees assigned to each match shall be in accordance with TASL guidelines with preference to the recommendation of NCASA.
- The three man system of refereeing shall be used for all matches in accordance with state affiliation rules. Under no circumstances shall a 2 referee, two whistle system be used. If enough officials are not present, “club” linesmen shall be used.
- The referee shall report all match results, including all cautions and/or dismissals, on the TASL match report form. **The referee shall give each captain a copy of this form with the appropriate information completed (match score, cautions, and dismissals, signature of winning coach, name of the officials, etc.) at the end of the match.** Captains should fill out the official’s evaluation on the back of the form and submit it to TASL. Please note that the form does not have much room for written comments. Captains are encouraged to submit comments on a separate piece of paper attached to the game report if necessary. Please include information about the match (date, time, field, teams) in case that the comments become separated from the match report. Match reports and referee evaluations can be submitted on-line at: [www.triangleadultsoccer.org](http://www.triangleadultsoccer.org)
- The referee will complete the Match Evaluation of the coaches, players, and spectators before returning them to TASL. Please insure that all necessary information (date, time, field, playing division, team names, score, officials name, etc.) is legible. Match reports should be submitted to the TASL office within 48 hours of the match or else delinquency will be report to the assignor. Match reports and evaluations can be submitted on-line at: [www.triangleadultsoccer.org](http://www.triangleadultsoccer.org).
- In case of Send-Off, or any other serious incident (such as a terminated game or serious injury), a report must be submitted with the particulars. This report must be on a separate form or paper from the match report, but should be attached to the match report. The report must contain the date, time and location of the match, the name of the teams, and as much information as possible of the incident. This includes the name of the players or coaches involved (as appropriate), name of witnesses (if any), detail description of what happened, what was the punishment (if any), how the game was restarted. It must also include the full name of all officials present at the match.
- In the event of a forfeited game, the referee must still submit a match report form with the notation which team(s) did not show up or other reason for the forfeit. The same procedure shall apply to a match that is “Terminated” prior to the normal expiration of time.
- If no officials are present for the match, captains should inquire if there are any licensed officials among the spectators. If not, by mutual agreement, a captain or player should act as referee. If so desired, a person from one team can referee the first half and a person from the other team, the second half. The TASL office should be notified that no referees were present so the reason can be investigated. This match will not be counted toward the standings; consequently a match report need not be turned in unless there is a case of an injury. The League Registrar, with input from the Team Captains, will make every attempt to reschedule the game as soon as possible.

**Law VI. Assistant Referees**

- As necessary to maintain a three-man system of officiating, the referee will select one or two club linesmen (depending on how many assistant referees are missing) and advise them of the proper method of determining when a ball is out of play. Only if it can be determined that a club linesman is a USSF certified referee will the linesman serve as a full official.
- In the event of misconduct or interference on the part of the club linesmen or assistant referees, the referee shall dismiss the offending official(s) and select alternates.
- The specific duties of the assistant referees shall be determined during the referees' pre-game conference. However, in assisting the referee, they generally include:
  - a) determination of when the ball is out of play
  - b) determination of a corner kick, goal kick, or throw-in
  - c) determinations of offside
  - d) misconduct or other incidents out of the vision of the referee
  - e) when a substitution is desired
  - f) maintain a back up stop watch keeping match time
- If one or both assistant referees are not present, the referee shall ask the coaches to provide club linesmen. Captains are requested to inform TASL by making a comment on the referee evaluation form when assistant referees are not present or arrive late.

**Law VII. Duration of the Game**

- Length of periods:

Division	Playing Time
Men's & Women's	2 x 45 minutes
Coed	2 x 35 minutes

- Players are entitled to an interval at half-time.
- The half-time interval must not exceed 15 minutes. Team shall change sides between halves.
- Periods may be shortened if mutually agreed upon by the captains prior to the match start; or, in an emergency, ordered and communicated by the referee to both team captains before the start of the match or half.
- Allowance is made in either period for all time lost through substitution(s) and/or assessment of injury to players. The allowance for time lost is at the discretion of the referee.
- A game shall be forfeited if:
  - A team is more than fifteen (15) minutes late and has not notified the opponent of an emergency, causing it to be late; (the referee will determine the amount of available game time left when the late team is ready to play and play the appropriate periods of equal length so as not to delay the start of the subsequent matches);
  - A team refuses to play after having been instructed to do so by the referee;
  - A team will forfeit the match if it has fewer than seven (7) players at the start or during the game. For coed division, there must also be on the field one (1) female to the minimum of seven (7) players, two (2) females for eight (8) players, and three (3) females for nine (9) players to avoid forfeit.
- The score of a forfeited match shall be 3-0.
- Water breaks can be given, provided the referees and captains agree prior to the start of a match.

