



Urbana Youth Soccer

Manual & Rulebook

Constitution

Urbana Youth Soccer is recreational program, run by volunteers, based in Urbana, Ohio and its purpose is to foster, finance, and administrate youth soccer activities, in co-operation with the City of Urbana and Urbana Youth Sports, for the benefit of the families that reside in the Urbana and Champaign County area.

By-Laws

Officers – The Urbana Youth Soccer Committee consists of a Program Director, Assistant Program Director, Treasurer, and an Age Group Coordinator for each of the organizations age groups. It governs the day-to-day business of Urbana Youth Soccer. The Superintendent of Parks and Recreation of The City of Urbana advises the Soccer Committee. The Program Director sits on the Urbana Youth Sports committee.

Membership – Membership in the organization is limited to residents of Champaign County and others approved by the Soccer Committee. Membership is on an annual basis from January 1 to December 31 of each year.

The Committee – Positions on the Soccer Committee are given by appointment by the Program Director and confirmed by the existing committee members. Members are confirmed by a simple majority vote of the existing committee.

Meetings – The Soccer Committee normally conducts a meeting once a month, however, if the Program Director determines there is not sufficient business to warrant a meeting, the meeting may be cancelled. The Program Director conducts all meetings and establishes the agenda and starting time. Scheduled monthly meetings are open to the public. The Program Director may call an emergency meeting if the need arises.

Work Sessions – The Program Director may request a work session at any time. Work sessions for the committee to work on specific tasks that require timely results. Work sessions are generally not open to the public.

Vacancies – Vacancies on the Soccer Committee are filled by an appointment by the Program Director. These appointments will last the remainder of the vacated positions term. The Assistant Program Director assumes the responsibilities of the Program Director if that position should become vacated.

By-Law Amendments – The By-Laws may be amended by a majority vote of all Urbana Youth Soccer Committee members. They are to be reviewed and updated if needed annually.

Committees / Other Positions – To ensure proper and efficient operation of the organization, the Program Director, with majority approval of the Soccer Committee, appoints all committees and persons needed for other positions.

Income/Expense/Budget – An annual budget is developed and is submitted to the Soccer Committee for approval. A year-end financial report is created for all accounts and is made available to the public by January 31st of each year.

Expenditures – The Program Director authorizes expenditures of \$500.00 or less without prior approval of the Soccer Committee. The Soccer Committee approves all others. For purchases over \$1000, competitive bids are obtained from local businesses, if possible, for uniforms, equipment and trophies. At minimum, two bid requests should be sent. The committee decides which business to award business to, based on cost, value, locality of the business and program support by the business. Purchases over \$1000 are approved by Urbana Youth Sports.

2010 Soccer Committee

Position	Name	Phone	E-mail
Program Director	Todd Tracy	653-7519	SportsInfo@ctcn.net
Asst Director	Mark Perry	653-4643	mbmcperry@ctcn.net
Soccer Treasurer	Todd Tracy	653-7519	SportsInfo@ctcn.net
U5 Coordinator	Amy Sherman	215-0528	awlsherman@woh.rr.com
U7 Coordinator	Leslie Kelly	484-7770	mikeinoh@main-net.com
U9 Coordinator	Todd Tracy	653-7519	SportsInfo@ctcn.net
U11 Coordinator	Mark Perry	653-4643	mbmcperry@ctcn.net
U16 Coordinator	Tom Bender	653-5831	twbender7@earthlink.net
Concessions/Refs	Todd Tracy	653-7519	SportsInfo@ctcn.net

Other Important Numbers

Urbana Emergency Squad	911 or 652-4370
Police Department	911 or 652-4350
Park Office (leave message)	652-1053
Parks Superintendent	Chris Stokes – 869-0729

General Policies

Enrollment – Enrollment occurs in the summer, starting around June, and is open to the residents of Champaign County and other approved by the committee. Enrollment is generally advertised in the Urbana Daily Citizen, in the Local Sports section and on the UrbanaYouthSports.com website. Banners or signs may also be placed by the city entrances by obtaining permission from the City of Urbana.

Enrollment Fee – Participation fees are \$35. A discount may be offered for earlier registrations. After a set date, fees are raised to \$50. A small grace period may exist.

Ages – Ages are determined as of August 1st. Children 4 – 16 are eligible to play. The soccer committee relies on parents to enter correct information about their child's age on the registration form, and will take appropriate action if it is discovered otherwise.

