

2012 Texas Charter School Academic & Athletic League Soccer Rules:

TCSAAL Soccer: Penalty Card Rule Clarification

YELLOW CARD: In the event that your player receives a yellow card they must leave the field immediately. However your team can put in a replacement player. The player receiving the yellow card may return into the game at the next stoppage of play.

SOFT RED CARD: When a player receives their second yellow card in the game they will receive a soft red card. At this point they will be eliminated from the game. That individual will also have to sit the next game on their schedule or the next game in the playoff tournament. In the event of a soft red card the team will be allowed to substitute in a replacement player.

HARD RED CARD: When a player receives a hard red card they are eliminated from the game. That individual will also have to sit the next game on their schedule or the next game in the playoff tournament. A team will not be allowed to sub in a player and they must play short a player. If your team falls below 7 players due to this then they will forfeit the game immediately.

PS will the first team (Visiting team) listed on the schedule and their fans please stand on the North or East side of the fields and will the second team and their fans please stand on the East or South side of the fields.

1: Field of play

(The Field will be determined by site availability)

2: The Ball

Art. 1... Game balls shall be spherical, with a circumference of at least 27 inches but no more than 28 inches (0.68 to 0.71 meters). The weight of the balls at the start of the game shall be at least 14 ounces but no more than 16 ounces (396 to 453 grams).

Art. 2... The outer casing of the ball shall be leather or other similar material that is weather resistant.

Art. 3... The ball shall be inflated to the manufacturer's recommended pressure.

Art. 4... If the ball becomes deflated during play, it is declared dead where it was last played and the game is resumed by a drop ball between any two opposing players at the spot where it was last played. If the ball becomes deflated within the goal area, then the ball is dropped between two opposing players subject to the provisions of Rule 9-2-2.

3: The Players and substitutions

Individual age requirements: All players must not yet be 19 years of age as of September 1st of the current school year.

The Number of players

Art. 1... The game shall be played by two teams, each consisting of not more than 11 players, one of whom shall be the goalkeeper. Each team shall designate a team captain on the field who:

- a. is the team's representative;
- b. may address an official on matters of interpretation;
- c. may address an official to obtain essential information.

Boys cannot play on a girls team however girls can play on a boys team.

Students can play up in age level but they cannot play down in age level.

Students may not play on two different teams.

Art. 2... A game shall not be started with fewer than seven properly uniformed players on each team. After the game is started, it may not be continued with fewer than seven players on either team. If a team has fewer than seven eligible players, the game shall be terminated and a forfeit shall be declared.

EXCEPTION: Should a team drop below seven players due to a player having to leave the field for a temporary equipment repair, minor injury, or due to a blood-rule situation, the official may suspend the game momentarily until the problem is corrected and then continue the game.

Art. 3... Each coach shall submit a team roster, bench personnel and coaches names to the officials at least five minutes prior to the start of the contest. The game shall not begin until this is complete. Players, bench personnel and coaches may be added to the roster after the start of play.

Position of players

Art. 1... The team winning the coin toss shall have the option of:

- a. choosing which end of the field to defend; or
- b. taking the kickoff.

Art. 2... Teams shall exchange goal lines after each regular period and each overtime period.

Substitutions

Art. 1... Time for Substitutions: either team may substitute an unlimited number of players from the bench:

- a. between periods;
- b. when a goal is scored.

Art. 2... Time for Substitutions: either team may substitute an unlimited number of players, provided they have checked in :

- a. on a goal kick;
- b. when a player(s) from either team is injured:
 1. A coach or trainer may not enter the field without approval from a referee. During the time a coach or trainer is permitted on the field by the referee to attend to an injured player, coaching instruction shall not be given to any player on either team.
 2. The player(s) who is injured and attended to on the field or who is deemed injured by the referee shall leave the field and may be replaced. Should the team with the injured player(s) elect to play shorthanded, the injured player may not be replaced until the next legal substitution opportunity for that team.
 3. If the injured player is determined by game officials to be unconscious or apparently unconscious, that player may not return to the game without written authorization from a physician.
 4. If the injured player is being replaced during a penalty kick situation, the substitute may not take the penalty kick.
- c. when a player from either team is cautioned (yellow card):
 1. The cautioned player shall leave the field but may be replaced.

Art. 3... The team in possession of the ball may substitute an unlimited number of players:

- a. On a throw-in (provided the substitutes have checked in;
- b. On a corner kick (provided the substitutes have checked in.

Art. 4... The team NOT in possession of the ball may substitute an unlimited number of players at a throw-in or corner kick if the team in possession of the ball is also substituting (provided the substitutes have checked in.

Art. 5... A substitute becomes a player when he/she is beckoned onto the field of play, at which time the replaced individual is no longer a player.

Art. 6... A team that elects or is required to play shorthanded for reasons other than misconduct may have the player(s) re-enter the game during a stoppage of play.

Art. 7... A team which starts a game with fewer than 11 players, but at least seven players, may have its additional player(s) enter the game during a stoppage of play provided that the names of the additional players are on the team roster.

Procedures for substitutions

Art. 1... To request a substitution, a substitute who desires to enter the game shall report to the midfield line and request a substitution to the linesman.

- a. The substitute shall remain at midfield until a referee beckons the substitute onto the field of play.
- b. A substitute may enter the field of play after a score or at the beginning of a period without being beckoned by the referee. However, if the player is replacing another player at the goalkeeper position, he/she must report to the referee to inform them that they are replacing the goalkeeper.
- c. If entry is requested at any other time, the linesman shall require the timer to signal for the substitution immediately when there is a prescribed substitution opportunity.
- d. When an entry is taking place on a throw-in, a goal kick or a corner kick, the substitute(s) must have reported to midfield (or official) prior to the dead-ball situation.

Art. 2... Entry onto the field of play by a substitute is prohibited without the approval of a referee.

