

GLOUCESTER DRAGONS
RECREATIONAL SOCCER



2021 HANDBOOK

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The Gloucester Dragons' Board of Directors welcomes you!

For those who have been with the Dragons in previous years, welcome back. For those who are first-time Dragons, we hope you enjoy your season and stay with us for years to come.

Message from the Chair

Our mission is

To promote the game of soccer while providing all participants with an equal opportunity to play and to develop in an atmosphere of fun, good sportsmanship and respect.

To accomplish this we need the full engagement of players, coaches, referees, parents and a large number of volunteers — not just in words but in our actions. Together, we can develop players, referees and coaches; celebrate the sport of soccer in an enjoyable and healthy environment; and add to the quality of life in our community.

This handbook provides basic information about playing soccer with the Gloucester Dragons. I hope that you find it useful. Other information is available on our website. I also encourage you to ask questions and provide your feedback to members of the Board of Directors. Thank you for your contribution to a successful 2021 season.

Bill Coleman
Chairman, Gloucester Dragons

BOARD OF DIRECTORS

Chairperson	Bill Coleman
Executive Director, Operations	David Lowe
Past Chair	vacant
Secretary	vacant
Treasurer	Simon Tomlinson
Director, Equipment and Facilities	Rémi Beaudin
Director, Coach Development.....	Andrew Watson
Director, Marketing and Community Relations	John Fernandez
Director, Micro U4-U6	Adrian Movileanu
Director, Micro U7-U8	Fiona Brooks
Director, Mini Girls (U9-U12)	Marc-André Daoust
Director, Mini Boys (U9-U12).....	Michel Beaulieu
Director, Youth Girls (U13-U18).....	Leah Hutchinson White
Director, Youth Boys (U13-U18).....	Jim Hunker
Head Referee	Jason Gauthier

GLOUCESTER DRAGONS' OFFICE

Hours of Operation

May to August	9:30 a.m. to 7:00 p.m.
September to April	10:00 a.m. to 3:00 p.m.
October to February	Tues., Wed., Thurs.
Weekends and Stat holidays	Closed

Contact Information

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Website: www.dragonsoccer.ca	

IMPORTANT DATES FOR 2021

Check www.dragonsoccer.ca for updates.

Equipment distribution to coaches.....	May 8
Mini and youth (U9 to U18) season starts	May 17
Micro (U4-U8) season starts.....	May 21
Refund deadline	May 31
Soccer Day U4-U8 and U14-U18 boys.....	August 28
Soccer Day U9-U12 and U14-U18 girls.....	August 29
Equipment return	on Soccer Day
Annual general meeting.....	October 19

FAIR PLAY / CODES OF CONDUCT

Sportsmanship

One of the main goals of the Gloucester Dragons is to teach good sportsmanship. To achieve this, coaches and parents must set an example for the players to follow.

Participation

The aim of the Gloucester Dragons is to promote recreation, fitness, health and friendship. Participation is the rule. Each player will receive equitable playing time. A player's disregard for the Code of Conduct may result in reduced playing time.

The Dragons strongly adhere to the FAIR PLAY concept and expect all players, coaches, volunteers and other participants to understand and practice this concept during Dragons' activities.

The Principles of Fair Play

- | | | | |
|---|--|---|--|
| 1 | Respect for the rules of soccer | 4 | Respect for teammates, coaches, and volunteers |
| 2 | Respect for referees and their decisions | 5 | Equal participation |
| 3 | Respect for opponents | 6 | Maintain your self-control at all times |

Fair Play Code for Coaches

1. I will be reasonable when scheduling practices and remember that players have other obligations.
2. I will teach my players to play fairly and to respect the rules, the referees and opponents.
3. I will ensure that all players get equal instruction, support and playing time.
4. I will not ridicule, yell, or be negative toward any player or game official. I will remember that the players are here to enjoy themselves and must be encouraged to have confidence in themselves.
5. I will make sure that equipment and facilities are safe.
6. I will remember that my players deserve a coach they can respect. I will be generous with praise and set a good example in my dealings with players, other coaches and referees.
7. If I disagree with an official, I will accept the decision and not argue the call. I can bring my concerns to the head referee or to the age-group director.
8. I will obtain proper training and continue to upgrade my coaching skills.

Fair Play Code for Players

1. I will play soccer because I want to, not because my parents or coaches want me to.
2. I will play by the rules.
3. I will control my temper at all times. Fighting, arguing and "trash talking" are unacceptable.
4. I will respect my opponents.
5. I will be a team player.
6. I will remember that winning isn't everything. Having fun, improving skills, making friends, and doing my best are more important.
7. I will acknowledge good plays by my teammates and opponents.
8. I will remember that coaches and referees are here to help me. I will accept their decisions with respect.
9. I will not dispute the referee's call.

Fair Play Code for Parents

1. I will not force my child to play soccer.
2. I will remember that my child plays for their enjoyment, not mine.
3. I will encourage my child to play by the rules and to resolve conflicts without resorting to verbal abuse, hostility or violence.
4. I will teach my child that trying their best is more important than winning so they will never feel defeated by the outcome of a game.
5. I will make my child feel like a winner every time by offering praise not criticism.
6. I will never ridicule or yell at any player, coach or referee for making a mistake or losing.
7. I will applaud good plays/performances by both teams.
8. I will never question the judgment, methods or honesty of a coach or referee in public.
9. I will support all efforts to remove verbal and physical abuse from soccer activities.
10. I will respect and appreciate all coaches and referees.

Match Officials' Code

Dragons officials are required to adhere to the Ontario Soccer's Code of Conduct for match officials, and shall:

- Conduct themselves with dignity both on and off the field of play and shall, by example, endeavour to inspire the true principles of Fair Play and earn the respect of those whom they serve.
- Not cause the Dragons to become involved in any controversial matters and shall abide by the rules and regulations of the jurisdiction in which they officiate.
- Adhere to all standards and directives.
- Always be neat in appearance and maintain a high level of physical and mental fitness.
- Study the *Laws of the Game* and be aware of all changes and enforce all Laws and changes.
- Perform their designated responsibilities, including attending organized clinics and lectures, etc., and assist their colleagues in upgrading and improving their standards of officiating, instructing and assessing.
- Honour any appointments made for and accepted by them unless unable to do so by virtue of illness or personal emergency.
- Not publicly criticize other officials or any soccer association or make any statements to the media related to any game in which they were involved.
- Be subject to disciplinary action for not complying with this code of conduct.