Age Groups – Age group ranges are verified each year by the Soccer Committee. They are:

- **5U** – Ages 4-5 (those almost 4 if approved by the Program Director)
- **7U** – Ages 6-7
- **9U** – Ages 8-9
- **11U** – Ages 10-11
- **16U** – Age 12-16

Parents may request that their child play up or down in age groups. Requests are reviewed by the Soccer Committee prior to placement.

Special Request – Special request to be placed on teams for a variety of reasons can make the team assignment process un-manageable and are generally not permitted. A request may be taken before the Soccer Committee and evaluated. A request NOT to have a coach due to past experiences will be honored if possible.

Coaching – The soccer committee must approve individuals requesting a coaching position with input from coaching history files, other coaches, parents and/or the City of Urbana.

Practices - Practices generally begin in August following the county fair and will continue for 2-4 weeks. Practices are available in either a Monday – Thursday or a Tuesday - Thursday combination. Practice times for 7U and up begin at 5:00 and 6:30 p.m., and generally last 1 – 1½ hours. 5U practices begin at 5:30 and 6:30 p.m. Additional practices may be scheduled on open fields on a first come first serve basis by signing up on the official schedule. Practices are not to be held on Wednesdays.

Weather – Practices and games may be shortened or cancelled at the discretion of the Program Director or a designee. Weather conditions must never compromise the safety or well being of those involved in the program. Methods of determining unsafe practice conditions will be used. (reference: heat index chart; wind chill chart. common sense)

Lightning Alert – In the case lightening is spotted, any coach or committee member may go to the concession stand to obtain the air horn to sound the alert, following the directions that are posted on it. All coaches are to direct parents and players to go to their vehicles and wait. A designated committee member must sound the “all clear” signal or communicate the cancellation of the night’s activities. Thirty minutes of clear weather must be observed after the last strike before members may return to the fields.

Weather Line: 653-7519 - The Urbana Youth Sports Weather Line will be used to assist in the communication of weather related information, including the postponement or cancellations of practices or games. The Program Director or designee should try to have information posted at least 1½ hours prior to the start time. The weather line is only to be used as an aid in communication and should not be used to replace phone calls from coaches to parents.

Weather make-ups – Games will generally be rescheduled on the earliest open date. Most games will be rescheduled for Saturday. Teams are expected to play on Saturday and may be asked to forfeit if a team can not be fielded. Make-up games can also be scheduled through the week if the opportunity exists, but teams can not be penalized if a coach can not field a team.

Concessions – Concessions for all youth sporting events at the City Park are managed by Urbana Youth Sports, with each program benefiting from their own sales. Each soccer team may be responsible for supplying parents to work in the concession stand for a designated number of games. Efforts will be made to distribute games equally.

Fundraisers – Urbana Youth Sports and the Fall Fundraiser Committee coordinate Fundraisers.

Rules – Rules are verified each year by the Soccer Committee and distributed to each coach. This should be done at least two weeks prior to the start of games.

Urbana Youth Soccer Program Rules for Ages 4-16

Law I - The Field of Play

Field Size

	5U	7U	9U	11U	16U
Outer Boundary	90' x 64'	150' x 80'	150' x 80'	200' x 114'	240' x 120'
Diagonal Distance					
Goal Box	N/A	60' x 30'	60' x 30'	80' x 40'	80' x 40'
Penalty Box	14' x 10'	14' x 10'	14' x 10'	25' x 17'	28' x 17'
Mid-Field Circle	12'	30'	30'	50''	60''

Goal Size

5U	7U	9U	11U	16U
12'	12'	12'	21'	24'

5U

In the 5U age groups, a colored flag or colored shirt may be placed on top of the goal so that the players can easily identify their goal. The flag or shirt will be the same color as the team's shirt.

Law II - The Ball

Ball Size

5U	7U	9U	11U	16U
3	3	4	4	5

If the ball bursts or becomes defective during the course of a match:

- The match is stopped.
- Dropping the replacement ball at the place where the first ball became defective restarts the match.

Law III - The Number of Players

Team Size on the Field

5U	7U	9U	11U	16U
7	8	7	7	7

- If a team has less than the required number on the field then the opposing team should play with an equal number of players.
- All players should play at least one-half of the game.
- Substitutions may be made on a Kick-Off by both teams and at times allowed by the official, generally on Throw-Ins, Corner Kicks and Goal Kicks by either team regardless of who controls the ball.
- Substitutions are not allowed on a Penalty Kick or Drop Ball.
- No additional spectators, parents, coaches or players are allowed to remain behind the goal lines.