**Law VIII. The Start of Play**

- The start of the game shall be determined by a toss of a coin, and the team which wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick off to start the match.
- Play shall be started by a kick-off at the center of the field after the referee's signal.
- After a goal has been scored, game shall be restarted in a like manner by the team losing the goal.
- At half-time, ends will be changed and the kick-off will be by a player of the opposite team that started the game.
- Kick-off
  - Opposing players must be outside the center circle (see Law I).
  - The ball is in play when it is kicked and moves forward.
  - A goal may be scored directly from the kick off.
  - The kicker cannot play the ball a second time before it has been played by another player.
- Drop Ball:
  - The ball cannot be touched before it has hit the ground.

**Law IX. Ball In and Out of Play**

- Lines (goal or touch) are regarded as part of the field. All of the ball must be over the entire line, whether in the air or on the ground, to be out.
- If the ball completely leaves the field of play in the air, and re-enters the field of play without touching the ground, it is still out of play at the moment that it completely left the field.
- If the ball rebounds off the referee, an assistant referee, goal post/bar, or corner flag post, and such rebounding prevents it from leaving the field of play, the ball continues to be in play.
- On fields that dual (soccer and football) goals are used, if the ball rebounds off that part of the goal structure that is not part of the soccer goal, the ball shall be considered out of play as if it had completely crossed the goal line.
- The ball is in play at all other times from the start of the match to the finish unless it has been stopped by the referee.

**Law X. Method of Scoring**

- The whole of the ball must pass over the entire goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper, who is within his own penalty-area.
- In case of a tie at the end of a match, unless specific tournament rules are in effect, the score shall stand. No overtime and/or penalty shots will be used. Such game shall be scored as a “draw”.

## Law XI. Off-Side

- A player is in an Off-Side position if he is nearer to his opponents' goal-line than the ball, unless;
  - The player is in his own half of the field of play, or
  - There are at least two of his opponents (one of whom is usually the goalie) nearer their own goal-line than he is. In the definition of offside position, "nearer to his opponents' goal line" means that any part of his head, body or feet is nearer to his opponents' goal line than both the ball and the second last opponent. The arms are not included in this definition.
  
- A player shall only be declared off-side and penalized for being in an off-side position, if, at the moment the ball is played by one of his teammates, he is, in the opinion of the referee, involved in active play by:
  - Interfering with the play: Which means playing or touching the ball passed or touched by a team mate
  
  - Interfering with an opponent: Which means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or movements or making a gesture or movement which, in the opinion of the referee, deceives or distracts an opponent.
  
  - Gaining an advantage: Which means playing a ball that rebounds to him off a post or crossbar or playing a ball that rebounds to him off an opponent having been in an offside position.
  
- A player shall not be declared off-side by the referee
  - Merely because of his being in an off-side position, or
  
  - If he receives the ball direct from
    - A goal-kick
    - A corner-kick
    - A throw-in
  
- A player is not judged to be off-side when he receives the ball, but at the moment when the ball is passed to him by one of his teammates; therefore, a player does not become off-side if he goes forward during the flight of the ball.
  
- Even if an assistant referee should signal for off-side, the center referee has the final decision on whether or not to stop play.

## Law XII. Fouls and Misconduct

### The Direct Free-Kick Offences are:

- A player that commits any of the following six offenses in a manner considered by the referee to be careless, reckless or involving disproportionate force:
  - Kicks or attempting to kick an opponent; or
  - Trips an opponent; or
  - Jumps at an opponent; or
  - Charges an opponent; or
  - Strikes or attempts to strike an opponent; or
  - Pushes an opponent;
- Or who commits any of the following four offenses:
  - When tackling an opponent makes contact with the opponent before contact is made with the ball; or
  - Spits at an opponent; or
  - Holds an opponent; or
  - Handles the ball deliberately (this does not apply to the goalkeeper within his own penalty area).

The decision on whether or not to call any foul rests with the referee. The referee in rendering his decision will judge the players intent only for handling the ball. Any of the direct kick fouls occurring within the penalty area by a defending player will result in a penalty kick.

