



The Grove Soccer Guidelines

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The Grove Soccer History:

The Grove Community Church started youth sports in 2013 under the leadership of Pastor Kendall Brown. The league's purpose is to give local families the opportunity to enjoy a faith-based sports league in the community.

Total athletes over the past 11 years.

2013 = 120 KIDS

2014 = 280 KIDS

2015 = 450 KIDS

2016 = 620 KIDS

2017 = 825 KIDS

2018 = 1,025 KIDS

2019 = 1,200 KIDS

2020 = 700 KIDS (COVID YEAR- NO GAMES)

2021 = 1,225 KIDS

2022 = 1,310 KIDS

2023 = 1,527 KIDS

The Vision for The Grove Sports

May this Sports Ministry be an access point for people to hear the Gospel and enjoy sound fundamental sports knowing their children are well cared for.

The Vision for The Grove Coaches

To have a spiritual impact on the lives of their players and families while providing them with a premier sports league that is committed to excellence in all we do.

The Vision for The Referees

Referees, as Stewards, are responsible for keeping the game safe, fair, and fun.

Referees should support and work with Coaches to manage the behavior of players and spectators while honoring Christ in all they say and do.

Stewardship

Stewardship from the Bible 1 Peter 4:10 ESV:

“As each has received a gift, use it to serve one another, as good stewards of God’s varied grace.”

Application on the Field

Referees and Coaches are to be good stewards and work together to ensure equal and safe play. During games, coaches will defer to the Referee's call.

Duties and Responsibilities of the Grove Soccer Participant, Coach, Referee and Spectator:

- Conduct himself/herself in a manner becoming a member of GROVE SOCCER and consistent with the The Grove Sport Philosophies and the highest standards of conduct.
- Work together as a team in support of the children playing the match and in alignment with the Stewards of the Game to promote a safe, fair, fun environment.

- Comply with and promote compliance with the Bylaws, Rules & Regulations and Policies, including those related to registration, certification and training.
- Encourage clean competition and good sportsmanship.
- Prohibit and abstain from making negative comments and complaints about officiating.
- Present a healthy, athletic environment for team members, including but not limited to, not consuming alcoholic beverages, using tobacco products or smoking or simulating smoking or the use of tobacco products during practices or matches or in the immediate vicinity of the soccer fields.

Serious Injuries / Emergencies

When a player is injured on the field, the Referee shall stop play and investigate the seriousness of the injury by attending to the injured player. Referee shall call the player's coach to address players that are unable to return to play, ask other players to provide space (10 yards minimum) and to take a knee.

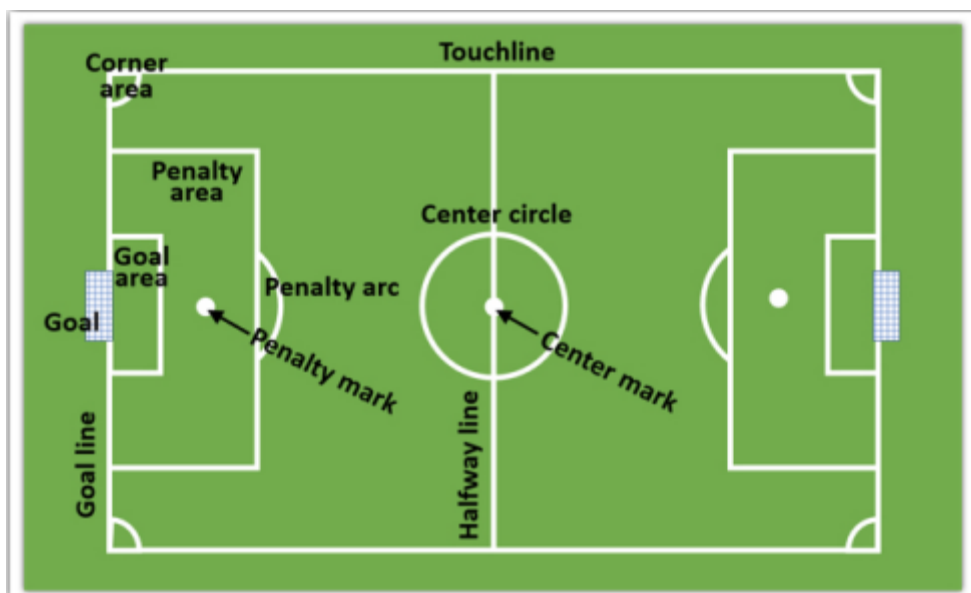
More serious injuries may require first aid or medical assistance. Be aware that emergencies may also occur involving spectators or others not involved in the game.

