

The traditional 17 FIFA Laws of the Game have been modified for INDOOR play. They are detailed in this booklet. These LAWS must be approved by a rules advisory committee consisting of both referees and coaches who participate in the Indoor Soccer Facility where these games are played. They may be modified periodically by consensus of this committee.

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Laws of the Game

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I The Field of Play



The field of play is:

- (1) **Dimensions.** The field of play is rectangular; its length is 185' and its width 85'. It is defined by its touch lines and goal lines.
- (2) **Markings.** The field will be marked with distinctive lines, not more than 3" in width.
- (3) **The Goal-Area.** At each end of the field, two (2) lines are drawn at right-angles to the goal-line, 3 feet from the inside of each goalpost. These lines extend into the field of play for a distance of 8 feet and will be joined by a line drawn parallel with the goal-line.
- (4) **The Penalty-Area:** At each end of the field, two (2) lines are drawn at right angles to the goal line, 11 feet from the inside of each goalpost. These lines extend into the field of play for a distance of 25 feet and will be joined by a line drawn parallel with the goal-line. Outside each Penalty Area a nine inch (9") circular mark shall be made 30 feet from the midpoint between the goalpost and equidistant to them. From the top of the penalty area an arc of a circle, having a radius of ten feet (10') shall be drawn outside the penalty area. At the top of each arc, a mark shall be drawn, which will be the **free-kick mark**.
- (5) **Flagposts.** A flagpost, not less than 5 feet high, with a non-pointed top and a flag is placed at each corner.
- (6) **The Corner Arc.** A quarter circle with a radius of 1 yard from each corner flagpost is drawn inside the field of play.
- (7) **The Goals.** The goals will be placed on the center of each goal-line. They consist of two upright posts equidistant from the corner flagposts and joined at the top by a horizontal bar. The distance between the posts is 18 feet and the distance from the lower edge of the cross-bar to the ground is 6.5 feet. Nets will be attached to the back of the goals.
- (8) **The Center Circle.** A fifteen foot radius circle shall be drawn in the center of the field. The center shall be marked with a 9 inch circular mark. This mark is the location where the ball shall be placed for the start of each period, and for a restart after a goal has been scored.
- (9) **The Team Area.** On one side of the field, opposite to the spectator area, there will be two (2) team areas. Each area will be in opposite sides of the field. The coaches, and substitutes must remain in these areas while the game is in progress, subject to the limitations imposed upon substitutes as defined in Law III-2.

II The Ball

A size 4 ball shall be used for u10 and younger players. A size 5 ball shall be used for all older age groups.

III Number of Players

- (1) A match shall be played by two teams. The number of players on each teams' roster and the minimum and maximum number of players on the playing field are outlined in the "**House Rules**", which are posted in the facility. One player from each team shall be the goalkeeper. If a team can not field the minimum number of players, for any reason, the game shall be forfeit.
- (2) Unlimited substitutions may be made (by either team) during play. This is commonly known as substitutes "on the fly". Unlimited substitutions may be made after a goal has been scored.
- (3) When a goalkeeper is to be replaced, the referee shall be informed of the proposed substitution, before it is made. This substitution shall only be made during a stoppage of play.

Punishment:

If the substitute enters the field of play, while the ball is in play, and interferes with play; a direct free-kick awarded to the opposing team at the spot of the infringement.

Special circumstances

If the goal differential of the game reaches 10, the trailing team may add an additional player, until the goal differential is reduced to 5. Alternately, the leading team may remove a player, until the goal differential is reduced to 5.

IV Players' Equipment

- (1) The basic compulsory equipment of a player shall be a jersey or shirt, shorts, stockings, shin-guards and footwear.
- (2) A player shall not wear anything which is dangerous to another player.
- (3) The jersey or shirt shall have a unique number, from other members of their team, on its back.
- (4) Shin-guards, which must be covered entirely by the stockings, shall be made of a suitable material (rubber, plastic, polyurethane or similar substance) and shall afford a reasonable degree of protection.
- (5) The goalkeeper shall wear colors which distinguish them from other players and from the referee.

Punishment:

For any infringement of this Law, the player at fault shall be instructed to leave the field of play, by the referee, to adjust or obtain any missing equipment. The player may be replaced at the next substitution opportunity. A player who is instructed to leave the field (for this reason) may not return without first reporting to the referee, who shall satisfy themselves that the player's equipment is in order. The player shall only re-enter the game with the permission of the referee.