### The Indirect Free-Kick Offences are:

- An indirect free kick is awarded to the opposing team if a player, in the opinion of the referee, the player :
  - Plays in dangerous manner (This includes slide tackling in the Co-Ed, Over 40 and Women's Division's)
  - Impedes the progress of an opponent
  - Prevents the goal keeper from releasing the ball from his hands
- An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:
  - Takes more than 6 seconds to place the ball from his hands back into play
  - Touches the ball again with his hands after it has been released from his possession and has not touched another player
  - Touches the ball with his hands after it has been deliberately kicked to him by a teammate.
  - Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

(Note 1: Once the goalkeeper has control of the ball, he may bounce or throw the ball in the air and catch it again, as long as he is within his four (4) steps, is not releasing the ball into play, does not lose control of the ball, and is not engaging in time wasting tactics.

(Note 2: **A sliding tackle is a legal tackle in which one or both feet slide in an attempt to tackle the ball that is within playing distance of an opponent. However, any tackle, which endangers the safety of an opponent, must be sanctioned as serious foul play.**

Key elements that referee looks for in determining whether a tackle was fair or not include the following; did the defending player strike the ball first or the opponent? Was the ball deflected or “trapped by the defender? Was the defender’s timing late so that the ball had already been played before the defender’s body contacted the offensive player? The referee is always the sole judge of the fairness of a sliding tackle. Sliding tackles are not permitted in Coed and Men’s Over 40 age Divisions.

- Dangerous play is defined by FIFA as “playing in a manner considered by the referee to be dangerous”. Examples of dangerous play include a player that lowers his body in an attempt to head the ball at the same time other players are attempting to play the ball with their feet; attempting to play the ball with the foot by raising it to a level above the waist with an opponent close enough to have been placed in danger of being injured; playing the ball on the ground while an opponent is in a proximity that would create a danger of injury. Merely kicking the ball in the air and letting the foot be raised to a level above the waist or playing the ball on the ground is not, in itself, a dangerous condition. An opponent must be in danger of being injured when the action occurs. This includes slide tackles in Coed, Over 40 and Women’s Divisions.
- Obstruction is defined by FIFA as “when not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent.” The key to the decision is whether a defender is, in the referee’s opinion, within playing distance and playing the ball when he obstructs an opponent. Obviously, if a player has the ball close to his feet he may legally “shield” an opponent from the ball.
- Time wasting is any act that, in the opinion of the referee, is for the purpose of delaying the game. FIFA has, in both 1991 and 1992, issued amendments and clarifications to the Laws of the Game that will eliminate common time wasting tactics. Some of the common tactics no longer permitted are:
  - The goalkeeper holding the ball while his teammates position themselves down field;
  - Intentionally and repeatedly kicking the ball out of bounds in order to “run out the clock”
  - On a goal-kick, moving the ball to the far side of the goal box in order to place the ball in play. Although the ball may be placed on either side of the goal box for a goal-kick in accordance with the change to Law XVI, intentionally moving the ball to another area or the side away from where it was recovered may be considered by the referee as time wasting. The intent of permitting the ball to be placed anywhere within the goal area was to place the ball back into play as quickly as possible.

### **CAUTIONABLE OFFENSES**

A player is cautioned and shown the yellow card for committing any of the following seven offenses

**(Mandatory cautions are shown in bold print):**

#### **1. is guilty of unsporting behavior (UB)**

The following actions are examples only and are not a complete list.

- a. Commits a direct free kick foul in a reckless manner (for example, charging, pushing, tripping)

- b. Commits a direct free kick foul in a reckless manner while tackling for the ball from any direction **(This includes any slide tackle foul in the Co-Ed, Women's, and Men's Over 40 divisions. This foul is a mandatory Caution.)**
  - c. Commits a tactical foul designed to interfere with or impede an opposing team's attacking play (e.g., pushing an opponent, blatantly holding an opponent or an opponent's uniform, handling the ball deliberately)
  - d. Handles the ball deliberately to score a goal
  - e. Commits an act which, in the opinion of the referee, shows a lack of respect for the game (e.g., aggressive attitude, inflammatory behavior, or taunting)
  - f. **Fakes an injury or exaggerates the seriousness of an injury**
  - g. **Fakes a foul (dives) or exaggerates the severity of a foul**
  - h. Interferes with or prevents the goalkeeper from releasing the ball from the hands into play
  - i. Verbally distracts an opponent during play or at a restart
  - j. **Unfairly distracts or impedes an opponent performing a throw-in**
  - k. **Changes jerseys with the goalkeeper during play or without the referee's permission (both players must be cautioned)**
  - l. **Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart)**
  - m. Makes unauthorized marks on the field.
  - n. **Removes the jersey after scoring a goal**
- 2. Shows dissent by word or action (DT)**
- a. Verbally or through action disputes or shows contempt for an official's decision
  - b. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision
- 3. Persistently infringes the Laws of the Game (PI)**
- a. Repeatedly fouls or participates in a pattern of fouls directed at an opponent
  - b. Violates Law 14 again, having previously been warned
  - c. If playing as goalkeeper, wastes time, having previously been warned or penalized for this behavior
- 4. Delays the restart of play (DR)**
- a. Kicks or throws the ball away or holds the ball to prevent a free kick restart by an opponent
  - b. Kicks or throws the ball away or holds the ball to prevent a throw-in or corner kick by an opponent
  - c. Fails to restart play after being instructed to do so by the referee or hinders the restart of play
  - d. Excessively celebrates a goal
  - e. Fails to return to the field upon conclusion of the mid-game break, fails to perform a kick-off when signaled to do