Goalkeeper change with field player

Art. 1... The goalkeeper may change places with a player on the field whenever the clock is stopped or a substitution takes place, provided the uniforms are legal. Any time the goalkeeper is changed, a referee shall be notified.
PENALTY: Both players (goalkeepers) shall receive a warning at the next stoppage of play.

Illegal Field Changes

Art. 1... When a team repeatedly substitutes to consume time, a referee shall order the timer to stop the time clock during such substitutions and shall notify the coach of the offending team. The repetition may be construed as unsporting conduct.

Art. 2... A player entering or leaving the field of play during the progress of the game without the consent of a referee (except through normal movement of play) shall be guilty of misconduct, unless stopping play to assess the penalty would be an advantage to the offending team.

4: Player Equipment

Required Equipment

Art. 1... The required player equipment includes a jersey, shorts, stockings, suitable shoes and shinguards which shall provide adequate and reasonable protection, be professionally manufactured, age- and size-appropriate, not altered to decrease protection, worn under the stockings, and are worn with the bottom edge no higher than 2 inches above the ankle.. Equipment shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn. It is also recommended that male players wear a supporter and protective cup. Requirements for uniforms:

- a. Jerseys and stockings of opposing teams shall be of contrasting colors and, in the event of a similarity of color; the home team shall be responsible for making the necessary change.
- b. The home team shall wear white or light jerseys and stockings, and the visiting team shall wear dark jerseys and stockings.
 - i. When an illegally uniformed team is unable to correct the situation or cannot verify state association approval of the uniform, the game shall be played. The referee must, however, notify the state association following the game.
 - j. Except for the uniform of the goalkeeper, jerseys, shorts and stockings of teammates shall be of similar color, design and pattern.
 1. All jerseys, except those worn by goalkeepers, shall be numbered on the back with a different Arabic number.
 2. The jersey of the goalkeeper shall be distinctly different from that of any official, teammate or opponent, except the other goalkeeper. The shorts and stockings of the goalkeeper are not required to be the same color as his/her teammates.
 - k. Shoes must be worn by all participants in a game. Shoes with soles containing metal spikes will not be allowed.(aluminum, magnesium, titanium, etc.), leather, rubber, nylon, or plastic cleats, studs, or bars, whether molded as part of the sole or detachable, are allowed as long as the referee does not consider them dangerous or they have been altered in any way creating sharp edges thus rendering them unsafe.

Art. 2... It is recommended that team captains wear an upper arm band of a contrasting color.

Other Equipment

Art. 1... Illegal equipment shall not be worn by any player. This applies to any equipment which, in the opinion of the referee, is dangerous or confusing. Types of equipment which are illegal include the following:

- a. projecting metal or other hard plates, or projections on clothing or person;
- b. head, arm, thigh or hip pads containing sole leather, fiber, metal or any unyielding materials;
- c. casts, splints or body braces made of a hard substance in their final form such as leather, rubber, plastic, plaster or fiberglass unless covered on all exterior surfaces with no less than 1/2-inch thick, high density, closed-cell polyurethane, or an alternate material of the same minimum thickness and similar physical properties to protect an injury. A medical release for the injured player signed by a physician (MD/DO) shall be available at the game site.
- d. shinguards which have exposed sharp edges or have been altered;
- e. spectacle guards;
- f. hats, caps or visors.
 - Exception 1. The goalkeeper may wear a head protector made of closed-cell, slow-recovery rubber or other similar material that stays soft in its final form. This head protector shall not have a bill, or other protruding design. It shall not cover the face, other than the forehead, and shall be secured by a chin strap.
 - Exception 2. The goalkeeper may wear a soft-billed baseball type hat or soft-billed visor. If worn in conjunction with a head protector, it is to be worn outside and may not be attached to the head protector.
 - Exception 3. By state association adoption, players may wear soft and yielding caps during inclement weather. Caps must be alike in color.
- g. knee braces with exposed metal. Any covering/sleeve made by a brace manufacturer may be worn;
- h. ankle braces, unless covered by a stocking or other suitable material.

Art. 2... Hair control devices may be worn if made of soft material and not for adornment.

Art. 3... Sweatbands may be worn on the head or wrist if made of soft material.

Art. 4... Jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible.

Art. 5... Artificial limbs, which in the judgment of the state high school association are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage, may be permitted. Upper limb prostheses and above-knee leg prostheses are discouraged. Hinges shall be lateral and covered by suitable material. All permissible artificial limbs shall be covered by at least 1/2 inch foam rubber padding.

Art. 6... Hearing aids worn in or behind the ears are legal provided that the device does not create the threat of injury.

Art. 7... A tooth and mouth protector (intraoral), which shall include an occlusal (protecting and separating the bite surfaces) and labial (protecting the teeth and supporting structures) portion and covering the posterior teeth with adequate thickness, is legal. It is recommended that the protector be properly fitted and:

- a. Constructed from a model made from the individual's teeth.
- b. Constructed and fitted to the individual by impressing the teeth into the tooth and mouth protector itself.
- c. The tooth and mouth protector should be of a readily visible color, other than white or clear.

Art. 8... A protective face mask may be worn by a player with a facial injury. The mask may be made of hard material, but must be worn molded to the face with no protrusions. A medical release for the injured player signed by a physician (MD/DO) shall be available at the game site.

Coaches' Responsibilities

Art. 1... Each coach shall be responsible for ensuring that each of his/her players is properly equipped. Prior to and during the game, shirts shall be tucked into the shorts, unless manufactured to be worn outside.

PENALTY: A player improperly equipped shall be instructed to leave the field of play when the ball next ceases to be in play. Play shall not be stopped immediately for an infringement of this rule except that the referee may stop play immediately where there is an immediate dangerous situation. There shall be no replacement until the next opportunity to substitute. However, the removed player may re-enter during a dead ball after reporting to an official who shall be satisfied the player's equipment and uniform is in order.

5: The Officials

General

Art. 1... The officials shall be a head referee and a referee (Two total).