V Referees

A referee shall be appointed to officiate in each game. Their authority and the exercise of the powers granted to them by the Laws of the Game commence as soon as they enter the field of play, and shall end when the teams exit the field of play.

Their power of penalizing shall extend to offenses committed when play has been suspended, or when the ball is out of play. Their decision on points of fact connected with the play shall be final, so far as the result of the game is concerned. They shall:

- (a) Enforce the Laws of the Game.
- (b) Refrain from penalizing in cases where they are satisfied that, by doing so, they would be giving an advantage to the offending team.
- (c) Keep a record of the game and act as timekeeper.
- (d) Have discretionary power to stop the game for any infringement of the Laws and to suspend or terminate the game whenever, by reasons of interference by spectators or other cause, they deem such stoppage necessary. In such a case they shall submit a detailed report to the competent authority, at the conclusion of the game.
- (e) From the time they enter the field of play, take disciplinary action against players guilty of misconduct and show them a BLUE, YELLOW or RED card.
- (f) Take action against team officials who fail to conduct themselves in a responsible manner and may at their discretion, expel them from the field of play and the building.
- (g) Allow no persons other than the players to enter the field of play without their permission.
- (h) Stop the game if, in their opinion, a player has been seriously injured; have the player removed from the field of play, and immediately resume the game. If a player is slightly injured, the game shall not be stopped until the ball has ceased to be in play. A player who is able to exit the field of play, shall not be treated on the field of play.
- (i) punish the more serious offense when a player commits more than one offense at the same time.
- (j) Restart the game after it has been stopped.
- (k) Decide that the ball provided for a match meets with the requirements of Law II.
- (l) Ensure that the player's equipment meets the requirements of Law 4.
- (m) Dress in an appropriate uniform.

VI Assistant Referees

Assistant Referees may be assigned, whose duties, will be subject to the decision of the referee.

VII Duration of the Game

The duration of the game shall be two (2) equal periods of twenty-five (25) minutes.

- (a) Time shall be extended to permit a penalty-kick to be taken after the expiration of each period.
- (b) Allowances may be made for all time lost due to injury, as long as time permits.
- (c) Allowances may be made for all time lost due to the issuance of a BLUE, YELLOW or RED card; at the discretion of the referee.

The half-time interval shall not exceed five (5) minutes.

VIII The Start and Restart of Play

(a) **At the beginning of the game**, the home team shall kick-off. The referee having given a signal, the game shall be started by a player taking a place-kick, either into their or their opponents side. Every player shall be in their own half of the field and every player of the team opposing that of the kicker shall remain not less than 10 feet from the ball until it is kicked-off. The ball is in play when it is kicked and moves. The kicker shall not play the ball a second time until it has been touched or played by another player.

(b) **After a goal has been scored**, the game shall be restarted in like manner by a player of the team losing the goal.

(c) **After half-time**; when restarting after half-time, the kick-off shall be taken by a player of the visiting team.

Punishment

For any infringement of this Law, the kick-off shall be retaken, except in a case of the kicker playing the ball again before it has been touched or played by another player; for this offense a direct free kick shall be taken by a player of the opposing team from the place where the infringement occurred, subject to the overriding conditions imposed in Law XIII.

A goal may be scored directly from a kick-off (place-kick).

(d) **After any other temporary suspension**; when restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these Laws, provided that immediately prior to the suspension the ball has not passed over the goal-line, touch-line or touched the roof, the referee shall drop the ball at the place where it was when play was suspended, unless it was within the penalty-area at that time, in which case it shall be dropped at the closest Free-Kick-Mark (located at the top of the arc outside the penalty area). It shall be deemed in play when it has touched the ground. A player shall not play the ball until it has touched the ground.

If this section of the Laws is not complied with, the referee shall again drop the ball.

Special Circumstances

If the ball touches the roof directly above the penalty area, having last been touched:

- by a member of the attacking team, a free-kick shall be awarded to the opposing team from any point within the goal area.
- by a member of the defending team, a free-kick shall be awarded to the opposing team, at the closest direct free-kick mark (located at the top of the arc outside the penalty area).