Changing the Goalkeeper:

Any of the other players may change places with the goalkeeper, provided that:

- The referee/both head coaches are informed before the change is made.
- The change is made during a stoppage in the match.

5U

- Teams do not use a goalie.

5U and 7U

- Teams may have one “Goal Coach”. When play has stopped this “Goal Coach” may enter the field of play to adjust the goalie and/or full backs into position.

Law IV - The Players' Equipment

- Players will wear no jewelry, unless it is religious or medical. If religious or medical jewelry is worn then the player will tape it down.
- If in the opinion of the referee or head coach, any article of clothing, jewelry, or equipment that is hazardous to the player or others must be removed or corrected before the player may return to the field of play.
- A player with a cast may play, but must present a permission slip from their doctor to the head coach and/or referee. He or she will be warned that any use, threat of use, or attempt to use the cast in a dangerous manner will result in the player immediately being removed from the game.
- Players with eyeglasses should use eyeglass restraints.
- Shin guards are required to be worn by all players. Socks will completely cover the shin guards. If the shin guard has any sharp plastic edges, the sock must be worn on the outside.
- Soft-cleated soccer shoes are encouraged. No metal cleats or cleats with a toe spike at the top of the shoe are permitted. If a toe spike is removed from the shoe, it must be completely smooth with no rise.
- Team members should wear socks of the same color and design on both feet.
- Team members should wear shirts, shorts and socks of the same color(s) and design as other team mates.
- Goalkeepers will wear shirts of a different color than those of the players of either team.
- During inclement weather, the shirt should be worn on the outside of any coat, jacket or other protective clothing.
- Uniforms are not to be altered. Player's names on the back of shirts are not permitted.

Law V - The Referee

The following table shows the referee preferences for each league.

5U	7U	9U	11U	16U
1 coach from each team	1 coach from each team	1, preferably 2 officials. (not certified)	1, preferably 2 officials. (preferably certified)	1, preferably 2 officials. (preferably certified)

- It is suggested for U7 and above to have volunteer line judges.
- The Referee Coordinator will assign officials to each game.
- If an official does not show for a game, and an alternative official can not be found, each team is to supply one person to officiate the game.

Note - Availability of officials and the funds available to pay officials has a great impact on the number of officials that are present on the field for a game.

Law VI - Referee Assistants

Parents may be asked from each team to be volunteer side-line judges.

5U & 7U - There are no paid assistant referees.

9U – Volunteer assistant referees are suggested.

11U & 16U – Volunteer or paid assistant referees are recommended.

Law VII - The Duration of the Game

Length of Game

5U	7U	9U	11U	16U
4 Quarters	4 Quarters	4 Quarters	2 Halves	2 Halves
6 Minutes	8 Minutes	10 Minutes	25 Minutes	30 Minutes

Halftime

5U	7U	9U	11U	16U
5 minutes	5 minutes	5 minutes	10 minutes	10 minutes

- Breaks in between quarters will be 2 minutes.
- There are no shoot-outs. Regular season games may end in a tie.
- In case a game ends in a tie during 9U, 11U and 16U tournaments, one 5 minute overtime period will be played. If that period ends in a tie, another period will be played at sudden death. The first team to score wins.
- The referee, or the 5U and 7U head coaches (if mutually agreed), may add “Stoppage Time” at their discretion.
- The Superintendent of Parks and Recreation, the Urbana Youth Soccer Program Director (or designee) or the referee may postpone, suspend or abandon a match.
- If the game is cancelled before it starts, the whole game may be replayed.
- If the game is cancelled in the first half, it will continue with the second half of play. Score will carry over to the continued game.
- If the game is called in the second half and either team is ahead by 2 or more goals the game will not be made up.
- If the game is called in the second half and neither team is ahead by two or more goals the game will continue with the full second half played again. The score will carry over to the continued game.