Art. 2... The jurisdiction of the officials shall begin 15 minutes prior to the start of the game and end with their leaving the field of play and its immediate surroundings. They shall enforce the rules, and their decisions on points of fact are final. The officials can only correct a decision so long as the game has not been restarted. Protests of TCSAAL rules are not recognized. The officials shall not use video replays to assist in any decision. The officials shall not use any tobacco products during this period.

Art. 3... The officials shall be dressed alike in the uniforms primarily consisting of:

- a. a shirt approved by the state association; in the event of a color conflict between the officials and either team, the officials shall change to a jersey of a color distinct from both teams.
- b. black shorts or long trousers;
- c. predominantly black shoes and black stockings with white stripes;
- d. two whistles, yellow card, red card, stop watch, flipping coin, pencil and scorecard;

Pregame Responsibilities

Art. 1... Officials shall be in uniform at the site of the game no less than 15 minutes before the scheduled starting time. The head referee shall conduct a pregame conference briefly reviewing the duties of all officials.

Art. 2... The head referee shall:

- a. inspect and approve the game balls, field of play and nets, inquire about local ground rules and determine if a fair game can be started;
- b. verify the assistant referee,
- c. review specific duties with assistant referee;
- d. conduct a pregame conference with the head coach and team captains to:
 1. review pertinent rules;
 2. conduct a coin toss at least five minutes before the scheduled starting time of the game. The visiting team captain shall call the coin while it is in the air. The winner of the toss shall choose a goal to defend or to kick off first. The loser of the toss shall be given the remaining choice.
 3. inquire of each head coach whether each of his/her players is properly equipped. Examine the uniform and equipment of each player to see that it complies with the rules. Any questions regarding legality of a player's equipment shall be determined by the head referee, or the center referee in a game officiated using the double-dual system of officiating.
- d. address coaches and players concerning good sportsmanship.

Art. 3... The referee, assistant referees or side referee shall:

- a. assist the head referee or center referee in inspecting the game balls, field of play, nets, players uniforms and equipment;
- b. review duties and responsibilities with ball holders;

- c. assist with the pregame conference with team captains.

During the Game

Art. 1... The officials shall:

- a. sound the whistle to stop, start or restart as necessary;
- b. when signaling, use the Official TCSAAL Soccer Signals. The referee also must signal the timekeeper when the clock is to be stopped and confirm for the scorekeeper the players to be credited with goals;
- c. sound the whistle when the entire ball crosses a touchline or goal line unless it is obvious the ball is out of play;
- d. call out "play on" and, with an underswing of both arms, indicate a foul which was observed but shall go unpenalized because penalizing the offending team would give an advantage to the offending team. If the referee applies the advantage, which was anticipated but does not develop at that time, the referee shall penalize the original offense;
- e. hold a yellow card with arm fully extended above a referee's head and indicate the player or coach being carded and notify both coaches, the scorer and other official(s) of the nature of the misconduct. (12-8-1) (12-8-4);
- f. hold a red card with arm fully extended above a referee's head and indicate the player or coach being carded and notify both coaches, the scorer and other official(s) of the nature of the misconduct.

NOTE: If the player is being disqualified for a subsequent act of misconduct or any delayed, excessive or prolonged act(s) by which a player(s) attempts to focus attention upon himself/herself and/or prohibits a timely restart of the game, referees will show the yellow card and the red card

Art. 2... The head referee or center referee shall:

- a. determine whether a goal shall count if the officials disagree;
- b. have the authority to terminate a game when stated rule and conditions warrant;
- c. decide matters upon which the timer(s) or scorer(s) disagree;
- d. at the end of each half, check and approve the score;
- e. have the authority to suspend play or terminate the game whenever the elements, spectators or other causes require (be familiar with guidelines on page 8); (7-1-3)
- f. keep time and score of game when no other means are available;
- g. have the power to make decisions on any point not specifically covered in the rules;
- h. confirm or overrule the assistant referees' signals (diagonal system of control only).

After The Game

Art. 1... The head referee shall:

- a. verify the score;
- b. report in writing any disqualifications and unusual incidents to the proper authorities.

6: Ball Holders, Timer and Scorer

Timer

Art. 1... The referee shall be the official timer.

Art. 2... The official timer shall:

- a. start the timing device when the ball is put into play and stop the timing device when signaled to do so by a referee for an injury, for a penalty kick, for a caution, for a disqualification, following the scoring of a goal and when an official orders the clock to be stopped.
- b. signal to the official(s) when substitutions are to be made;
- c. countdown verbally the last 10 seconds of each period of play to the nearest official;
- d. be aware of the position of the ball when it becomes dead;
- e. signal when time for a period has expired;
- f. signal two minutes after the end of the first and third quarters when applicable;
- e. signal two minutes before the end of the interval between the first and second halves.

Scorer

Art. 1... The home school shall designate the official scorer. However, by mutual agreement of opposing coaches or by the state high school association adoption, the official score may be kept by the head referee.

Art. 2... The scorer shall:

- a. verify that each team's complete lineup (first and last name, number, and position of each player and substitute) is submitted at least five minutes prior to the kickoff;
- b. record all scores;
- c. record the number and reason for all players cautioned and disqualified;
- d. after a substitute has reported to him/her, have the timer signal to the official(s) the first time the substitution is possible;
- d. obtain the head referee's verification of the score.

Art. 3... By state association adoption, a reserve official may be appointed to assume the duties of the scorer. The reserve official is under the jurisdiction of the head referee and performs those duties as assigned.

7: Duration of the game and length of play

Length of Periods

Art. 1... Two equal halves of 40 minutes each shall be played in high school games, junior high schools will play 30-minute halves. 4th – 6th Grade will play 25 minute halves.

Art. 2... Periods may be shortened by state high school association adoption, or if mutually agreed upon or in any emergency, by agreement of coaches or ordered by the head referee, provided it is determined to shorten the periods before the game or before the second half begins and all remaining periods are the same length.