IX Ball in and Out of Play

The ball is out of play:

- (a) When it has wholly crossed the goal line or touch line whether on the ground or in the air.
- (b) When it has touched any portion of the roof or items attached to the roof.
- (c) When the game has been stopped by the referee.

The ball is in play at all other times from the start of the match to the finish including:

- (d) If it rebounds from the goalpost, cross-bar or corner flagpost and remains in the field of play.
- (e) If it rebounds off the referee when they are in the field of play
- (f) In the event of a supposed infringement of the Laws, until a decision is given.

X Method of Scoring

Except as otherwise provided by these Laws, a goal is scored when the whole of the ball has passed over the goal-line between the goalposts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper, who is within their own goal/penalty-area.

The team scoring the greater number of goals during a game shall be the winner; if no goals or an equal number of goals are scored, the game shall be termed a "draw".

XI Off-Side

Players will not be judged to be Off-Side, for any reason.

XII Fouls and Misconduct

A player who commits any of the following offenses in a manner considered by the referee to be careless, reckless or involving disproportionate force:

- (a) Kicks or attempts to kick an opponent; or
- (b) Trips or attempts to trip an opponent; or
- (c) Jumps at an opponent; or
- (d) Charges an opponent; or
- (e) Strikes or attempts to strike an opponent; or
- (f) Pushes an opponent; or
- (g) Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball; or
- (h) Holds an opponent; or
- (i) Spits at an opponent; or
- (j) Handles the ball deliberately (this does not apply to the goalkeeper within their own goal/penalty-area);

Should a player of the defending team commit one of the above offenses within the penalty-area, they shall be penalized by a penalty-kick, except that a **penalty-kick** can be awarded irrespective of the position of the ball, if in play, at the time an offense within the penalty-area is committed.

or

- (k) Playing in a manner considered by the referee to be dangerous; or
- (l) Charging fairly, i.e. with the shoulder, when the ball is not within playing distance of the players concerned and they are definitely not trying to play it; or
- (m) When not playing the ball, impeding the progress of an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent; or
- (n) Charging the goalkeeper except when they:
 - 1) are obstructing an opponent;
 - 2) have passed outside their penalty-area.

or

- (o) Slide-tackling to gain possession of the ball whether or not contact is made with another player, except that the goal keeper may slide-tackle the ball to prevent a goal scoring opportunity as long as it is performed within their own penalty-area, or
- (p) occupying any portion of the goal area, when the ball is not located in the goal area (this does not apply to any defensive player), or
- (q) prevents the goalkeeper from releasing the ball from their hands;

shall be penalized by the award of a **direct free-kick** to be taken by the opposing team from the place where the offense occurred, unless:

- 1) the offense is committed by a player in his opponents' goal-area, in which case the free-kick shall be taken from any point within the goal-area, or
- 2) A player of the defending team commits one of the above offenses within the penalty-area, they shall be penalized by awarding a direct free-kick, to the opposing team, from the closest direct free-kick mark (located at the top of the arc outside the penalty area).

or

- (r) When playing as a goalkeeper and within their own goal/penalty area:
 - 1) From the moment they take control of the ball with their hands, they take more than 5 seconds to release the ball into play, or
 - 2) Having released the ball into play, they touch the ball again with their hands, before it has been touched or played by a player of the opposing team either inside or outside of the penalty-area, or by a player of the same team outside the penalty-area, subject to the overriding conditions of (r-3), or
 - 3) Touches the ball with their hands after it has been deliberately kicked to them by a team-mate, or
 - 4) Indulges in tactics, which in the opinion of the referee, are designed to hold up the game and thus waste time and so give an unfair advantage to their own team, or
 - 5) Punts the ball

shall be penalized by awarding a direct free-kick, to the opposing team, from the closest direct free-kick mark (located at the top of the arc outside their penalty area).

Misconduct by a player is indicated by the referee showing a colored "card" to the player. A player who receives a colored card will not be permitted to remain on the field of play for a predetermined amount of time, as defined in the following table. Their team shall play short, subject to the overriding exclusion defined below, until their timed penalty has expired. The referee shall indicate when the penalty time has expired.

WARNING - BLUE CARD - This carries a two (2) minute time penalty, which will be canceled if the opposing team scores a goal during the penalty time. If a goalkeeper is shown a BLUE card, a member of the same team may serve the timed penalty, for the goalkeeper.