- f. so by the referee, or fails to be in a correct position for a kick-off
- 5. Fails to respect the required distance on a corner kick or free kick (FRD)**
- a. Does not retire at least ten yards away from an opponent's free kick
  - b. Does not retire at least ten yards away from an opponent's corner kick
- 6. Enters or re-enters the field of play without the referee's permission (E)**
- a. **Having previously been substituted (unless the rules of competition allow such return)**
  - b. **After having previously been instructed to leave the field to correct equipment**
  - c. After having previously been given permission by the referee to leave the field due to an injury
  - d. After having previously been instructed to leave the field due to bleeding or blood on the uniform
  - e. **As a substitute, without having received a signal to do so by the referee**
- 7. Deliberately leaves the field of play without the referee's permission (L)**
- a. To place an opponent in an apparent offside position
  - b. Other than through the normal course of play

**The actions listed above assist in defining the scope of the basis for a caution and can provide a useful guide in identifying the specific behavior which the Laws of the Game consider unacceptable. It is critical, however, for Referees to distinguish between those relatively few actions for which a caution is mandated by the Laws of the Game and the remaining actions for which a caution is discretionary.**

### **SENDING-OFF OFFENSES**

A player is sent off and shown the red card for committing any of the following seven offenses:

- 1. Is guilty of serious foul play (SFP)**
- 2. Is guilty of violent conduct (VC)**
- 3. Spits at an opponent or any other person (S)**
- 4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her own penalty area) (DGH)**
- 5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (DGF)**
- 6. Uses offensive, insulting or abusive language and/or gestures (AL)**

## 7. Receives a second caution in the same match (2CT)

Any player, coach, bench personnel or spectators Sent Off must leave the playing field vicinity and may not interfere or interact in any way with the players for the rest of the game.

Coaches, bench personnel or spectators sent off are not actually shown a card. However, the referee is within his authority to ask these persons to leave in an effort to control the match. If the person sent off was a FIELD player at the time of the incident, then his team cannot replace him on the field (Substitution for the player sent off is not allowed). If the player was part of the bench at the time of the incident, then his team will not be required to play short.

A player or coach who is Sent Off is disqualified from the rest of the current match, and at a minimum the next scheduled match. If the incident is particularly serious in nature, the TASL Discipline and Appeal committee may extend the disqualification period.

Any person found guilty of actions of un-necessary violence will be disqualified for a period of one year plus other remedies that the TASL Discipline and Appeal committee, TASL Board, NCASA, or NCSRA deems appropriate.

- The team is responsible for the behavior of spectators who support his team. If, after a referee warning, the team will not or cannot control the spectator, the referee may Send Off the team captain, spectator, and/or terminate the match, as provided in Law V.
- Should the Sending Off be the result of infractions such as insulting the referee, threatening the referee, attempting or making obscene gestures, or making damaging or insulting remarks concerning other players, spectators or referees, the individual may, in addition to the above disqualification, be suspended pending further review of the TASL Discipline and Appeal committee.
- Physical Violence, whether between players or aimed at officials or coaches, will not be tolerated. Any person engaging in any incident of this kind will be required to appear in person before the TASL Discipline and Appeal committee, which has discretionary power to determine what further penalty should be imposed.
- Any appeal of a decision made by the TASL Discipline and Appeal committee may be directed to the TASL Board, in writing, within guidelines of the TASL by-laws or the NCASA Discipline and Appeal committee.
- If a player prevents an obvious scoring opportunity by committing a foul (direct or indirect offense), that player is guilty of serious foul play and will be sent-off.