Art. 3... In the event a game must be suspended because of conditions which make it impossible to continue play, the head referee shall declare it an official game if one complete half or more of the game has been played. If less than one-half of the game has been played, the game may be rescheduled from the start, or restarted from the suspension of play according to state association adoption.

Art. 4... A period shall end at the expiration of time.

EXCEPTION: Play shall be extended beyond the expiration of a period, in regulation time and overtime, to permit a penalty kick to be completed.

Intervals between periods

Art. 1... The halftime interval shall be 5 minutes unless opposing coaches mutually agree to a different length.

Art. 3... Between each period teams shall exchange ends and alternate the kickoff.

Tie Games

Art. 1... Regular-season games which are tied at the end of 80 minutes of play, (60 minutes for junior high, 50 minutes for 4th – 6th grade) shall decide the game by means of a shootout.

Art. 2... Playoff games which are tied at the end of 80 minutes of play (60 minutes for junior high, 50 minutes for 4th – 6th grade) shall have an overtime period not to exceed 10 minutes of play, and it shall be conducted in sudden death format.

At the end of the overtime period the teams shall decide the game by means of a shootout.

Procedures for shootout: The shootout will consist of 5 shooters per team. Each shooter will have 1 attempt to make a goal shooting from the 12 yard mark at center goal. The teams will alternate shooting with the visiting team kicking first. In the event that the teams are still tied at the end of the 5 attempt shootout then the teams will go into sudden death shootouts: each team will get one kick alternating starting with the visiting team. At the end of each round if one team has scored and the other has not then the game will be final. If both teams, or neither team have managed to score a goal then the teams will move onto the next round of sudden death. 10 different individuals must kick for a team before an individual is allowed to kick a 2nd time (Including the 5 shooters in the initial shoot out and all shooters in the sudden death shootouts. The only exception to this is if your team played the game with less than 10 players or has less than 10 eligible players by this point in the game then a shooter may re-kick after every eligible player on their team has kicked.

Art. 2... The interval between the fourth period or second half and the first overtime shall be three minutes. The interval between the first overtime period and the shootout period shall be two minutes.

Time out and In

Art. 1... The clock shall be stopped for a penalty kick, for cautioning (yellow card), for disqualifications (red card, yellow/red card), following the scoring of a goal and when a referee orders the clock be stopped.

Art. 2... The clock shall be restarted when the ball is properly put into play.

Play

Art. 1... If a team refuses to play after being instructed to do so, the game is terminated.

8: The Start of Play

Kickoff

Art. 1... When the referee signals with a whistle, a kickoff shall initiate play at the start of each period and after goals.

Art. 2... At the moment of the kickoff, all players shall be in their team's half of the field. Players opposing the kicker shall be at least 10 yards from the ball until it is kicked.

Art. 3... The ball shall be kicked while it is stationary on the ground in the center of the field of play. A goal may be scored directly from the kickoff. The ball is in play when it moves forward.

Art. 4... After the kickoff, the ball may be played by any player except the one who kicked off. The kicker may not play the ball until it has been played or touched by another player on either team.

PENALTY: Indirect free kick awarded to the opponent at the spot of the foul.

9: Ball in and out of play

Art. 1... The ball is out of play when it has completely crossed a goal line or touchline, whether on the ground or in the air.

Art. 2... The ball is in play at all other times, including:

- a. when it rebounds from a goal post, crossbar or corner flag post;
- b. when it touches an official on the field of play;
- c. until a referee sounds the whistle;
- d. when a drop ball touches the ground;
- e. when a player who has left the field in the normal course of play plays the ball while it is still on the field of play.

Art. 3... The referee shall sound the whistle when needed to indicate that the ball is out of play or for a foul. As soon as the ball is in position to be played, it may be played without a second whistle. A second whistle is required to restart play for the taking of a penalty kick, after a substitution is made, after a caution, disqualification, injury or encroachment.

Drop Ball

Art. 1... The game is restarted with a drop ball:

- a. when the ball is caused to go out-of-bounds by two opponents simultaneously;
- b. when the ball becomes deflated (2-2-4);
- c. following a temporary suspension of play for an injury or unusual situation in which no team has clear possession of the ball;
- d. when simultaneous fouls of the same degree occur by opponents.

Art. 2... The ball should be dropped at the location where it became dead unless this is within the goal area, in which case, it shall be dropped on that part of the goal-area line which runs parallel to the goal line nearest the location where the ball was when play was stopped. If the ball was caused to go out of bounds by two opponents simultaneously, the ball is dropped five yards inside the boundary line unless this is the goal area. (Also see 9-3-1.)

Art. 3... The ball is dropped by an official from waist level to the ground between two opposing players. Other players may be positioned anywhere on the field of play provided they do not interfere with the drop-ball procedure.

Art. 4... The ball shall touch the ground before it is played.

PENALTY: If the ball is played before it touches the ground, an official shall drop the ball again. A second violation by the same player on the same drop- ball situation may result in a caution to the offending player. Play shall be restarted by a drop ball.

Temporary Suspension

Art. 1... In case of a temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation, there will be a drop ball at the spot where the ball was declared dead subject to the provisions of Rule 9-2-2.

10: Scoring

Goals

Art. 1... A goal is scored when the entire ball passes beyond the goal line, between the goal posts and under the crossbar provided it has not been deliberately thrown, carried or propelled by the hand or arm of a player of the attacking team (except as noted in 10-1-2g).

Art. 2... A goal MAY be scored directly from a:

- a. kickoff;
- b. direct free kick;
- c. goal kick;
- d. penalty kick;
- e. corner kick;

- f. drop ball;
- g. goalkeeper's throw, punt or drop-kick.

Art. 3... A goal MAY NOT be scored directly from a/an:

- a. indirect free kick;
- b. throw-in;
- c. free kick into a team's own goal.