The Dragons are committed to respecting the above codes of conduct by players, parents, coaches and officials. We hope that all participants acknowledge and celebrate behaviour that demonstrates these values for this is the most effective means of reinforcing positive behaviour. Note, however, that disciplinary action will be taken for lack of compliance.

The Dragons gratefully acknowledge the effort and time of all its volunteers. Thank You So Much!

HARASSMENT POLICY

HARASSMENT AND ABUSE WILL NOT BE TOLERATED!

Harassment - General

The Gloucester Dragons are committed to providing an environment free of harassment on the basis of race, national or ethnic origin, colour, religion, age, sex, sexual orientation, marital status, family status or disability. Harassment is a form of discrimination. Harassment is prohibited by the *Canadian Charter of Rights and Freedoms* and by human rights legislation in every province and territory in Canada. In its more extreme forms, harassment, in particular sexual harassment, can be an offence under Canada's *Criminal Code*. The Gloucester Dragons are bound by, and subscribe to the Ontario Soccer's [Harassment Policy](#).

Harassment of Referees

The Dragons' referee program recruits, trains and develops referees in a supportive environment that will permit them to develop their skills and abilities. The program recruits and trains up to 100 new referees each year. Many of the referees that you will see at your games will be inexperienced and will make mistakes.

Referees are employees of the Gloucester Dragons. For many referees, this is their first employment opportunity.

Coaches, players and spectators are expected to respect the referees and their decisions. Coaches are expected to support the referees to enable them to develop their skills and proficiency as referees.

Players and parents are expected to take their concerns with game officiating to their respective team coach. Coaches may contact the Head Referee after the game to voice their concerns or to seek clarification concerning the *Laws of the Game*.

Constantly arguing with a referee about a call, disputing decisions, making disparaging remarks about the referee, and entering the field of play without the referee's permission may be considered harassment or abuse. In such cases, the referee, while remaining calm and polite, should follow the procedures outlined below.

Harassment/Abuse by a Coach

If play has not already stopped, the referee should stop the play. The referee will then approach the coach and indicate that their behaviour is considered to be harassment or abuse and advise the coach that if it continues, they will be asked to leave the field. If the harassment/abuse continues and the coach refuses to leave the field, the game should be abandoned by the referee.

Harassment/Abuse by a Spectator

The referee should wait for a stoppage in play. If the referee can identify which team the spectator belongs to, the referee will explain to the applicable coach that the spectator's behaviour is considered to be harassment or abuse and will ask the coach to control the spectator. If the referee cannot identify the applicable team, they are to talk to the home team coach. If the harassment or abuse continues, the coach will ask the spectator to leave the field. The referee should explain to the appropriate coach that should the spectator refuse to leave the field, the referee may abandon the game. If:

- a game has been abandoned, or
- a coach has been expelled due to harassment or abuse,

The referee must call the Dragons' office immediately after the game and leave a message to report the occurrence, to be followed by a written special incident report at the earliest opportunity.

GENERAL INFORMATION

Absence of Referee

When the assigned referee is absent, coaches are asked to have a fun game/scrimmage. This is in the spirit of sportsmanship. The official game will be a tie of 0-0 with each team receiving a point. The score from the fun game will not be recorded.

A fill-in referee can be used and made official only if they are a registered referee, are in uniform and have all appropriate equipment and a game sheet. Assistant referees cannot be pressed into service if they are not qualified for the age level. Games will not be re-scheduled.

Casts

Modern protective equipment made of soft, lightweight, padded materials are not considered dangerous and are therefore permitted. Hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard plaster cast does not reduce the element of danger.

Cleats and Shin Guards

Shin guards are mandatory for all ages. From U4 to U7, cleats are recommended, but running shoes are acceptable. Cleats are mandatory for U8 and up.

Concussions

Any player who appears to be concussed must be removed from play / practice for the remainder of the game / practice. For tips on concussions, refer to our [webpage](#) on concussions.

Equipment Return

After the last game on Soccer Day, coaches return their equipment to the equipment tent/truck. Goalkeeper jerseys must be handed in, but players keep their jerseys, shorts, and socks. All bags are to be cleared of any non-Dragons equipment.

Field Conditions

Referees must ensure field conditions are safe. Large depressions or standing water of an area larger than approximately 0.5 metres by 0.5 metres, gopher holes or other similar hazards constitute grounds to not play. The referee has the final say on whether a field is safe to play on.

Game Sheets (U8 – U18)

Purpose:

- To ensure that only registered players participate in a game
- To ensure that players who have been suspended have served their suspensions
- To assist the referee in completing discipline reports by correctly identifying offenders

Coaches in the U8 to U18 age groups must provide a completed game sheet to the game official before the start of the match. This game sheet must identify all players by name and shirt number. For U13 and up, the names of players who have been suspended must appear on the game sheet with a notation that they have been suspended. Those players may not participate in the match.

Referees should request the game sheets when they greet the coaches before the game.

If a coach does not provide the referee with a game sheet, the referee must delay the start of the game by 10 minutes to allow the coach or another team representative to prepare the game sheet. If a game sheet is not provided, the referee will abandon the game and record the score as 2 -0 in favour of the team that provided the game sheet. If both teams fail to provide a game sheet after 10 minutes, the referee will abandon the game and record the score as P-P in RefCentre.

The referee must submit a special incident report to the Dragons' office.

Referees are to submit the game sheet with their game and summary sheets as part of the official game report.

Heading the Ball

The Dragons have adopted US Soccer's heading guidelines. We recommend no heading the ball at ages 5 to 10. Limited heading in practice only to teach technique can occur at U11-U12. If a player heads the ball in a game, play continues since the *Laws of the Game* do not ban heading.

Information

All key documents, including responses to frequently asked questions, are available on our website: www.dragonsoccer.ca.

Number of Players (Forfeit)

- If there are not enough players to start the game, the referee must delay the start of the game by 10 minutes to allow for the arrival of late players. The referee will start the game once the minimum number of players is present.
- The referee will abandon the game if there are not enough players to either start or continue the game.
- If the referee abandons the game before kick-off or in the first half because one team does not have enough players to begin or continue play, the referee will record a score of 2-0 in favour of the team that has enough players present and able to play.
- If the referee abandons the game before kick-off or in the first half because neither team has enough players to continue the game, the referee will record the score as P – P.
- If the referee abandons the game in the second half, the referee will record the actual score.
- The referee must submit a special incident report to the Dragons' office.