Law VIII – The Start of Play

- Prior to the beginning of the match, a coin is tossed. The team that wins the toss decides which goal it will defend and will kick off to start the second half. The loser of the coin toss will kick off to start the game.
- The ball must move forward on the "kick-off". The receiving team must stay out of the "Center Circle" until the ball is moved by the kicking-off team. If kicker deliberately handles the ball before it has touched another player, an indirect kick will be awarded to the opponents.
- This team takes the kick-off to start the half (11U and 16U), or the second quarter and the fourth quarter.
- The team which loses the toss takes the kick-off to start the match and (for 5U, 9U, 7U) the third quarter.
- 7U and Up – Teams change goals at the half.
- 5U - It is up to the coaches of both teams whether or not to change ends at half time. Coaches of both teams must agree. Note: If a field has many irregularities and/or slopes in one direction, it is strongly recommended to switch goals at the half.

Law IX - The Ball In and Out of Play

The ball is out of play when:

- It has wholly crossed the goal line or touch line whether on the ground or in the air
- Play has been stopped by the referee.

The ball is in play at all other times, including when:

- It rebounds from a goalpost, crossbar or corner flag post and remains in the field of play.
- It rebounds from either the referee or an assistant referee when they are on the field of play.

Law X - The Method of Scoring

Goal Scored:

A goal is scored when the ball wholly passes over the goal line, between the goalposts and under the crossbar, provided that the team scoring the goal has committed no infringement of the Laws of the Game previously.

5U and 7U: The age groups DO NOT KEEP SCORE. Focus is on instruction and learning basic skills.

9U and Up:

The winning team is defined as the team scoring the greater number of goals during a match. If both teams score an equal number of goals, or if no goals are scored, the match is considered a tie.

Tournament seeds for 9U, 11U and 16U are determined based on regular season wins and calculations. Teams receive 3 points for a win, 1 point for a tie and 0 points for a loss. If teams are tied at the end of the season, head to head games are considered. If the tie remains, the team with the fewest number of goals allowed wins the better seed.

See the **Annex** for age groups that participate in Post-Season Tournaments.

Law XI – Offside

Offside rule applies to:

5U	7U	9U	11U	16U
No	No	Warnings only	Yes	Yes

5U & 7U - Offside will not be called. “Cherry Picking” (standing by the opponent’s goal waiting for the ball to arrive in an attempt to score) is not allowed. Coaches need to instruct their players not stand by the opponent’s goal and just wait for the ball to arrive back down field.

9U – The offside rule begins to be taught. It should be practiced during the season. Officials will only give warnings for offside infringements. When offside is called, the team on offense will retain possession and will throw in from the mid-field line. The reason for the offside call should be explained to the players involved.

11U and 16U – Offside will be called by officials.

The Rule

It is not an offence in itself to be in an offside position. A player is in an offside position if he/she is nearer to his/her opponents' goal line than both the ball and the second to last opponent. The position of any part of the player's head, body or feet will be the deciding factor and not the player's arms.

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his/her team mates, he/she is, in the opinion of the referee, involved in active play by:

- Interfering with play. Interfering with play means playing or touching the ball passed or touched by a team mate.
- Interfering with an opponent. Interfering with an opponent 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 by being in an offside position. Gaining an advantage by being in an offside position 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 is NOT in an offside position if he/she is

- in his/her own half of the field of play,
- level with the second last opponent, or
- level with the last two opponents.

There is no offence if a player receives the ball directly from a

- goal kick,
- throw-in, or a
- corner kick

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

Law XII - Fouls and Misconduct

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent,
- trips or attempts to trip an opponent,
- jumps at an opponent,
- charges an opponent,
- strikes or attempts to strike an opponent, or
- pushes an opponent.

A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:

- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball,
- holds an opponent,
- spits at an opponent,
- slide tackles an opponent, or
- places the hands on the ball deliberately (except for the goalkeeper within his own penalty area).

A direct free kick is taken from where the offence occurred, except inside the goal area.

If the defense commits the offense within their own goal area, the ball is placed at the center of the top line of the goal area, with the goalie in place.

Any foul committed within the goal area by the offense will result in a goal kick by the defensive team.

Penalty Kick

A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play. There will be no Penalty Kick in U5 and U7.

Indirect Free Kick (5U, 7U and 9U – All Free Kicks will be Direct)

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 six seconds while controlling the ball with his hands before releasing it from his possession,
- touches the ball again with his hands after it has been released from his possession and has not touched any other player,
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate, or
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- plays in a dangerous manner,
- impedes the progress of an opponent,
- prevents the goalkeeper from releasing the ball from his hands, or
- commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.

The indirect free kick is taken from where the offence occurred.

Use of Yellow and Red Cards:

5U	7U	9U	11U	16U
No	No	Yes	Yes	Yes

Cautionary offences (Yellow Card)

A player is cautioned and shown the yellow card if he commits any of the following seven offences.