Forfeits

Art. 1... The score of a forfeited game shall be 1-0 if the game is not started, the score is tied or the offending team is ahead at that time. If the offending team is behind at the time of forfeit, the score at that time is the final score.

Winner

Art. 1... The winning team is the team scoring the greater number of goals during the game.

11: Offside

Art. 1... A player is in an offside position when nearer to his/her opponents' goal line than the ball, unless:

- a. the player is in his/her own half of the field of play; or
- b. the player is not nearer to the opponent's goal line than at least two opponents.

Art. 2... A player shall not be penalized for being in an offside position if the ball is received directly from a goal kick, a corner kick or a throw-in.

Art. 3... It is not an offense in itself to be in an offside position. A player shall only be penalized for being in an offside position if, at the moment the ball touches or is played by a teammate, that player is involved in active play by:

- a. interfering with play or with an opponent; or
- b. gaining an advantage by being in that position.

PENALTY: Indirect free kick at the spot of infraction, subject to provisions in 13.1.3.

12: Fouls and Misconduct

Spitting, Kicking, Striking, Tripping And Jumping

Art. 1... A player shall not spit, kick, strike, attempt to kick, or strike or jump at an opponent.

Art. 2... A player shall not trip, or attempt to trip, an opponent. This includes tripping or attempting to trip an opponent by use of the legs, or by stooping in front or behind an opponent in such a manner as to cause a fall or loss of balance.

Art. 3... A goalkeeper shall not strike or attempt to strike an opponent by throwing or kicking the ball at an opponent or by pushing an opponent with the ball while holding it.

PENALTY: Direct free kick.

Handling

Art. 1... A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm.
EXCEPTION: Goalkeeper within his/her own penalty area.

PENALTY: Direct free kick.

Holding, Pushing

Art. 1... A player shall not hold or push an opponent with the hand(s) or arm(s) extended from body.

PENALTY: Direct free kick.

Charging

Art. 1... A player shall be penalized for charging an opponent in a dangerous or reckless manner, or using excessive force. An allowable fair charge is where players make shoulder-to-shoulder contact in an upright position, within playing distance of the ball, have at least one foot on the ground and their arms held close to their body.

PENALTY: Direct free kick (Article 1 and Disqualification for 2a).

NOTE

When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers..

Art. 2... A player shall not, in any manner, charge the goalkeeper in the penalty area unless the goalkeeper is obstructing the player or dribbling the ball with the feet.

a. An official shall disqualify, without caution, any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball includes when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.

b. Outside the penalty area, the goalkeeper has no more privileges than any other player.

PENALTY: Direct free kick (Article 1 and Disqualification for 2a).

NOTE

When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers..

Art. 3... The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball or tossing the ball in the air to recatch.

PENALTY: Indirect free kick.

Art. 4... A player shall not charge into an opponent when neither player is within playing distance of the ball.

PENALTY: Indirect free kick.

Obstruction

Art. 1... Obstruction is the deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.

PENALTY: Indirect free kick.

Art. 2... A player not attempting to play the ball, but remaining between the ball and an opponent, may be legally challenged from behind provided the challenge is not violent or dangerous and the ball is within playing distance.

Dangerous Play

Art. 1... A player shall not participate in dangerous play, which is an act an official considers likely to cause injury to any player. The act of lifting one's leg to high to kick the ball (also known as a high kick) shall be prohibited and deemed as a dangerous play. This includes playing in such a manner which could cause injury to self or another player (opponent or teammate).

PENALTY: Indirect free kick.

Restrictions On The Goalkeeper PENALTY:

Indirect free kick awarded to the opponent at the spot of the violation, unless in the goal area.

Art. 1... From the moment the goalkeeper takes control of the ball with the hands when playing as a goalkeeper within his/her own penalty area, he/she has six seconds in which to release the ball into play. During that interval, he/she may hold the ball, bounce it, or throw it into the air and catch it. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played or touched by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside of the penalty area. (Subject to 12-7-3 and 4.)

Art. 2... A goalkeeper shall not deliberately parry the ball and then touch it again with his/her hands before it has been played or touched by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside of the penalty area. (Subject to 12-7-3.)

Art. 3... On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.

Note: Players may not use trickery to circumvent Articles 3 and 4. Example: Players may not flick the ball with their feet to their own head, chest, knee and then pass it to their own goalkeeper who touches it with the hands.

Art. 4... A goalkeeper shall not touch the ball with his/her hands when receiving it directly from a throw-in by a teammate.

Note: Players may not use trickery to circumvent Articles 3 and 4. Example: Players may not flick the ball with their feet to their own head, chest, knee and then pass it to their own goalkeeper who touches it with the hands.

Misconduct

Art. 1... A player, coach or bench personnel shall be cautioned (yellow card) for:

a. entering or leaving the field of play (except through the normal course of play) without the permission of an official;

b. persistent infringement of any of the rules of the game;

c. objecting by word of mouth or action to any decision given by an official (dissent);

d. any incidental use of vulgar or profane language;

e. any use of video replays or communicating with other persons by the use of electrical or mechanical amplifying devices, headphones or megaphones during the game or any intervals to assist in coaching;

NOTE: A coach may engage in verbal communications with his or her own team during play.

- f. unsporting conduct, including, but not limited to:
1. coaching outside the team area;
 2. unnecessary delay (kicking, throwing the ball away on a free kick, etc.);
 3. holding a shirt, short, etc.;
 4. deliberate verbal tactics;
 5. encroachment;
 6. deliberate handball to stop an attack;
 7. deliberate tactical foul;
 8. faking an injury;
 9. simulating a foul.
- g. Use of any tobacco products at the game site during the period of the jurisdiction of the officials.

PENALTY: A cautioned player shall leave the field and may be replaced. Should the team with the cautioned player elect to play shorthanded, the cautioned player may not re-enter nor be replaced until the next legal substitution opportunity. An indirect free kick shall be awarded to the nonoffending team from the spot of the infraction, unless the game had been stopped for some other reason calling for a different restart, subject to.