Parental Supervision

Players up to the age of 12 cannot be dropped off at the field. Coaches are not responsible for supervising the children when the parents are not around and cannot attend to emergencies without appropriate parental support. This matter should be discussed at the beginning of the season by coaches and parents to ensure a mutual understanding of how this will be applied during the season.

Placement of Parents/Fans on the Field

Parents/fans are to be situated on the opposite side of the field from the players. This allows the coaches to maintain better control of the team, facilitates substitutions and provides for player

safety. No parents or coaches are allowed behind the goal line. The first coach to arrive at the field chooses the side to set up on.

Pre-Game Meeting

When captains are called by the referee, a coach from each team may attend the meeting at centre field with their captain. Coaches will greet each other, the captains and the referee. The referee and coaches will ensure all parties are clear on any relevant rules for that age group and answer any questions. Water break requests will be made at this time.

Reporting Abuse

It is everyone's duty to report suspected child abuse to the Children's Aid Society. If you suspect abuse, please refer to the Society's abuse policy: www.oacas.org/childwelfare/duty.htm.

Schedules

Schedules will be posted on www.dragonsoccer.ca. The Soccer Day schedules will be available in August.

Scoring Limit

Respect your opponent: do not run up the score.

To prevent running up the score, an **eight**-goal difference is the maximum allowed (and recorded). Once that goal difference has been reached (for example, if the score is 8-0, 9-1, or 10-2) the referee will end the game (only at the U13-U18 levels). Goals and points will be awarded as usual.

Strategies coaches should use to avoid this problem include:

- Rotating players into other-than-normal positions;
- Passing the ball a number of times before a shot on goal;
- Kicking with the weaker foot;
- Reducing the number of players on the field;
- Shooting from outside the penalty area.

Soccer Days

Soccer Days take place in August. See "Important Dates" on page 4 for the exact date. All teams participate in Soccer Day. Refer to the website in August for up-to-date information.

Water Breaks

Extremely hot weather may necessitate the game being stopped for water breaks in each half of the game. Only one coach has to ask for a water break. This is to be discussed and agreed upon before the game and will be administered by the referee with the break called approximately half way through each half. The referee will add time to the half in which the water break(s) occurs.

Weather/Heat/Air Quality

Teams are expected to practice/play in inclement weather. Games/practices may be cancelled by the City of Ottawa restricting the use of fields. Players and coaches are expected to arrive at the field for games unless notified by the Dragons. The assigned match referee will determine whether

or not the field and/or weather conditions are suitable for play. Only the referee can make the decision to abandon a game at the field. For U5-U7, coaches make this decision.

- Referees will follow Soccer Canada's severe weather policy to determine safety of play. If thunder is heard and/or lightning is seen, they are to abandon the game.
- When a game is abandoned, there is no wait period to re-start. All participants are to leave.
- If both teams are present at minimum strength or more and the game is not started due to weather, the game is not counted.
- If the game has started and is abandoned in the first half, the score is recorded as 0-0 regardless of the actual score. If the game is abandoned after the second half has started, the score is recorded as it stands at the time the game is abandoned.
- Regular season games will not be re-scheduled because of weather cancellation.

Heat Policy

When Environment Canada forecasts the temperature at game time to be greater than 30°C, there will automatically be two water breaks per half. Games and practices will continue as scheduled. Coaches are to monitor players for signs of heat stress or injury.

(source: http://www.weatheroffice.gc.ca/city/pages/on-118_metric_e.html)

When the temperature at game time is forecast to be 37°C or higher or the humidex is forecast to be 39°C or higher, games and practices will be cancelled.

The Dragons' Board reserves the right to cancel soccer activities based on extenuating circumstances and/or explicit weather warnings as posted on Environment Canada's website.

Air Quality Policy

If the air quality rating on the Environment Canada website is 7 or above at game/practice time, soccer activities will be cancelled. The forecast review will be conducted by the Dragons Board, and coaches will be notified by the office and via the website of any cancellation.

See the [Avoiding/preventing heat-related injuries](#) document available on the website.

BASIC LAWS OF THE GAME

Micro Soccer (U6 to U8)

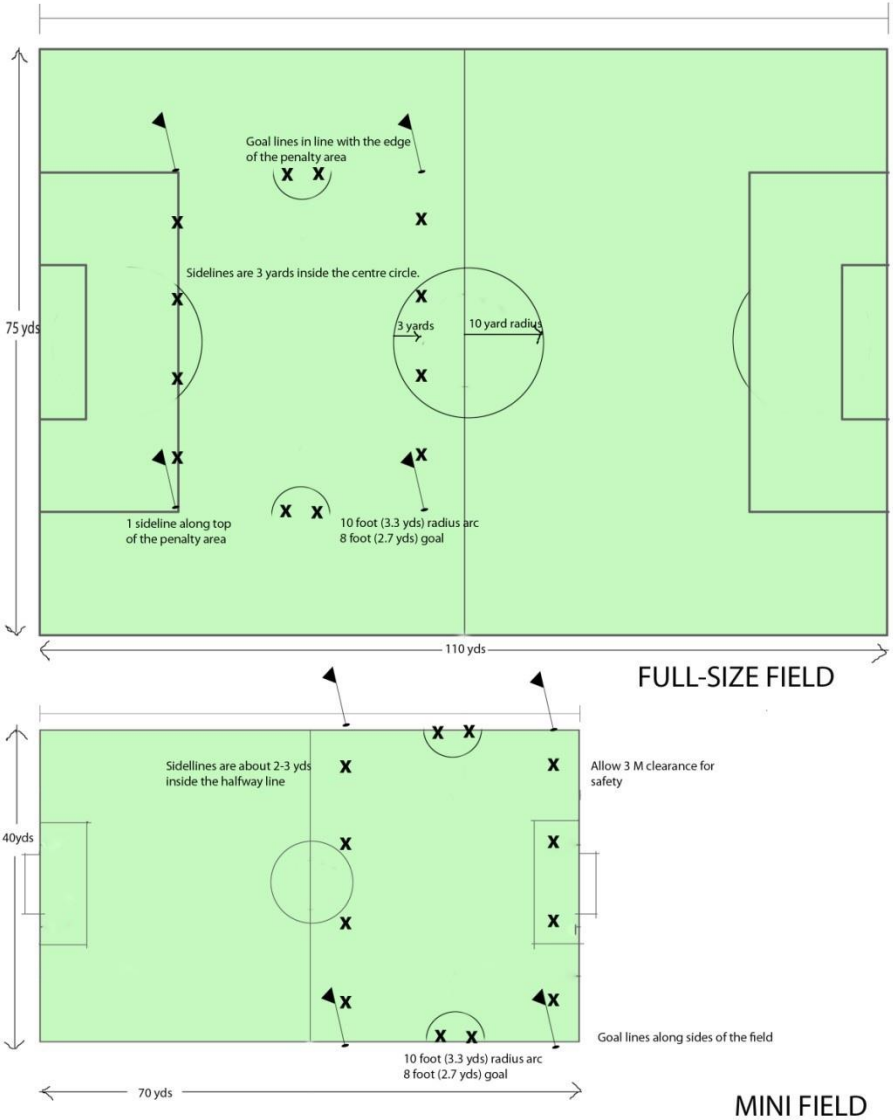
Note: Ontario Soccer Micro Soccer Rules supersede the FIFA *Laws of the Game* for all micro soccer age divisions.