### Law XIII. Free-Kick

- Free kicks are either Direct or Indirect. For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.
- **Direct:**
  - If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
- **Indirect:**
  - A goal cannot be scored unless the ball is first touched by another player.
- The referee will signal an indirect free kick by first showing the directions of the kick and then raising and holding his arm above his head. The referee's arm will remain raised until he observes another player touching the ball or the ball ceases to be in play. However, failure of the referee to raise his arm does not mean that a goal can be scored by a direct kick into the goal.
- The ball must be stationary before the kick is taken.
- The ball is in play when it is kicked and moves.
- All opposing players must be a minimum of ten yards (10) from the ball. It is not the referee's duty to maintain this distance. It should be an automatic action by the players. Failure to maintain the proper distance will result in a call of Unsporting Behavior. This includes when a defender temporarily stands over the ball after the referee signals the kick direction, stands within the minimum distance to "set up a wall", or even runs within the minimum distance of the ball in an effort to distract or delay the kicker.
- If the kicker plays the ball a second time, before a second player touches the ball, an indirect free kick will be given to the opposing team.
- When a player is taking a free kick within his own penalty area, the ball must travel beyond the penalty area before it can be played by another player or a re-kick must be taken.

## Law XIV. Penalty-Kick

- All players, except the goalkeeper and the penalty kicker (properly identified), must be outside the penalty area, in the field of play, at least ten (10) yards from the penalty mark, and must stand behind the penalty mark. The defending goalkeeper must stand on his own goal-line facing the kicker, between the goalposts until the ball has been kicked.
- The kick cannot be taken until signaled by the referee's whistle. The referee will not signal for the kick to be taken until all players have taken up positions as set forth above.
- Time of play will be extended at the half or at the end of game to allow a penalty-kick to be taken. In such a case, the half or game shall be over when the ball has spent its momentum without entering the goal. No player (other than the goalkeeper) may touch the ball after it has been kicked.
- Penalty kicks are only awarded for direct free kick offenses that occur within the defensive penalty area by the defending team.
- The ball is in play when it is kicked and moves.
- The kicker must make a smooth and uninterrupted approach to the ball (trying to "fake" the goalie by trickery is considered Unsporting Behavior).
- Players who enter the penalty area before the ball has been kicked are no longer cautioned.

A team-mate of the player taking the kick enters the penalty area or moves in front of or within 9.15 m (10 yds) of the penalty mark:

- the referee allows the kick to proceed.
- If the ball enters the goal, the kick is retaken.
- If the ball does not enter the goal, the referee stops play and restarts the match with an indirect free kick to the defending team.
- If the ball rebounds from the goalkeeper, the crossbar or the goalpost and is touched by this player, the referee stops play and restarts the match with an indirect free kick to the defending team.

A team-mate of the goalkeeper enters the penalty area or moves in front of or within 9.15 m (10 yds) of the penalty mark:

- the referee allows the kick to proceed.
- if the ball enters the goal, a goal is awarded.
- if the ball does not enter the goal, the kick is retaken.

**Law XV. Throw-In**

- At the time the ball leaves the hands, a part of each foot must remain on the ground on or behind the touch line.
- The ball must be brought back over and behind the head and released into play with both hands.
- A re-throw will be taken if the ball does not enter the field of play.
- There is no off-side on a throw-in.
- The throw-in must be taken within one (1) yard of where the ball left the field. If in doubt, the player should ask the referee or assistant referee where to take the throw.
- A goal cannot be scored directly from a throw-in unless touched by another player.
- After throwing the ball into play, the thrower cannot touch the ball again until it touches another player.
- An opponent may not jump or gesticulate in front of a person trying to throw a ball into play (Unsporting Behavior).

**Law XVI. Goal-Kick**

- When a goal kick is taken, the ball may be placed anywhere within the goal area. The intent of this rule is to place the ball back into play as quickly as possible. Moving the ball to the opposite side of the goal area will be considered time wasting and may subject the offending player to a Caution for Unsporting Behavior.
- A goal may be scored directly from a goal kick.
- When the ball is kicked, it must travel beyond the penalty box area before being played again. If it fails to clear the penalty box area, a re-kick will be taken.
- All opposing players must also be outside the penalty area.

**Law XVII. Corner-Kick**

- A corner kick will be awarded when the ball exits the field over the goal line and was last touched by a defender and a goal was not scored.
- The ball is in play when it is kicked and moves.
- A corner flag cannot be moved.
- There is no off-side directly from a corner-kick (the corner kick ends when the ball is touched by another player).
- A goal may be scored directly (the ball does not have to touch another player prior to going in the goal).
- The ball must be placed entirely inside the corner kick arc at the nearest corner flagpost, prior to the kick being taken (it cannot be placed on the line).