Art. 2... A player(s) shall be disqualified (yellow and red card) and the number of players on the field shall not be reduced for:

- a. any delayed, excessive or prolonged act(s) by which a player(s) attempts to focus attention upon himself/herself and/or prohibits a timely restart of the game.
- b. subsequent caution.

PENALTY: An indirect free kick shall be awarded to the nonoffending team from the spot of the infraction, unless the game had been stopped for some other reason calling for a different restart, subject to 13-1-3 and 4, and 13-2-2(1).

Art. 3... A player, coach or bench personnel shall be disqualified (red card) for:

- a. exhibiting violent conduct;
- b. taunting – use of word or act to incite or degrade an opposing player, coach, referee or other individual.

NOTE: The TCSAAL disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.

PENALTY: Direct or indirect free kick from the spot of the infraction unless the game had been stopped for some other reason calling for a different restart.

c. committing serious foul play, that is any play in which the player commits one of the offenses punishable with a direct free kick (or penalty kick if the offense takes place by a defender in the penalty area) and/or uses disproportionate and unnecessary force when playing for the ball against an opponent. Serious foul play includes the following:

1. a player anywhere on the field (other than a goalkeeper within his/her own penalty area) who deliberately handles a ball to prevent it from going into the goal;
2. a foul by a player against an opponent who is moving toward his/her offensive goal with an obvious opportunity to score.

d. spitting at an opponent.

PENALTY: Direct free kick from the spot of the infraction depending on the situation unless the game had been stopped for some other reason calling for a different restart.

e. spitting at a teammate or game official.

PENALTY: Indirect free kick from the spot of the infraction depending on the situation unless the game had been stopped for some other reason calling for a different restart.

f. using insulting, offensive or abusive language or gesture;

g. leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official.

PENALTY: Indirect free kick from the spot of the infraction, unless the game had been stopped for some other reason calling for a different restart.

Art. 4... Coach responsibility:

a. The coach may be cautioned or disqualified either for team misconduct or for bench misconduct that cannot be attributed to a specific individual.

b. A coach who is disqualified shall leave the vicinity of the playing area immediately and is prohibited from any contact, direct or indirect, with the team during the remainder of the game. Failure to comply shall result in termination of the game.

PENALTY: After the coach complies, the game shall be restarted by an indirect free kick from the spot of the ball, unless the game had been stopped for some other reason calling for a different restart.

Art. 5... A disqualified player cannot be replaced except as in Art. 2.

Note: The rules committee strongly recommends that each state high school association adopt a policy wherein a disqualified player or coach disqualified under articles 2, 3, or 4 shall be barred from participating in the next contest(s).

If a player or coach is kicked out of a game they may be suspended for further games or kicked out of the league at the discretion of the League.

13: Free Kick

Description Of A Free Kick

Art. 1... Free kicks shall be classified “direct” from which a goal may be scored against the offending team or “indirect” from which a goal may not be scored unless the ball is touched or played by another player of either team.

Art. 2... All free kicks, with the exception of kickoffs and penalty kicks, may be taken in any direction. Free kicks are taken from the spot of the foul except for restarts following certain temporary suspensions of play, e.g., fouls for misconduct committed by bench personnel during a live ball and fouls committed in the goal area by either team.

Art. 3... Any free kick awarded to the defending team within its own goal area may be taken from any point within the goal area.

Art. 4... Any indirect free kick awarded to the attacking team within its opponent’s goal area shall be taken from the part of the goal-area line which runs parallel to the goal line at the point nearest to where the offense was committed.

Art. 5... Any player of the offended team may take a free kick.

When Awarded

Art. 1... Direct free kicks are awarded:

- a. if a player spits at, kicks, strikes, attempts to kick or strike, or jumps at an opponent; (12-1-1)
- b. if a player trips or attempts to trip an opponent (12-1-2);
- c. if a goalkeeper attempts to strike, strikes or pushes an opponent with the ball (12-1-3);
- d. if a player, other than the goalkeeper in his/her own penalty area, deliberately handles the ball (12-2-1);
- e. if a player pushes an opponent with the hand(s) or arm(s) extended from the body (12-3-1);
- f. if a player holds an opponent (12-3-1);
- g. if a player charges an opponent in a violent or dangerous manner (12-4-1);
- h. if a player charges an opponent while the opponent, in the act of playing the ball, has both feet off the ground (12-4-1);
- i. if a player charges the goalkeeper (12-4-2).

Art. 2... Indirect free kicks are awarded and taken from the point of the infraction:

- a. if the ball is played next by the kicker following a kickoff (8-1-4), a free kick (13-3-3), a penalty kick (14-1-5), a goal kick (16-1-4), a corner kick (17-1-5), or by the thrower following a throw-in (15-1-4);
- b. if a player is penalized for being offside (11-1-3);
- c. if a player fairly charges into an opponent when neither is within playing distance of the ball (12-4-4);
- d. if a player who is not in possession of the ball obstructs an opponent who is attempting to play the ball (12-5-1);
- e. if a player kicks or attempts to kick the ball while it is in the possession of the goalkeeper (12-6-1);
- f. for dangerous play (12-6-1);
- g. if the goalkeeper takes more than six seconds before releasing the ball for play (12-7-1);
- h. if the goalkeeper illegally handles the ball while in his/her own penalty area after once relinquishing possession of the ball (12-7-1);
- i. if the game is stopped for misconduct of a player, coach or bench personnel and no other restart takes precedence (12-8-1, 2, 3, 4);

Art. 3... The following indirect free kicks are taken from where the ball was when the referee stopped play: (Subject to restrictions in 13-1-3 and 4.)