- No scores are recorded at these levels.
- The Dragons encourage fun and skills development through equal participation and promoting ball possession and ball contact.
- No heading the ball.
- Each player is to have reasonably equal playing time relative to other players.
- **Slide tackling is not permitted.**
- No penalty kicks will be awarded, only indirect free kicks.
- Coaches, managers, team officials and parents shall not criticize game officials at any time and shall encourage the same attitude among all players and supporters.
- Practices start at 6:30 pm. Games for U6 begin at 7:00 pm. Games for U7 and U8 begin at 7:15 pm until the Friday following the August civic holiday, at which point games begin at 7:00 pm.

The Micro-Soccer Field

- U6: 30 x 20 yards
- U7 and U8: see diagram below for layout on full-size field and mini-field.

Layout of Soccer Field for U7 and U8



- Corner flags will be used to mark each corner.
- Goals will be placed at the midpoint between corner flags.
- Disks will be placed along the sidelines as markers.

Number of Players

<u>Age</u>	<u>Maximum</u>	<u>Minimum</u>	<u>Substitutions</u>
U6	3	3	on the fly/3-min shifts typical
U7/8	5	4	any stoppage/5-min shifts typical

- U6: Teams play without a goalkeeper.
- U7/8: All teams will have a goalkeeper who can change at any stoppage.

Ball

Ball size is no. 3 (never over-inflated)

Duration of the Game

- U6: Two 15-minute halves.
- U7/8: Four 10-minute quarters.
- There will be a 5-minute break between halves.

Referee

Game leader (parent, coach, assistant coach) at U6/U7. Referees will be assigned to U8 games.

Player's Equipment

Shin guards are mandatory. From U4 to U7, cleats are recommended, but running shoes are acceptable. Cleats are mandatory at U8.

Start of Play

Center of field (marked approx. by cones on side-lines) Player kicks ball. Ball is "live."

Offside

There is no offside.

Fouls and Misconducts

No penalties, no yellow or red cards. All infringements must be regarded as unintentional.

Pass-in or Dribble in

When the ball crosses the touch line, it shall be passed in or dribbled in by the opposing team from the point where the ball crossed the line. Opponents must be at least 2 metres from the ball when it is passed in or dribbled in.

Goal Kick / Goalkeeper Putting Ball into Play after a Save

Goal kicks can be taken from anywhere inside the goal arc. All opposing players must retreat beyond the half-way line. For U7, the coach on the field should stand at mid-field, and the players

should back up behind the coach. The referee at U8 can accomplish this same role. Defending players are to allow the team taking the goal kick or putting the ball back into play after a save a chance to play the ball.

At U7, the goalkeeper may put the ball into play from within the goal area by place kicking, punting or throwing the ball.

Only the goalie is allowed inside the goal crease.

Corner Kick

There are no corner kicks at U6-U8. A dribble-in is awarded instead.

Re-starts

When play is restarted, players must be 6 yards from the ball. If a free kick is awarded to the attacking team within 6 yards of the defending team's goal arc, the spot of the free kick will be moved back to a spot 6 yards from the goal arc, along an imaginary line joining the original spot of the free kick and the centre of the goal.

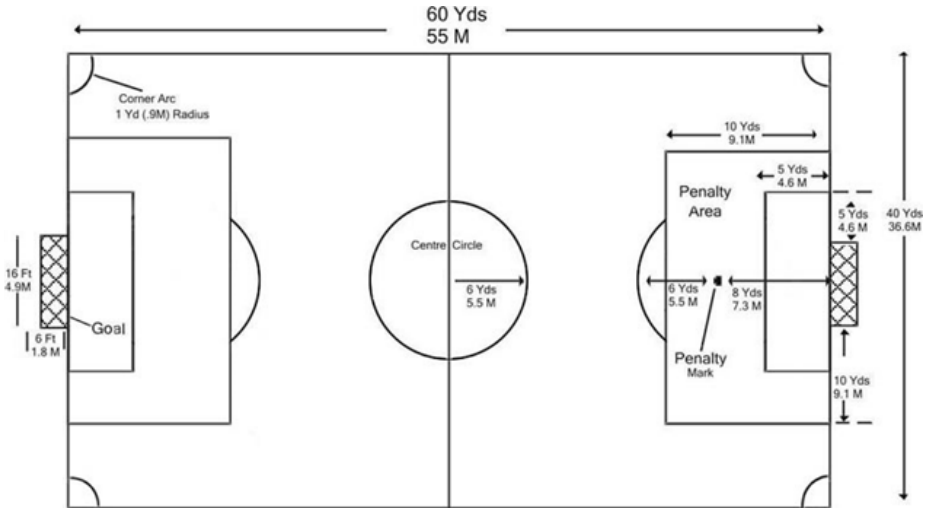
Mini Soccer (U9 to U12)

- The Dragons set these divisions to respect each age group. However, depending on the number of players and coaches, the Dragons may have to combine age groups or players from different regions.
- No heading the ball at U9-U10. Limited heading in practice to teach technique at U11-U12.
- The focus, regardless of age division, continues to be on fun and recreation while also developing soccer and life skills. The commitment is more significant at this level given the two nights set aside – one for practice and one for a game.
- Practices will generally run for one hour starting at 6:30 p.m. unless otherwise agreed to by the coach and all parents.
- All games start at 6:30 p.m. If one or both teams does not have the minimum number of players (5 players at U9/10 and 7 players at U11/12), the referee will wait up to 10 minutes for both teams to have the minimum number of players. If at least one team still does not, the referee will record P-P in RefCentre. At this point, we strongly recommended that the team with more players loan a player or players to the opposing team in order to have a game.
- If both teams have at least the minimum number of players but not the maximum number of players allowed, the teams will both play will the same number of players on the field.
- All coaches and assistant coaches are to stay in the immediate vicinity of their team's area and not go beyond the halfway line of the field.
- In the spirit of fun, good sportsmanship and respect, scores and standings are not posted for these age groups. Immediately after a game, the referee must ensure that game sheets are fully completed and signed off. Within 24 hours of the end of a game, the referee must record the score in Ref Centre for statistical purposes only.