- First Aid Kit is located at the Information Booth and Grove Concession Stand
- AED (defibrillator) device and ice are located at the Grove Concession Stand
- Player's parent/guardian, Field Marshals or Grove staff will decide when to call 911

Simplified Laws of the Game

The Field of Play

The field of play must be safe for players; and the goals and markings must be adequate for the Referee to perform duties and be clear to players. The spectator should be at a distance of at least three yards from the touch line. Coaches and officials should help the Referees keep spectators behind the three yards from the touch line. Spectators, coaches, and players shall not be allowed behind the goal lines.



The Ball & Game Guidelines

Division	Game Duration	# Players on Field	Minimum numbers to play	Ball Size
Kinders	8 minute quarters	6	N/A	3
1 st – 2 nd Grades	10 minute quarters	9	N/A	3
3 rd – 4 th Grades	25 minute halves*	11	9	4
5 th – 6 th Grades	25 minute halves*	11	9	4
7 th – 8 th Grades	25 minute halves*	11	9	5
9 th – 12 th Grades	25 minute halves*	10	8	5

*Quarter breaks will still be implemented

Quarter Breaks = 2-4 Mins
Half Time Breaks = 5-7 Mins

The Players

Each team is entitled to begin play with a minimum number of players. See the chart above. All eligible team members in attendance must play at least half of the game, except players arriving during the second or third “quarters” who must play a minimum of one “quarter.” Substitution opportunities are at the start of any quarter, anytime for an injury, and player receiving a yellow card (7th-12th grades). When substituting for an injured player, only the injured player is credited with a “quarter” of Play. Coaches are encouraged to balance the play time for all players over the course of the season.

The Players’ Equipment

The players of each team must be safely equipped and easily distinguished from the opposing Team. The Referee must ensure the players have the proper equipment and are distinguishable and may require the use of pinnies.

Things to Check:

- Every player should have the basic equipment which consists of a shirt, shorts, socks, shin guards, and shoes.
- Shin guards are required in all practices and games. Players must wear shin guards that provide a reasonable degree of protection, and that are completely covered by their socks, to participate in any practice or match.
- Metal cleats are not allowed. Other types of cleats or running shoes are acceptable.
- The goalkeeper’s shirt must be a different color than all other players on the field.

Safety Requirements for Players’ Equipment

- Players shall not be allowed to practice or participate in any match with any type of cast. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the team member from practice or match participation.
- Players may not wear anything that could endanger either themselves or another player. This includes jewelry, watches, earrings, hard hair adornments (e.g., beads, bobbie pins, metal clips). These must be removed before a player is allowed to participate. They may not be taped.
- The Referee makes the final decision on what is safe to wear during the game.

The Referee

The Referee’s duty is to ensure the match is safe (physically and emotionally), fair, and fun for the players. It is intended that games should be played with as little interference as possible and so it is the duty of the Referees to minimize interference but uphold safety and the standards of the game.

The Referee should pay attention to help identify players that may be experiencing frustration and/or possible injury. The Referee should communicate all concerns about players to their coaches.

Pre-Game Responsibilities - 15 minutes before Game Time

- Upon arrival all Referees report to the Welcome Table - top of the soccer stairs near Ballfield 2
- Ensure Fields are in playable conditions (nets, markings, corner and midfield flags, no debris).

- If Dual Referees, discuss who is the Head Referee and field mechanics (see following section)
- **High heat** = extra water break per quarter, shortened quarters.

Pre-Game Responsibilities - 10 minute before Game Time

- Introduce yourself to coaches
- Perform Player Equipment check (see above)
- Goalkeepers' jersey must be different than all the other players – if not, use pinnie
- Ensure parents are setting up on the correct sides of the field – if not, inform coach
- Ask the home team coach for a game ball. Always check the pressure of the ball.

Pre-Game Responsibilities - 5 minutes before Game Time

- Call both teams to the middle of the field
- Introduce teams to each other
- Remind the teams the length of the quarters/halves
- Review one or two rules as needed (e.g. goal kick, throw-ins, no slide tackles)
- Prayer- Ask if anyone would be willing to pray for the game
- State who is kicking off

Start of Game

- Count players on the field
- Ensure goalies and Alternate Referee are ready
- Start watch, start game

During Game Responsibilities

- Follow Single Referee or Dual Referee best practices - Single Referee should stay with the ball, Dual Referee see following section
- Be decisive - **blow your whistle loud**
- If uncertain about a call, look to other Referee (good practice to make eye contact even if sure about the call)
- **Use hand signals**
- Use play on/advantage hand signal to demonstrate you see potential fouls but are keeping the game moving
- Ensure spectators, coaches, and players are not be allowed behind the goal lines
- Track score on scorecard (3rd-12th grade)