CAUTION - YELLOW CARD - This carries a three (3) minute time penalty, which will be canceled if the opposing team scores a goal during the penalty time. If a goalkeeper is shown a YELLOW card, a member of the same team may serve the timed penalty, for the goalkeeper.

SEND-OFF - RED CARD - This carries a five (5) minute time penalty, which can not be canceled. The player shown this card is also disqualified from playing the rest of the current game, and must not remain in the team-area or on the field of play. This player will also be suspended from the next game, for the team they were playing for when they were sent off. Additional suspensions may also be imposed.

A team shall never play with fewer than the 'minimum' number of players (as defined in the MVSL House rules) due to a timed penalty during a regular match.

A time penalty shall extend into the next period of play.

A player shall be **warned and shown the BLUE** card, and must serve a 2-minute penalty in the team area, if:

- 1) they commit any foul, outlined above, in the opinion of the referee is misconduct, but was not severe enough to be shown a YELLOW card.

A player shall be **cautioned and shown the YELLOW** card if they

- 1) receive a second warning (BLUE card) in the same game;
- 2) are guilty of unsporting behavior
- 3) show dissent by word or action
- 4) persistently infringe the Laws of the Game
- 5) delay the restart of play
- 6) fail to respect the required distance when play is restarted with a corner kick or free kick
- 7) deny an opponent a goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own penalty area)
- 8) deny an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick
- 9) enter or re-enter the field of play to join or re-join their team without the permission of the referee if:
 - a) they were told to leave the field because of an equipment violation, or
 - b) they were serving a BLUE card 2 minute penalty' or
 - c) they were told to leave the field because of blood or other bodily fluid contaminating their uniform.

If the referee stops the game to administer the caution, the game shall be restarted by a direct free-kick taken by a player of the opposing team from the place where the ball was when the referee stopped the game, subject to the overriding conditions imposed in Law XIII. If, however, the offending player has committed a more serious offense they shall be penalized according to that section of the Law they infringed.

A player shall be **sent off the field of play and shown the RED** card, if they:

- 1) are guilty of serious foul play;
- 2) are guilty of violent conduct
- 3) spit at an opponent or any other person
- 4) use offensive, insulting or abusive language and/or gestures toward any person,
- 5) receive a second caution in the same game.

If play is stopped by reason of a player being 'sent off' the field for an offense without a separate breach of the Law having been committed, the game shall be resumed by a direct free-kick awarded to the opposing side from the place where the infringement occurred, subject to the overriding conditions imposed in Law XIII.

XIII Free-Kick

All free-kicks are "direct" (from which a goal can be scored direct against the offending side).

The team awarded the free-kick shall have up to five (5) seconds, after the ball has been properly placed, to take the kick. The referee shall not count time while an opponent is within ten feet (10') of the ball.

When a player is taking a direct free-kick inside their own penalty-area, all opposing players shall be at least 10 feet from the ball and shall remain outside the penalty-area until the ball has been kicked out of the area. The ball shall be in play immediately when it is kicked and moves beyond the penalty-area. The goalkeeper shall not receive the ball into their hands, in order that they may thereafter kick it into play. If the ball is not kicked direct into play, beyond the penalty-area, the kick shall be retaken.

When a player is taking a direct free-kick outside their own penalty-area, all of the opposing players shall be at least 10 feet from the ball, until it is in play. The ball shall be in play when it is kicked.

If a player of the opposing side encroaches into the penalty-area, or within ten feet of the ball, as the case may be, before a free-kick is taken, the referee shall delay the taking of the kick, until the Law is complied with.

The ball must be stationary when a free-kick is taken, and the kicker shall not play the ball a second time, until it has been touched or played by another player.

Any free-kick awarded to the defending team, within their own goal-area, may be taken from any point within the area.

Punishment:

If the free-kick is not taken within the 5 second time limit; or if the kicker, after taking the free-kick, plays the ball a second time before it has been touched or played by another player, a direct free-kick shall be taken by a player of the opposing team from the spot where the infringement occurred, unless the offense is committed by a player in their own penalty-area, in which case the free-kick shall be taken from the closest direct free-kick mark (located at the top of the arc outside the penalty area).