Ontario Soccer Mini Soccer Rules

Note: Ontario Soccer Mini Soccer Rules supersede the FIFA *Laws of the Game* for all mini soccer age divisions.

Rule 1 – The field (U9 and U10 field shown)



- Field markings shall be clearly visible and of uniform width of approximately 5 inches (12 cm). All lines are part of the area they encompass.
- At U9/10, the goal shall be 6 feet high by 16 feet wide. At U11/12, the goal shall be 6 feet high by 18 feet wide.
- Whenever possible, goal-nets shall be used.
- Corner-posts shall stand not less than 5 feet (1.5 M) from the ground and shall be placed in each corner of the field of play.
- Disc markers shall be used on both touch lines to break the field into thirds for the purpose of creating a retreat line for goal kicks.

Rule 2 – The ball

The ball is size 4.

Rule 3 – Number of players

- The game shall be played by two teams, each consisting of:
 - U9 and U10: 7 players (5 minimum)
 - U11 and U12: 9 players (7 minimum)one of whom shall be the goalkeeper.
- Unlimited substitution shall be allowed.
- Substitutions shall be allowed at all stoppages, under the control of the referee.

-
- The game should not continue if a team has fewer than the minimum number of players (5 players at U9 and U10; 7 players at U11 and U12).
 - Players ejected by the referee must be replaced by team substitute.
 - Ejected players are not required to leave the environs of the match.
 - Ejected players must not take any further part in the game.

Rule 4 – Player's equipment

- Players shall not wear anything that endangers themselves or other players.
- Basic compulsory equipment shall consist of shorts, socks, shinguards, cleats, and a numbered shirt. Goalkeepers must wear colours that are distinguishable from all outfield players and the referee.
- A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

Rule 5 - The referee

- The referee appointed to officiate a mini-soccer game will have the full authority to enforce the mini-soccer rules. Referee decisions regarding facts connected to play are final.

The referee shall:

- Enforce the rules of the game.
- Refrain from penalizing in cases where the offending team may gain an advantage.
- Report in writing to the appropriate authority any misconduct by players, parents, spectators or other persons that takes place on the field of play or its vicinity at any time during the game.
- Control who may enter or leave the field of play.
- Stop the game immediately if a player appears to be injured, bleeding, or concussed.
- Signal to start the game and to restart it after a stoppage.
- Decide if the field of play and all applicable equipment is suitable.

Assistant Referee: Not Applicable

Rule 6 – Duration of game

- Games shall be of the following duration:
 - U9 and U10: 4 x 12-minute quarters
 - U11 and U12: 4 x 15-minute quarters
- There will be a 2-minute break between quarters and a 5-minute half time.

Rule 7 – Start of play

- The team that wins the toss of a coin decides which goal to attack in the first half or to take the kick-off. The team that does not kick-off in the first half will kick-off in the second half. At a kick-off, all players shall be in their own half of the field of play. All players opposing the team taking the kick-off shall be not less than 6 yards (5.5 M) from the ball until it is kicked. The game shall be started by the referee giving a signal. The ball is in play when it is kicked and moves.
- For any infringement of this rule, the kick-off shall be retaken.
- If the player taking the kick-off plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.
- After the first half of play, the teams shall change halves, and the kick-off shall be taken by a player of the team opposing that which started the game.
- For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was when play was stopped, unless play was stopped in the penalty area. In this case, the ball shall be dropped on the penalty area line at the point nearest to where the ball was when play was stopped. The ball shall be in play as soon as it touches the ground.
- A goal may be scored directly from a kick-off.

Rule 8 – Ball in and out of play

The ball is OUT of play:

- When the whole of the ball has crossed the goal line or touch-line, whether on the ground or in the air.
- When the play has been stopped by the referee.

The ball is IN play:

- At all other times including when it rebounds into play from a goal-post, a cross-bar, a corner flag post, or a referee and remains in the field of play.

Rule 9 – Method of scoring

- A goal is scored when the whole of the ball has crossed over the goal line, between the goal posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team, except by a goalkeeper from within his own penalty area.
- The referee shall be the sole judge as to whether a goal has been scored.
- During the course of play, should any outside agent prevent the ball from passing into the goal or assist the ball into the goal, play shall be stopped. The referee shall restart the game by dropping the ball.

Rule 10 – Free kicks

- For any infringement of the mini-soccer rules when the ball is in play, the referee may award a free kick to the non-offending team. The free kick shall be taken from the place where the infringement occurred, unless the free kick is awarded to the attacking team within its opponents' penalty area. In this case, the penalty kick shall be taken from the penalty-mark.
- At the taking of a free kick, the ball shall be stationary. All opponents shall be not less than 6 yards (5.5 M) from the ball and shall be outside the penalty area for free kicks inside the opponents' penalty area. The ball shall be in play when it is kicked and moves. For any infringement of this rule, the free kick shall be retaken.
- A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free kick shall be awarded to the opposing team.
- All free kicks are indirect. A goal may not be scored directly from a free kick.

Rule 11 – Penalty kicks

- A penalty kick shall be taken from the penalty-mark. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the field of play, not less than 6 yards (5.5 M) from the ball until it has been kicked.
- The goalkeeper shall remain on his own goal line facing the kicker, and between the goal posts, until the ball has been kicked.
- The player taking the penalty kick must kick the ball forward. The ball shall be in play when the ball is kicked and moves forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.
- If necessary, the time of play shall be extended to allow a penalty kick to be taken.