- a. if a player, coach or bench personnel enters or leaves the field of play without permission of an official (12-8-1);
- b. for temporary suspension of play for an injury or unusual situation and one team has clear possession of the ball (9-3-1);
- c. if the game is stopped because of misconduct by a person in the team and coaching area. (12-8-1, 2, 3, 4)

How Taken

Art. 1... Players opposing the kicker shall be at least 10 yards from the ball until it is kicked, unless they are standing on their own goal line between the goal posts. If the free kick is awarded to the defending team in its penalty area, players opposing the kicker shall be outside the penalty area in addition to being 10 yards from the ball and must remain there until the ball clears the penalty area.

PENALTY: An official shall caution a player who fails to move the required distance away from the ball or engages in time-wasting tactics such as kicking or carrying the ball away after a free kick has been awarded to the opponent’s team.

Art. 2... The ball shall be kicked while it is stationary on the ground at the spot specified by the official. To be in play, the ball shall be moved in any direction. If the free kick is awarded to the defending team in its penalty area, the ball is not in play until it is beyond the penalty area and into the field of play. Failure to kick the ball as specified shall result in a rekick.

Art. 3... The kicker may not play the ball until it has been touched or played by another player.

PENALTY: Indirect free kick awarded to the opponent from the spot of the foul.

14: Penalty Kick

Art. 1... A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's penalty area.

Art. 2... All players except the kicker and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least 10 yards from and behind the penalty mark until the ball is kicked.

PENALTY: Encroachment by the defending team is not penalized if the goal is scored. If a goal is not scored on the penalty kick, it is retaken. If there is an infringement by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no rekick. If the ball rebounds into play, the game shall be stopped and restarted with an indirect free kick for the defending team at the spot of the foul. If the ball is saved and held by the goalkeeper, play shall continue. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.

Art. 3... The opposing goalkeeper shall stand on the goal line, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play.

PENALTY: Encroachment by the defending team is not penalized if the goal is scored. If a goal is not scored on the penalty kick, it is retaken. If there is an infringement by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no rekick. If the ball rebounds into play, the game shall be stopped and restarted with an indirect free kick for the defending team at the spot of the foul. If the ball is saved and held by the goalkeeper, play shall continue. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.

Art. 4... The ball shall be kicked while it is stationary on the ground from the spot or any place on the penalty mark. To be in play, the ball shall be moved forward. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement. Failure to kick the ball as specified shall result in a rekick.

Art. 5... After the penalty kick is properly taken, the ball may be played by any player except the one who executed the penalty kick. The kicker may not play the ball until it has been touched or played by another player on either team.

PENALTY: Indirect free kick awarded to the opponents from the spot of the foul.

Art. 6... If the ball touches the goalkeeper before passing between the goal posts, when a penalty kick is taken at or after the expiration of time, it does not nullify any goal. If necessary, play may be extended so that the penalty kick may be taken. If a penalty kick is taken after the expiration of time (7-1-4 Exception), (a) only the kicker may play the ball and he/she may only play the ball once; (b) the ball is in play until its momentum is spent, it goes out of bounds, or is retouched by the kicker.

15: Throw-In

Art. 1... A throw-in shall be awarded to a team when the ball last touched a member of the opposing team before the entire ball passes beyond the touchline either in the air or on the ground. A goal may not be scored directly from a throw-in.

Art. 2... The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground on or behind the touchline. The thrower shall use both hands (unless a physical impairment would limit use to one hand) and shall deliver the ball from behind and over the head in one continuous movement.

PENALTY: Throw-in awarded to the opponent from the spot of the foul.

Art. 3... An opponent shall neither interfere with nor in any way impede the actions of the thrower while the throw-in is being taken.

PENALTY: An official shall administer a caution for unsportsmanlike conduct.

Art. 4... On a throw-in, the ball is playable when it has left the hands of the thrower and any part of it breaks the plane of the touchline. After the throw-in, the ball may be played by either team. The thrower may not play the ball until it has been touched or played by another player.

PENALTY: Indirect free kick awarded to the opponent from the spot of the infraction.

Art. 5... If, on the throw-in, the ball fails to enter the field of play before it touches the ground, the ball is awarded to the opponent at the spot of the infraction.

16: GOAL KICK

Art. 1... A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, excluding that portion between the goal posts and under the crossbar, either in the air or on the ground, having last been touched or played by the attacking team. A goal may be scored directly from a goal kick, but only against the opposing team.

Art. 2... Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.

Art. 3... Once spotted, the ball shall be kicked from the ground from any point within the goal area by a player of the defending team. A goal kick shall clear the penalty area and enter the field of play. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.

Art. 4... After the goal kick leaves the penalty area, the ball may be played by any player except the one who executes the goal kick. The kicker may not play the ball until it has been touched by another player.

PENALTY: Indirect free kick awarded to the opponents from the spot of the foul.

Art. 5... The goalkeeper shall not pick up the ball to put it into play.

17: Corner Kick

Art. 1... A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, excluding that portion between the goal posts and under the crossbar, either in the air or on the ground, having last been touched or played by the defending team. A goal may be scored directly from a corner kick, but only against the opposing team.

Art. 2... Players of the defending team shall be at least 10 yards from the ball until it has been kicked.

Art. 3... The ball shall be kicked from the ground within the quarter circle, including on the lines, nearest where the ball left the field of play. The ball is in play when it is kicked and moves. Failure to kick the ball as specified shall result in a rekick.

Art. 4... An offensive player who is not offside during the corner kick may be put in an offside position during a subsequent play.

Art. 5... After the corner kick, the ball may be played by any player except the one who executed the corner kick. The kicker may not play the ball until it has been touched or played by another player.

PENALTY: Indirect free kick awarded to the opponent from the spot of the foul.