- Be prepared for difficult parents and address timely
- Ask coaches to help control their sideline

Half-time Responsibilities

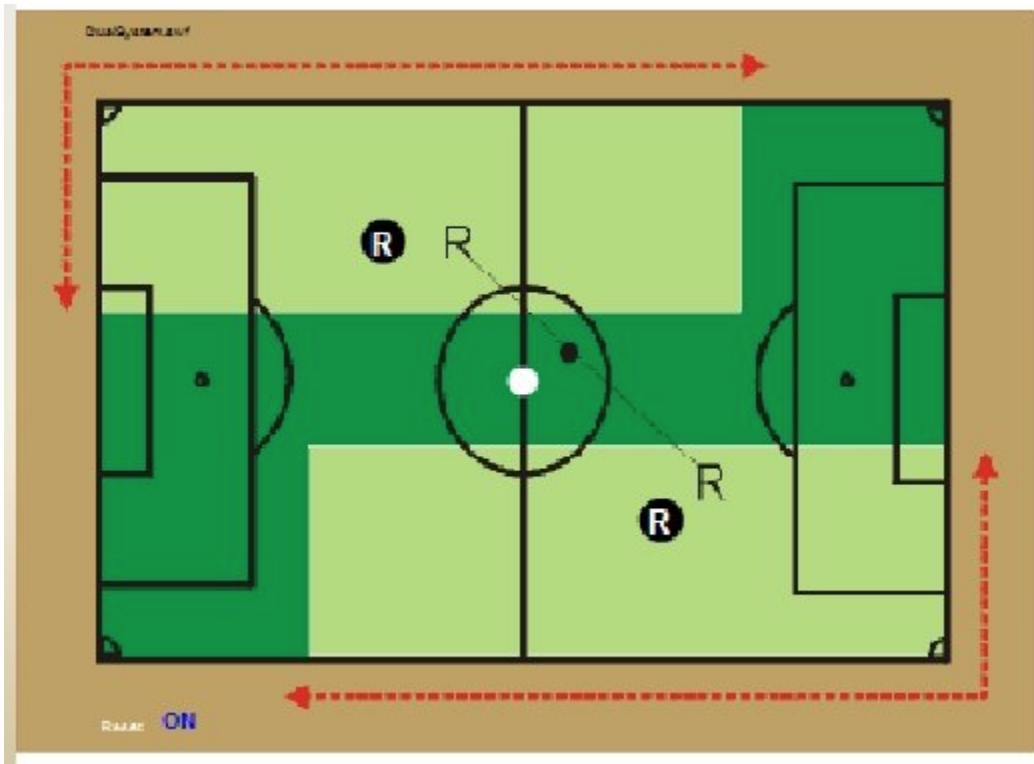
- Head Referee blows two long whistles to stop play
- Talk with coaches about any issues you are seeing develop during the game
- Ensure that coaches are managing players positions to keep score differential below 4 goals
- Request a Field Marshal if you need additional support

Post-Game Responsibilities

- Head Referee blows three long whistles to stop play
- Supervise the teams' handshake process with help from the Alternate Referee.
- Collect and return the soccer ball(s) to the owner.
- As the players move in opposite direction to shake hands, the Referee team can be providing positive and encouraging feedback to both teams. "Good game" "Well done" "Good job"
- If needed, encourage the players to display good sportsmanship during this process.
- When the players come by to shake hands with the Referees, they can say "Thank you"
- Coaches and Referees should use this opportunity to model good behavior by shaking hands and offering friendly words to each other.
- Supervising this process in a positive and friendly manner projects good sportsmanship and professionalism.
- Submit the completed score cards (3rd-12th grade) to the welcome table or field marshal after your last game

Dual Referees

Field Position



Pre-Game for Soccer Referees in the dual system:

- Head Referee and Alternate Referee work together as a team.
- Head Referee chooses which half of the field they will be covering (left or right).
- Review proper mechanics and techniques.
- If unsure of a call, establish eye contact with each other.
- If both Referees whistle simultaneously, defer to the Head Referee for call / indication.
- Referees stress eye contact between officials whenever possible.
- Recording / timekeeping duties and procedures are reviewed.
- Questions / uncertainties are discussed and cleared up.
- Decide touch line / end line responsibilities.
- Referees may change sides of field at half-time and lead in the opposite direction

Match Situations – Patterns of Movement:

- During the match, each Referee has responsibility for one end line and one touch line.
- As Head Referee, move even with the ball, parallel with the touch line.
- Pinch in toward the goal as you near the end line.
- As Alternate Referee, move with play behind the attack.
- Watch for any fouls on or around the ball.
- Both Referees should try to "box in" players at all times.
- Pinch center when and where possible to gain a better view of play.