For any infringement of this rule:

- By a member of the defending team, the kick shall be retaken if a goal has not been scored.
- By a member of the attacking team, if a goal is scored it shall be disallowed and a free kick awarded to the defending team, to be taken from the place where the infringement occurred.
- By a member of both teams, the kick shall be retaken whether a goal has been scored or not.
- If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be retaken.

Rule 12 – Fouls and misconducts

A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a free kick to the opposing team:

- Spits at an opponent
- 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
- Holds an opponent
- Pushes an opponent
- Handles the ball deliberately, (except a goalkeeper from within his/her own penalty area)
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

Should a player commit one of the above offences within his/her own penalty area, a penalty kick shall be awarded.

Indirect Free Kicks (U10, U11 and U12)

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his/her own penalty area, commits any of the following two offences:

1. touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate. Players may pass the ball to their own goalkeeper using the head, chest or knee.
2. touches the ball with his/her hands after he/she has received it directly from a pass-in or throw-in taken by a teammate.

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/her hands

Rule 13 – Pass-in or dribble-in for U9 and U10 teams

- When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be passed in or dribbled in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- The player taking the pass-in or dribble-in shall:
 - a) face the field of play and
 - b) play the ball from on or behind the touch line.

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- The ball is in play when it enters the field of play.
 - At the taking of a pass-in or dribble-in, opponents must be at least 3 metres from the ball.
 - A goal cannot be scored directly from a pass-in or dribble-in. A goal can be scored from a dribble-in only if the kicker touches the ball a second time with their feet or a pass-in if the ball touches another player before entering the net and considered as a goal.

Rule 13 – Throw-in for U11 and U12 teams

- When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be thrown in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- The player taking the throw-in shall:
 - a) face the field of play,
 - b) have part of each foot on the touch line or on the ground outside the touch line,
 - c) use both hands, and
 - d) deliver the ball from behind and over her/his head.
- U11 only: If a player fails to throw the ball in correctly, she/he shall be permitted a second attempt. If the second attempt is unsuccessful, a throw-in shall be awarded to the opposing team.
- The ball is in play when it enters the field of play.
- If the player taking the throw-in plays or touches the ball a second time before it has been played or touched by another player, a free kick is awarded to the opposing team.
- At the taking of a throw-in, all opponents must be at least 2 metres from the ball.
- A goal may not be scored directly from a throw-in.

Rule 14 – Goal kick

- When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team. The ball shall be kicked into play from any point within the goal area by a player of the defending team.
- The retreat line will come into play on goal kicks or when the goalkeeper makes a save. The retreat line will be located at the edge of the attacking third of the field. It should be denoted by a disc cone on both touch lines.
- All opponents must remain behind the retreat line until the ball:
 - Is touched by a player of the team taking the goal kick **OR**
 - Leaves the field of play **OR**
 - Goes over the retreat line.
- Violations result in a re-kick for the kicking team.

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- If the player taking the goal kick plays or touches the ball a second time before it has been played or touched by another player, a free kick is awarded to the opposing team.
 - A goal may be scored directly from a goal kick.

Rule 15 – Corner kicks

- When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team, a corner kick shall be awarded to the attacking team.
- The corner kick shall be taken from within the corner arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards (5.5 M) from the ball until it has been kicked. The ball in play when it is kicked and moves.
- If the player taking the corner kick plays or touches the ball a second time before it has been touched by another player, a free kick shall be awarded to the opposing team.
- A goal may be scored directly from a corner kick.

FIFA Law 11 – Offside (U11/12 only)

It is not an offence in itself to be in an offside position.

A player is in offside position if he/she is nearer to the opponents' goal line than both the ball and the second last opponent.

A player is not in an offside position if:

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

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

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

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

- a goal kick;
- a throw-in; or
- a corner kick.

Youth Soccer (U13 to U18)

- The youth division is divided between U14, U16 and U18 age groups. Some age groups may be combined based on registration numbers.
- The focus, regardless of age division, continues to be on fun and recreation while also developing soccer (and life) skills.
- Practices will run for 60 to 90 minutes starting at 6:30 pm unless otherwise agreed to by the coach and all parents.
- All games start at 6:30 pm. Beginning with the second or third Monday in August, start times will move to 6:15 pm. Failure to have the minimum number (7) of players on the field 10 minutes after the scheduled start time will result in forfeiture of the game.
- When teams have an unequal number of players, the team with the most players may play with one extra player on the field, although playing even and sharing players is encouraged.

Example: Team A – 7 players, Team B – 10 players

Team A plays with 7 players; Team B plays with 8 players and two substitutes. **Note:** Fewer than seven players still results in forfeiture of the game.

- In an attempt to prevent forfeits and to allow a team to have at least four subs in hot weather, a team may “call up” Dragons players who are one year younger. For example, a U17/U18 team may call up a U16 player but not a U15 player. This policy applies to U13 teams and above. It is not to be used in an attempt to win games.
 - A team using one or more call-ups can have a maximum of 15 players on the game sheet.
 - If 16 players present themselves at the game, one of the call-ups must be removed from the game sheet.
 - A U12 player being called up to U13/14 can play up a maximum of five times. There are no restrictions on U13 and up.
 - A coach seeking a call-up asks the age-group director, who contacts the coach of a lower age-group team. The age-group director informs the coach of the team the call-up will be playing against so that both coaches are aware that call-ups are involved in the game. The age-group director also informs the soccer office, which will record the information.
 - A team playing an ineligible player forfeits the game.
- Coaches are to situate their respective teams on the side of the field opposite from spectators. Spectators are requested to co-operate with coaches. In addition, all coaches and assistant coaches are to stay in the immediate vicinity of their team’s area and not go beyond the halfway line of the field.
- Scores and standings are maintained. Immediately upon the completion of each game, referees are responsible for ensuring that game sheets are fully completed and signed off. Within 24 hours of the completion of a game, referees are responsible for recording game scores in Ref Centre.

- Standings are updated on a weekly basis on the Dragons' website. A win is worth three points; a tie is worth one point; and a loss, no points. At the conclusion of the regular season, a Gloucester Cup competition will take place on Soccer Day. Ties in the standings will be broken using the following criteria in descending order:
 1. most number of wins
 2. aggregate score in all games between tied teams
 3. fewest goals against
 4. coin toss
- Pre-season games may be scheduled depending on the number of teams in a division. Refer to the posted schedules for current information.