18: Definitions Of Playing Terms

Art. 1... Alphabetical list of definitions:

- a. **ADVANTAGE** – A discretionary judgment which allows an official to permit play to continue rather than stopping play to administer the foul. This concept is based on the premise that the foul did not put the offended team at a disadvantage, or the foul, if called, may take away a favorable opportunity for the offended team. The foul may be subsequently called if the advantage does not materialize.
- b. **BENCH PERSONNEL** – Anyone within the team area.
- c. **CAUTIONED PLAYER** – A player notified by an official that his/her activities are not in the best interest of the contest. Such player must be shown a yellow card and shall leave the field and may be replaced.
- d. **CHARGE** – An act by a defensive player employing body contact to cause an offensive player to lose or give up possession of the ball. A fair charge must have all the elements present which are set down in the rules. An unfair charge has one or more of those elements absent.
- e. **DEAD BALL** – A term used to indicate a time when the ball is out-of-play. A goal can never be scored while the ball is dead.
- f. **DEFENSE (DEFENDING TEAM)** – Team not in possession of the ball. A team remains on defense until it establishes possession of the ball.
- g. **DELIBERATE FOUL** – A purposely planned act done to disrupt the game and to gain an advantage through the unfair act.
- h. **DISQUALIFIED PLAYER** – A player barred from further participation in the game. Such player shall be shown a red card and shall not be replaced during the game except as in 12-8-2.
- i. **DRIBBLER** – A player in control of the ball who attempts to move the ball by periodic touches with the feet.
- j. **DROP BALL** – A method by which a dead ball becomes alive. An official drops the ball to the ground. When the ball strikes the ground, it becomes alive and may be played by anyone.
- k. **ENCROACHMENT** – The act, by one or more defenders, of advancing within 10 yards of the ball prior to the taking of a free kick.
- l. **FORFEIT** – The loss of a game because of termination under Rule 3-1-2 or for other reason as determined by the proper authority.
- m. **FOUL** – A rule infraction for which a penalty is prescribed.
- n. **FREE KICK** – A method by which a dead ball becomes alive. The ball is placed on the ground and, while motionless, it is kicked unchallenged in any direction prior to being touched by another player. The ball is considered to have moved when it is touched by the kicker's foot. There are two types of free kicks – "direct" from which a goal may be scored against an opponent without a second player touching the ball and "indirect" in which a goal may not be scored unless the ball is touched or played by another player of either team.
- o. **GOAL LINE** – Shorter boundary lines. The entire line is within the field of play.
- p. **GOALKEEPER** – The only designated player of each team who may handle the ball within his/her own penalty area.
- q. **HANDLING** – Deliberately playing the ball with one's hand or arm. The hand or arm must move toward the ball or the hand or arm must be carried in an unnatural position before an infraction of the rule can be charged.
- r. **KICKER** – A player who attempts to, or does, kick the ball.
- s. **LIVE BALL** – A term which indicates that the ball has been legally kicked or thrown by a player, or dropped by an official and is in play.
- t. **OBSTRUCTION** – The deliberate act by a player of running between an opponent and the ball, or using the body as an obstacle when not in possession of the ball, or not attempting to play the ball.
- u. **OFFENSE (ATTACKING TEAM)** – Team which is in possession of the ball.
- v. **OFFSIDE** – An infraction which occurs when an official judges a player in an offside position to be involved in active play by interfering with play or with an opponent, or gaining an advantage by being in an offside position.
- w. **PARRYING** – The deliberate attempt by the goalkeeper to control and/or deflect the ball down or out with the hands or arms.

- x. PASS – The movement of the ball from one player to another by foot, head or other portion of the body (other than the hand).
- y. PENALTY KICK – A kick awarded to a team because an opponent was charged with one of the major offenses, within his/her own penalty area, which requires a direct free kick.
- z. PLAYER – A team member who occupies a position on the field of play during the actual playing time limits of the game, beginning with the opening kickoff and ending with the conclusion of the game, excluding intervals between periods. A substitute becomes a player when he/she is beckoned onto the field of play by an official, at which point the replaced individual is no longer a player.
 - aa. PLAYING DISTANCE – The distance between the player and the ball which the official judges to be adequate to control the ball. It will seldom exceed two steps (six feet).
 - bb. POSSESSION – A live ball controlled by a team, player or a goalkeeper. A controlled ball is one which may be passed, thrown, dribbled or shot on goal by a player.
 - cc. SCISSORS-KICK – A maneuver in which a kicker’s feet leave the ground with the feet usually at a higher elevation than the head. The ball may be kicked over the kicker’s head in a single motion.
 - dd. SHIELDING – Movement by a player in control of the ball (within playing distance) designed to prevent an opponent from gaining possession or prevent him/her from tackling the ball.
 - ee. SLIDING TACKLE – A maneuver in which one or both feet slide on the ground in an attempt to tackle the ball which is in possession of an opponent.
 - ff. SUBSTITUTE – A team member who has properly reported to enter the game. A substitute becomes a player when he/she is beckoned onto the field of play by an official.
 - gg. SUBSTITUTION – The replacement of at least one player by a substitute.
 - hh. SUSPENDED – A term which indicates that a game has been interrupted by the referee because of conditions which make it impossible to continue play but are not the fault of the participants or spectators. Examples of such conditions include inclement weather, power failure, or other emergency affecting playing conditions.
 - ii. TACKLE – The use of the feet to take a ball away from a player in control.
 - jj. TERMINATED – A term which indicates that a game has been ended by the referee for action of the participants or spectators such as refusal to play or disorder. The status of the game, which may include forfeiture, shall be determined by proper authority.
 - kk. THROW-IN – A method by which a dead ball becomes alive. A player throws the ball using both hands. The ball must be delivered from behind and over the head in one continuous movement, while both feet are on the ground on or behind the touchline and the player must be facing the field.
 - ll. TOUCHLINE – Longer boundary lines. The entire line is within the field of play.
 - mm. VIOLENT CONDUCT – The commission of a violent act against an opponent, an official, a spectator, teammate or other individuals when the ball is in or out of play.
 - nn. WARNING – A verbal admonition to a coach or player for conduct not in the best interest of the game. Repeat warning(s) necessitates an official caution.

Any rules not covered in these rules will follow UIL guidelines
 All teams Players coaches and fans are bound by these rules and the TCSAAL Handbook.