- unsportsmanlike behavior,
- shows dissent by word or action,
- persistently infringes the Laws of the Game,
- delays the restart of play,
- fails to respect the required distance when play is restarted with a corner kick or free kick,
- enters or re-enters the field of play without the referee's permission, or
- deliberately leaves the field of play without the referee's permission.

The official will consider the infraction and has the option to send a player off until the next substitution opportunity.

Sending Off Offences (Red Card)

A player is sent off and shown the red card if he commits any of the following seven offences.

- guilty of serious foul play,
- guilty of violent conduct,
- spits at an opponent or any other person,
- denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area),
- denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick,
- uses offensive or insulting or abusive language and/or gestures, or
- receives a second caution in the same match.

A red card results in ejection from the current game and a 1 game suspension of the player for the next game to be played.

If there is a disagreement between the officials and/or coaches, call a time out and contact and a Soccer Committee member. **DO NOT ARGUE IN FRONT OF THE CHILDREN!**

Use of Yellow and Red Cards on Coaches and Spectators:

A coach or spectator may be cautioned and shown the yellow or red card if they commit any of the following offences.

- unsportsmanlike behavior,
- shows dissent by word or action,
- persistently infringes the flow of game,
- delays the restart of play,
- fails to respect the decision of a referee, or
- enters or re-enters the field of play without the referee's permission.

The yellow card serves as a final warning. A red card results in ejection from the current game and a 1 game suspension of the coach or spectator for the next game to be played. Ejection in this case means removal from the soccer field area, to the parking lot at a minimum. Red cards given to coaches or spectators must be reported to the Program Director no later than immediately following the match.

Law XIII - The 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 Free Kick

- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

Indirect Free Kick

- A goal can be scored only if the ball subsequently touches another player before it enters the goal.
- If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded.
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

Position of the Free Kick

- The free kick is taken from the place where the infringement occurred.
- If it occurred in the goal area, it is taken from the center point on the top goal line.
- All opponents are at least 10 yards from the ball.
- All opponents remain outside the penalty area until the ball is in play.
- The ball is in play when it is kicked and it moves.

Law XIV - The Penalty Kick

Penalty Kicks

5U	7U	9U	11U	16U
No	No	Yes	Yes	Yes

A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time may be allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

The ball is placed on the penalty mark.

The player taking the penalty kick is identified.

The defending goalkeeper remains on the goal line, facing the kicker, between the goalposts until the ball has been kicked.

The players other than the kicker are located:

- inside the field of play,
- outside the penalty area,
- behind the penalty mark, and
- at least 10 yards from the penalty mark.

Law XV- The Throw In

A throw-in is a method of restarting play.

A goal cannot be scored directly from a throw-in.

A throw-in is awarded:

- When the whole of the ball passes over the touch line, either on the ground or in the air
- From the point where it crossed the touch line
- To the opponents of the player who last touched the ball

Procedure:

At the moment of delivering the ball, the thrower:

- Faces the field of play
- Has part of each foot either on the touch line or on the ground outside the touch line
- Uses both hands
- Delivers the ball from behind and over his head

The thrower may not touch the ball again until it has touched another player.

The ball is in play immediately when it enters the field of play.

If a ball thrown in play proceeds back out of play without any player touching it, the ball is awarded to other team.

Law XVI - The Goal Kick

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is awarded when:

- The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

Procedure

- The ball is kicked from any point within the goal area by a player of the defending team.
- Opponents remain outside the penalty area until the ball is in play.
- The kicker does not play the ball a second time until it has touched another player.
- The ball is in play when it is kicked directly beyond the penalty area.

If the ball is not kicked directly into play beyond the penalty area, the kick is retaken.

5U – In place of the goal kick, players perform a throw-in from the nearest touch line.

Law XVII - The Corner Kick

A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

A goal may be scored directly from a corner kick, but only against the opposing team.

Procedure:

- The ball is placed inside the corner arc at the nearest corner flag post, the arc is part of the corner arc area.
- The corner flag post is not moved.
- Opponents remain at least 10 yards from the ball until it is in play.
- The ball is kicked by a player of the attacking team.
- The ball is in play when it is kicked and moves.
- The kicker does not play the ball a second time until it has touched another player.

If, after the ball is in play, the kicker touches the ball a second time (except with his hands), before it has touched another player, an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

Law XVIII – Common Sense

When all else fails, use Common Sense.