Laws of the Game

The following is a condensed version of the *Laws of the Game* with modifications for Dragons Soccer in *italics>*. Full versions of the FIFA *Laws of the Game* can be found on the Dragons' website.

Gloucester Dragons modified the following sections of the FIFA *Laws of the Game*:

- Law 3: Number of Players
 - maximum and minimum number of players; and substitutions
- Law 7: Duration of the Game
 - length of each period; and stoppage time for water breaks

Law 1 – The Field of Play

The diagram below shows the field of play. The lines indicated in the field of play must be marked so as to be clearly visible. These lines form part of the playing area.



Law 2 – The Ball

The ball must be spherical and must not be constructed in a manner that might prove dangerous to the players. The ball shall be size 5.

Law 3 – Number of Players

The numbers of players allowed on the field during a game is shown below, as are the allowed times for substitution. In all cases, one of the players shall be the goalkeeper. All substitutions are at the discretion of the referee.

<u>Age</u>	<u>Maximum</u>	<u>Minimum</u>	<u>Substitutions</u>
U13 and up	11	7	goal kick; throw in at request of attacking team

On Soccer Day, substitutions shall be allowed at all stoppages, at the discretion of the referee.

To replace a player with a substitute, the following conditions must be observed:

- The referee must be informed before any proposed substitution is made.
- The substitute enters the field of play only after the player being replaced has left and after receiving a signal from the referee.
- The substitute enters the field of play only at the halfway line and during a stoppage in the match.
- The substitution is completed when a substitute enters the field of play.

When teams have an unequal number of players before the start of the match, the team with the most players may play with one more player on the field. The number of players will be adjusted to accommodate late arrivals. If the team with the fewer number of players has a late arrival, both teams may request from the referee permission to send another player onto the field at the next stoppage in play. A team is not required to reduce the number of players when an opposing team player leaves the match due to injury, ejection or other reasons. Coaches are encouraged to observe the spirit of Fair Play and lend players so the teams can play at equal strength.

Law 4 – Players' Equipment

The basic compulsory equipment of a player comprises the following separate items:

- a jersey or shirt with sleeves - Jerseys or shirts must be worn tucked into the shorts.
- shorts
- soccer socks
- shin guards (shin guards must be covered entirely by the socks)
- footwear - soccer cleats are required.

A player must not wear anything that is dangerous to themselves or to another player (including any kind of jewellery). See the Ontario Soccer directive posted on the Dragons' website: www.dragonsoccer.ca. *Of special note is the zero tolerance for jewellery of any kind to be worn in practices or games.*

A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

The clothing worn by each team must be clearly distinguishable in colour from the others. The goalkeeper's clothing must be distinguishable from that of the other players and that of the referee.

Law 5 – The Referee

A referee shall be appointed for each game and shall enforce the *Laws of the Game*. His/her decision on points of fact connected with the play shall be final so far as the result of the game is concerned.

The referee shall keep a record of the game, act as a timekeeper and allow the full or agreed time, adding thereto each half of the game time lost through accident, water breaks, and other cause(s). The referee can stop, suspend or abandon the game at any time for any infringement of the Laws and can stop, suspend or abandon it by reason of bad weather or other sufficient cause(s). The referee has the right to caution and/or send off any player guilty of committing an offence under Law 12.

Law 6 – The Assistant Referee

When assistant referees are assigned as match officials, they are there to assist the referee in controlling the match in accordance with the *Laws of the Game*. Their duties, subject to the decision of the referee, are to indicate:

- when the whole of the ball has passed out of the field of play
- which side is entitled to a corner kick, goal kick or throw-in
- when a player may be penalized for being in an offside position
- when a substitution is requested
- when misconduct or any other incident has occurred out of the view of the referee
- when offences have been committed whenever the assistants are closer to the action than the referee (this includes, in particular circumstances, offences committed in the penalty area)
- whether, at penalty kicks, the goalkeeper has moved off the goal line before the ball has been kicked and if the ball has crossed the line.

Parents or other persons who are not appointed to a game as an assistant referee, but who are asked to act as a linesperson, are requested to indicate only when the ball has passed completely out of the field of play and are not to indicate potential offside or other offences.

Law 7 – Duration of Game

U14 two 40-minute halves

U16 and up two 45-minute halves

Players are entitled to a half-time interval. *The half-time interval shall not exceed five minutes except by consent of the referee. The referee, with the consent of both coaches, may shorten the game. Any agreement to alter the duration of the periods of play (for example, to reduce each half from 45 to 40 minutes because of insufficient light) must be made before the start of play.*

Law 8 – The Start and Restart of Play

The team that wins the toss of a coin decides which goal to attack in the first half or to take the kick-off. The team that does not kick-off in the first half will kick-off in the second half. In the second half, the teams change ends and attack the opposite goals.

At kick-off, the ball is in play when it is kicked and moves. The kicker cannot touch the ball a second time until it has touched another player. A goal can be scored from the kick-off. The opponents of the team taking the kick-off must remain at least 10 yards (9.15m) from the ball.

Law 9 – The Ball In and Out of Play

The ball is out of play when the whole of the ball crosses the touch or goal line, whether on the ground or in the air, or when the play has been stopped by the referee.

The ball is in play when it rebounds from a goal post, crossbar, or corner-flag post and remains in the field of play or when it rebounds from either the referee or an assistant referee when they are on the field of play.

Law 10 – The Method of Scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar either on the ground or in the air, provided that the team scoring the goal has previously committed no infringement of the *Laws of the Game*.

Law 11 – Offside

It is not an offence in itself to be in an offside position.

A player is in offside position if he/she is nearer to the opponents' goal line than both the ball and the second last opponent.

A player is not in an offside position if:

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

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

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

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

- a goal kick;
- a throw-in; or
- a corner kick.

Law 12 – Fouls and Misconduct

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

1. kicks or attempts to kick an opponent
2. trips or attempts to trip an opponent
3. jumps at an opponent
4. charges an opponent
5. strikes or attempts to strike an opponent
6. pushes an opponent
7. tackles an opponent

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

1. holds an opponent
2. spits at an opponent
3. handles the ball deliberately (except for the goalkeeper within his/her own penalty area)

A penalty kick is awarded if any of the above ten offences is committed by a player inside his/her own penalty area, irrespective of the position of the ball, provided it is in play.