Corner Kicks

Referee #1 positions in the field of play behind the penalty area on the side the corner kick is taken and administers the corner kick and checks for:

- ball is properly placed in the corner area
- corner flag is not moved or removed
- opponents are 10 yards from the ball
- potential fouls after kick

Referee #2 positions on the goal line opposite the corner kick and checks for:

- offside after second touch
- goal scoring (complete ball crosses the line)

Penalty Kicks

Referee #1 positions in the field of play behind the penalty area and administer penalty kick and checks for:

- non-kicking players are outside the penalty area and 10 yards from the ball
- premature movement of players into the penalty area before the kick
- kicker does not kick it a second time before it touches another player
- potential fouls after kick

Referee #2 positions on the goal line and checks for:

- goalie feet position and forward movement prior to kick
- goal scoring (complete ball crosses the line)

Summarized Guidelines for Grade Levels







<p><u>Kinders</u></p> <ul style="list-style-type: none"> - Size 3 ball - 9 players per team - 6 players on the field - 8-minute quarters - 8 'x 5' goal size - 110' x 70' - Field Size - Coach officiated (1 coach from each team) - Out of bounds: the entire ball needs to cross the whole line - No throw-ins: ball will be kicked in from the sideline - No penalty kicks: move the ball outside the box and allow a free kick - No intentional heading allowed - Err on the side of safety. Call intentional pushing, tripping, elbowing, or slide tackling. Try to keep the game moving. When a foul is called, blow the whistle to stop play. Briefly explain the foul. Have the opposing team move back 5 yards from the kick. 	<p><u>1st / 2nd Graders</u></p> <ul style="list-style-type: none"> - Size 3 ball - 12 player per team - 9 players on the field - 10-minute quarters - 12 'x 7' goal size - 195' x 95' - Field Size - No penalty kicks: move the ball outside the box and allow a free kick - On a goal kick, the receiving team will stand behind the build out line, ball is live once it's kicked - Throw-ins are introduced - No slide tackling - No intentional heading allowed - No offside calls: "cherry picking" not allowed - Err on the side of safety. Call intentional pushing, tripping, elbowing, or slide tackling. Try to keep the game moving. When a foul is called, blow the whistle to stop play. Briefly explain the foul. Have the opposing team move back 5 yards from the kick.
<p><u>3rd / 4th Graders</u></p> <ul style="list-style-type: none"> - Size 4 ball - 14 players per team - 11 players on the field - 25-minute halves (quarter breaks per Referee) - 12' x 7' and 18 'x 7' goal sizes - Various field sizes - No intentional heading allowed - Offside rule applies (all season) - Penalty kicks are implemented - 2 Referees per field "when possible" 	<p><u>5th / 6nd Graders</u></p> <ul style="list-style-type: none"> - Size 4 ball - 14 players per team - 11 players on the field - 25-minute halves (quarter breaks per referee) - 18' x 7' goal size - 250' x 125' field size - Heading allowed but should not be encouraged - Offside rule applies - 2 Referees per field "when possible"
<p><u>7th / 8th Graders</u></p> <ul style="list-style-type: none"> - Size 5 ball - 14 player per team - 11 players on the field - 25-minute halves - 18 'x 7' goal size - 250' x 7' field size - Offside rule applies - Yellow/Red card will be used if necessary - 2 Referees per field 	<p><u>9th - 12th Graders</u></p> <ul style="list-style-type: none"> - Size 5 ball - 12 players per team - 10 players on the field - 25-minute halves - 18' x 7' goal size - 250' x 7' field size - Offside rule applies - Yellow/Red card will be used if necessary - 2 Referees per field


Home team:

On lower field = backs to Grove Community Drive

On ball fields and East Lawn = East side is home team

Soccer Referee hand Signals

 <p>Caution or Expulsion Referee holds Yellow card Or Red card above' head'</p>	 <p>Play On / Advantage Referee indicates with his hands That the Advantage Rule Applies and play should continue</p>	 <p>Direct Free Kick Referee points in The direction of kick</p>	 <p>Indirect Free Kick Referee raises his hand Until ball is kicked And Touched by another player</p>	 <p>Goal Kick Referee points to a corner Of goal area from Which kick is to be taken</p>	 <p>Corner Kick Referee points towards corner Of the field from which Kick is to be taken</p>
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Penalty Kick
Referee points To penalty mark From which kick Is to be taken



Hand Ball

The Ball In or Out of Play

The ball must pass wholly over the boundary line on the ground or in the air to be out of play.