XIV Penalty-Kick

A penalty-kick shall be taken from the penalty-mark and, when it is taken, all players with the exception of the player taking the kick, properly identified, and the opposing goalkeeper, shall be within the field of play but outside the penalty-area, at least 10 feet from the penalty-mark and must stand behind the penalty mark.

The opposing goalkeeper must stand on their own goal-line, within the goal, until the ball is kicked. The player taking the kick must kick the ball forward; and shall not play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play when it is kicked forward. A goal may be scored directly from a penalty kick. When a penalty-kick is being taken during the normal course of play, or when time has been extended at half-time or full-time to allow a penalty-kick to be taken or retaken, a goal shall not be nullified if, before passing into the goal, the ball touches either or both the sides of the goal, or the cross-bar, or the goalkeeper, or any combination of these agencies, providing that no other infringement has occurred.

Punishment:

For any infringement of this Law:

- (a) by the defending team, the kick shall be retaken if a goal has not resulted.
- (b) by the attacking team other than by the player taking the kick, if a goal is scored it shall be disallowed and the kick retaken.
- (c) by a player taking the penalty-kick committed after the ball is in play, a player of the opposing team shall take a direct free-kick from the spot where the infringement occurred, subject to the overriding conditions imposed in Law XIII.

XV Throw-In

A throw-in is a method of restarting play. A goal can not be scored directly from a throw-in. A throw-in is used as the restart when: the whole ball crosses the touch line; from the point where it crossed the touch line; to the opponent of the player who last touched the ball.

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 their head.

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

All opponents must stand no less than 2 yards from the point at which the throw-in is taken.

The ball is in play immediately after it enters the field of play

Punishment:

- (a) If the ball is not placed within 1 yard of where the ball was deemed to be out of play, the throw-in shall be retaken.
- (b) If the thrower plays the ball a second time before it has been touched by another player, a direct free-kick shall be taken by a player of the opposing team from the place where the infringement occurred, subject to the overriding conditions imposed in Law XIII.

XVI Goal-Kick

When the whole ball passes over the goal-line excluding the goal opening, having been touched or played by one of the attacking team, it shall be kicked direct into play beyond the penalty-area from any point within the goal-area by a player of the defending team. A goalkeeper shall not receive the ball into their hands from a goal-kick in order that they may thereafter kick it into play. If the ball is not kicked beyond the penalty-area, the kick shall be retaken. The kicker may not play the ball a second time until it has touched another player. A goal may be scored direct from such a kick. Players of the team opposing that of the player taking the goal-kick shall be 10 feet from the ball and outside the penalty area until the ball has been kicked out of the penalty-area.

Punishment:

If a player taking the goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has been touched or played by another player, a direct free-kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred, subject to the overriding conditions imposed in Law XIII.

XVII Corner Kick

When the ball passes over the goal-line excluding the goal opening, having been touched or played by one of the defending team, the attacking team shall take a corner kick. The ball shall be placed inside the corner arc at the nearest corner flagpost. It shall be kicked from that position. A goal may be scored direct from such a kick. Players of the team opposing that of the player taking the corner-kick shall not approach within ten feet (10') of the ball until it is in play, nor shall the kicker play the ball a second time until it has been touched by another player.

Punishment:

(a) if the player who takes the kick plays the ball a second time before it has been touched or played by another player, the referee shall award a direct free-kick to the opposing team, to be taken from the place where the infringement occurred, subject to the overriding conditions imposed in Law XIII.

(b) for any other infringement the kick shall be retaken.

Play-off Games

1. The top four teams in each age division may be invited to partake in, an end of the season tournament (play-offs). If one or more teams are tied for a play-off position, their final standing shall be determined by the posted "House Rules".
2. The progression shall be:
the 1st place team plays the 4th place team
the 2nd place team plays the 3rd place team
the winners of the above matches will play-off for the league championship.
3. The duration of all play-off games shall be two equal periods of fifteen (15) minutes.
 - (a) Time shall be extended to permit a penalty-kick to be taken after the expiration of the normal period in either half.
 - (b) Allowances may be made for all time lost due to injury, as long as time permits.
 - (c) Allowances may be made for all time lost due to the issuance of a BLUE, YELLOW or RED card; at the discretion of the referee.
 - (d) The half-time interval shall not exceed one (1) minute.
4. The team scoring the greater number of goals during the play-off game shall be the winner; if no goals or an equal number of goals are scored, the game shall be termed a "draw", and successive one (1) minute overtime periods shall be played until one team scores. This is 'SUDDEN VICTORY', the full one (1) minute period need not be finished. Each additional overtime period will be played with one (1) fewer player, on each team, until a minimum limit of two (2) players (1 player and a goalkeeper) are left on each team. The teams shall alternate the kick-off for the overtime periods, with a flip of a coin used to determine which team has the first kick-off.
5. A team shall never play with fewer than two (2) players (1 goalkeeper and 1 player) due to a timed penalty during a play-off match. If a timed penalty would reduce the number of players below the limit of two (2), the opposite team may field an additional player for the duration of the timed penalty, but in no case may a team ever exceed the maximum limit as described in LAW III-1.