Law 18 is still unwritten, but frequently quoted as the ultimate law in soccer. Referees, Coaches, Players and Spectators should all abide by this law.

Annex:

Participation Awards

Children in all age groups will receive a participation medallion, to be presented before the parents at the end of the last game of the season or at an awards ceremony.

Regular Season Awards

In 9U, 11U and 16U, the team with the best record at the end of the regular season will receive a Regular Season First Place Trophy. If a tie should occur, will be broken by:

- winner of head to head play, then if needed, by
- the team with the least goals scored against, then, if needed, by
- the team with the most goals scored.

A First Place sponsor trophy will also be awarded.

Post-Season Tournaments

Age Groups 9U, 11U and 16U will have Post-Season Double Elimination Tournaments. With trophies awarded to Tournament Champions and Runners-Up. (Individual and Sponsor)

REFEREE SIGNALS



DIRECT FREE KICK
When ball played lower hand.



INDIRECT FREE KICK
Lower hand when another player plays ball.



CAUTION OR EJECTION
Show appropriate card.

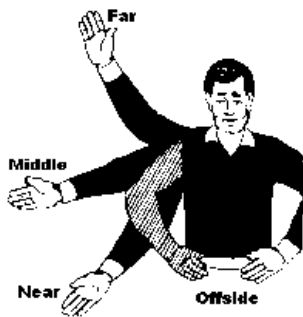


TIME OUT



GOAL SCORED

Gives the Time Out signal then points up the field toward the Center Circle.



OFFSIDE

Place hand on hips for offside signal then indicate if the offside was on:

Far side of field: hand is held 45 degrees upward.

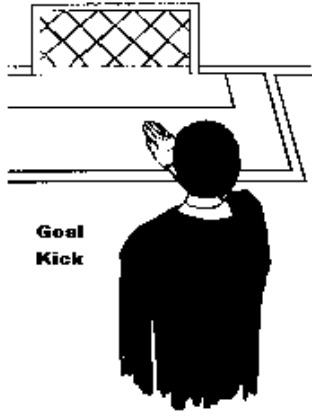
Middle of field: hand is held parallel with ground.

Near side of field hand: is held 45 degrees downward .



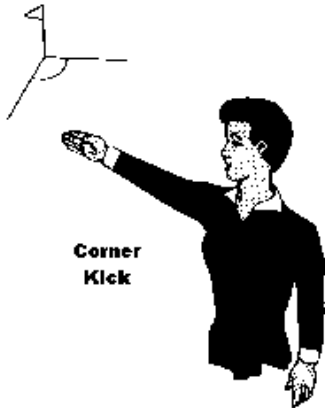
PLAY-ON or ADVANTAGE

Declares distinctly Play-On or Advantage and moves both hands forward in a sweeping motion at the waistline.



GOAL KICK

Points toward Goal Area that the kick is to be taken from.



CORNER KICK

Points toward the Corner Arc that the kick is to be taken from.



PENALTY KICK

Points toward the Penalty Mark that the kick is to be taken from.

ASSISTANT REFEREE SIGNALS

GOAL SCORED

Assistant Referee raises flag vertically to get the referee's attention, then runs a short distance the Touch Line toward the Halfway Line to affirm to the referee that a goal was scored.



CORNER KICK

Raises flag vertically to get referee's attention then

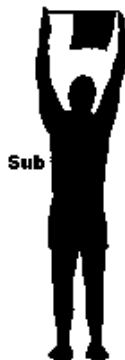
Points toward Corner Arc.



GOAL KICK

Raises flag vertically to get referee's attention then

Points toward Goal Area.



SUBSTITUTION

Holds flag above head with both hands.
Lowers when referee makes eye contact
and acknowledges subs.



THROW-IN

Holds flag in appropriate hand to indicate the direction of the throw-in.



FOUL NOT SEEN BY REFEREE

Holds the flag directly above the head and gives it a slight wave until the referee acknowledges. If the referee does not acknowledge the flag, then the assistant will lower the flag.



OFFSIDE

Raises flag vertically to get referee's attention then indicates if Offside was on:

Far side of field: flag is held 45 degrees upward.

Middle of field: flag is held parallel with ground.

Near side of field: flag is held 45 degrees downward.



Urbana Youth Soccer Committee Approval

Program Director: *Todd Tracy - On File* Date: Sept 4, 2010