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his/her own penalty area, commits any of the following four offences:

1. takes more than six seconds while controlling the ball with his/her hands before releasing it from his/her possession
2. touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player
3. touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate. A player may pass the ball to his/her own goalkeeper using his/her head, chest or knee
4. touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a teammate

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, (Note: Slide tackling is not allowed)
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his/her hands
- commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or send-off a player.

Disciplinary Sanctions

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

1. is guilty of unsporting behaviour
2. shows dissent by word or action
3. persistently infringes the *Laws of the Game*
4. delays the restart of play
5. fails to respect the required distance when play is restarted with a free kick or corner kick
6. enters or re-enters the field of play without the referee's permission
7. deliberately leaves the field of play without the referee's permission

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

- is guilty of serious foul play
- is 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/her own penalty area)
- denies an obvious goal-scoring opportunity to an opponent moving toward the player's goal by an offence punishable by a free kick or a penalty kick
- uses offensive, insulting or abusive language and/or gestures
- receives a second caution in the same match.

Law 13 – 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. The kicker cannot touch the ball a second time until it has touched another player.

If a free kick is awarded to the defending team in their own penalty area, all opponents shall be outside the penalty area. The ball shall be in play when it is kicked and moves.

If an indirect free kick has been awarded to the attacking team, in the defenders' goal area, the referee shall place the ball on the six-yard line, parallel to the goal-line nearest to where the offence occurred.

Direct free kick

If a direct free kick is kicked directly into the opponents' goal, a goal is scored.

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 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.

Law 14 – Penalty Kick

A penalty kick shall be awarded if a player on the defending team, in his/her own penalty area and while the ball is in play, commits any one of the ten offences mentioned in Law 12 for which a direct free kick is awarded.

- The ball is placed on the penalty mark.
- The player taking the penalty kick is properly identified.
- The defending goalkeeper remains on his/her goal line, facing the kicker, between the goal posts until the ball is 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.
- The player taking the penalty kicks the ball forward. He/she does not play the ball a second time until it has touched another player. The ball is in play when it is kicked and moves forward.

Law 15 – Throw-in

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

A throw-in is awarded when the whole of the ball passes over the touchline, either in the air or on the ground, from the point where it crossed the line and to the opponents of the player who last touched the ball.

The thrower must stand facing the field of play, have part of each foot on the touchline or on the ground outside the touchline, and throw the ball with both hands from behind and over the head from the point where it left the field of play.

The thrower may not touch the ball again until it has touched another player. The ball is in play as soon as it enters the field of play.

The goalkeeper cannot deliberately handle the ball if the ball is thrown to the goalkeeper.

Opponents must stand no less than 2 metres from the point at which the throw-in is taken.

Law 16 – 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 in the air or on the ground, and a goal is not scored in accordance with Law 10.

- A goal kick is taken from any point within the goal area by a player of the defending team.

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- 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 and moves.

Law 17 – Corner Kick

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

A corner kick is awarded when the whole of the ball, having been last touched by 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. For a corner kick:

- The ball is placed inside the corner arc at the nearest corner flag post.
- The corner flag post is not moved.
- Opponents remain at least 9.15m (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.

SOCGER DAY MATCHES (U9 to U18)

Dealing with a Tie - Semifinal and Final

If a game is tied at the end of normal time, two periods of 7.5 minutes of overtime will be played. If a tie still exists, the referee will institute penalty shoot-out procedures. There is no break between extra time periods.

Shoot-Out

1. All players on the team at the close of play, except those who have been ejected under a red card, can participate in the shootout.
2. A list of the first five shooters should be ready to be handed to the referee at the close of overtime play.
3. The goalkeeper may be a shooter.

Procedure

- The referee chooses a goal at which the kicks will be taken.
- The referee tosses a coin, and the team whose captain wins the toss decides whether to take the first or second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one team has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, kicks continue to be taken in the same order until one team has scored one goal more than the other team from the same number of kicks.
- All players are to be used before using a player for a second time.
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as a goalkeeper may be replaced by a teammate only. (This substitute does not need to have been on the field of play at the conclusion of the match.)
- All players (including those not on the field of play at the end of extra time) are allowed to take kicks from the penalty mark.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle.
- The goalkeeper who is the kicker's teammate must remain on the field of play, outside the penalty area in which the kicks are being taken, behind the penalty area border line which runs parallel with the goal line and at least 9.15 metres (10 yards) from the penalty mark

DRAGONS' RULES SUMMARY

	U4-U5	U6	U7	U8	U9-U10	U11-U12	U13-U14	U15-U18
Ball size	3	3	3	3	4	4	5	5
Minimum / max. players on field	n/a	3 / 3	4 / 5	4 / 5	5 / 7	5 / 7	5 / 7	5 / 7
Field size	30x20 yds	30x20 yds	40x30 yds	40x30 yds	mini	mini	9v9 field	9v9 field
Goal size (in feet)	pug nets	pug nets	8	8	16x6	16x6	18x6.5	18x6.5
Goal crease	n/a	n/a	10-ft arc	10-ft arc	no	no	no	no
Retreat line	n/a	n/a	1/2 of field	1/2 of field	1/3 of field	1/3 of field	n/a	n/a
Length of game (minutes)	n/a	30	40	40	50	60	60	U16 - 70 U18 - 80
Coaches on field	n/a	1 / team	1 / team	no	no	no	no	no
Offside	no	no	no	no	no	no	no	no
Pass-in or dribble-in	yes	yes	yes	yes	yes	no	no	no
Throw-ins	no	no	no	no	no	yes	yes	yes
Distance from ball on restarts	3 yds	3 yds	6 yds	6 yds	6 yds	10 yds	10 yds	10 yds
Free kicks	n/a	indirect	indirect	indirect	indirect	indirect	both	both
Penalty kicks	no	no	no	no	yes	yes	yes	yes
Substitution on throw/pass-ins	3-min shifts	on the fly	on the fly	yes	At discretion of referee		At request of attacking team and at discretion of referee	
Substitution on corner kicks	3-min shifts	on the fly	on the fly	yes	At discretion of referee		no	no
Substitution for ejected player	n/a	n/a	n/a	n/a	yes	yes	no	no
Slide tackles	no	no	no	no	no	no	no	no
Submit game sheet before game	no	no	no	yes	yes	yes	yes	yes
Maximum goal differential	n/a	n/a	n/a	n/a	n/a	n/a	8	8
Referees	no	no	no	yes	yes	yes	yes	yes
Assistant referees	no	no	no	no	no	no	no	no