CODES of CONDUCT

Participation in sports can be a great learning experience for players, coaches, referees, parents and spectators. These experiences transfer into our daily lives at home, at school, and in the office or during our recreational time.

Players CODE of CONDUCT

- Play for FUN and enjoyment of the sport.
- Winning is a consideration, but not the only one, nor the most important.
- Work hard to improve your skills.
- Be a team player - get along and cooperate with your teammates.
- Learn teamwork, sportsmanship and discipline.
- Be on time for all games and practices.
- Learn the rules and play by them. Always be a good sport.
- Respect your coaches, teammates, parents, opponents and the officials.
- Never argue with the decision of the referee or a coach.
- Respect the arena and its facilities. Remember without them, you wouldn't have a place to play.

Referees CODE of CONDUCT

- Act in a professional and businesslike manner at all times and take your role seriously.
- Strive to provide a safe and sportslike environment in which players can properly display their soccer skills.
- Know all the LAWS, their interpretations and proper application.
- Remember that referees are "teachers". Set good examples.
- Make your calls with quite confidence, never with arrogance.
- Control games only to the extent that is necessary to provide a positive and safe experience for all players.
- Violence must never be tolerated.
- Be fair and impartial at all times.

Coaches CODE of CONDUCT

- Be a positive role model to your players, display emotional maturity and be alert to the physical safety of the players.
- Care more about your players than winning the game.
- Be generous with your praise when it's deserved. Be consistent and honest, fair and just. Learn to be an effective communicator and a good listener. Never yell at the players, never verbally or physically abuse a player or an official.
- Adjust to the personal, needs and problems of the players.
- Give all players the opportunity to improve their skills, gain confidence and develop self-esteem. Teach them the basics of the game.
- Organize practices that are fun and challenging to the players. Familiarize yourself with the LAWS, techniques and strategies of soccer. Encourage all of your players to be "team Players".
- Maintain an open line of communication with the players' parents. Work together to develop the goals and objectives of the program.
- Be concerned with the overall development of your players. Stress clean living and healthy habits.
- To play the game is great; to love the game is greater.

Parents CODE of CONDUCT

- Do not force your children to participate in sports, but support their desires to play their chosen sport. Children are involved in organized sports for their enjoyment. Make it fun.
- Encourage your child to play by the LAWS of the game. Remember, children learn best by example, so applaud the good plays of both teams.
- Do not embarrass your child by yelling at players, coaches or officials. By showing a positive attitude toward the game and all of its participants, your child will benefit.
- Emphasize the benefits of skill development and practices. De-emphasize game and competition in the lower age groups.
- Know and study the LAWS of the game, and support the officials.
- Applaud a good effort in victory and in defeat; enforce the positive points of the game. Never yell or physically abuse your child after a game or practice. Work toward removing the physical and verbal abuse in youth sports.
- Recognize the importance of volunteer coaches. They are important to the development of your child and soccer. Communicate with them and support them.

Spectators CODE of CONDUCT

- Be a good sport. Always respect players, coaches and referees.
- Always act appropriately; Do not taunt or disturb other fans; Enjoy the game together.
- Cheer good play of all participants; avoid booing opponents.
- Cheer in a positive manner and encourage fair play; profanity and objectionable cheers or gestures are offensive.
- Help to provide a safe and fun environment. Throwing items on the field can cause injury to the players or referee.
- Support the referee and coaches by trusting their judgment and integrity.
- Be responsible for your own safety. Remain alert to help prevent accidents caused by flying objects and other avoidable situations.
- Be supportive after the game, win or lose. Recognize good effort, teamwork and sportsmanship.