SIMPLE DEFINITIONS OF BALL OUT OF PLAY

The ball is out of play when it completely leaves the field of play on the ground or in the air, including when a goal is scored.



The ball is also out of play when the Referee stops play:

- **Because of outside influences such as a young sibling running onto the field of play.**
- **When an injury happens without an offense being called.**
- When an offense is committed.
- When time expires for either half.

Under the first two situations above, Referee shall restart play with a **dropped ball** to the team that was last in control of the ball where the ball was last in play.

The ball is also out of play when it touches a match official (outside the penalty area) and remains on the field of play. Under this situation, Referee shall restart play with a dropped ball awarded to the team that was last in control of the ball before it touched the official.

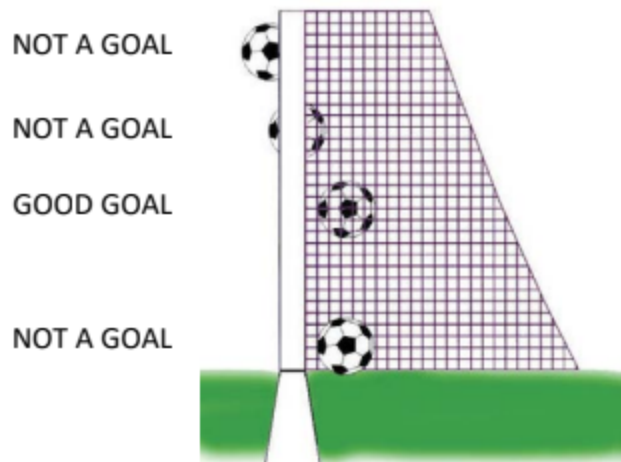
The ball is also out of play when it touches a match official (inside the penalty area) and remains on the field of play. Under this situation, Referee shall restart play with a dropped ball awarding the defending team.

The ball is in play at all other times when it rebounds off a goalpost, crossbar, or corner flagpost and remains on the field of play.

Determining Goal or No Goal

The Referee will award a goal when the entire ball enters the goal except as otherwise provided by the Laws of the Game.

A goal is scored when the ball completely goes over the goal line between the goal posts and under the crossbar.



Offside

A player may not participate or interfere with play from an offside position. The offside law is intended to ensure that players earn the right to shoot on goal in a fair manner.

An offside offense has two requirements – (1) a player has to be in an offside position; and (2) the same player has to be “involved in active play” (see below).

Player in Offside Position

A player is in an offside position if the player is:

1. in the opponent’s half of the field;
2. closer to the opponent’s goal line than two opponents; and
3. closer to the opponent’s goal line than the ball.

The player’s offside position is judged at the moment the ball touches or is played by a teammate.

A player may be in an offside position as long as the player does not participate in the play.

Player “Involved in Active Play”

A player may be involved in active play by:

1. interfering with play, or
2. interfering with an opponent, or
3. gaining an advantage by being in an offside position.

No Offense

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

1. a goal kick by the opposing team
2. a goal kick from player's team
3. a throw-in
4. a corner kick

If an offside offense occurs, the Referee awards an indirect free kick where the offside player was located at the time of the offense, including if it is in the player's defensive half of the field of play.

Free Kicks

A free kick is used to restart play when the game is stopped because of an offense. There are two types of free kicks – **Direct Free Kick** and **Indirect Free Kick**.

Free kicks are to be taken without interference from the opposing team.

Direct Free Kick

A direct free kick is awarded if a player commits any of the following offenses against an opponent, when the ball is in play, in a manner considered by the Referee to be careless, reckless, or using excessive force:

- Charges
- Jumps at
- Kicks or attempts to kick
- Pushes
- Strikes or attempts to strike (including head-butt)
- Tackles or challenges (including slide tackling)
- Trips or attempts to trip

A Direct Free Kick is also Awarded if a Player Commits any of the Following offenses:

- A handball offense (except for the goalkeeper within their penalty area)
- Holds an opponent
- Impedes an opponent with contact
- Bites or spits at someone on team lists or match official

- Throws an object at the ball, an opponent or match official, or makes contact with the ball with a held object

When one of these twelve offenses happens, a direct free kick is taken from the place where the offense occurred. If the offense is committed by a defender inside their penalty area, then a penalty kick is awarded to the attacking team.

Indirect Free Kick

An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offenses:

- Controls the ball with the hand/arm for more than six seconds before releasing it
- Touches the ball with the hand/arm after releasing it and before it has touched another player
- Touches the ball with the hand/arm, unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, after:
 - o It has been deliberately kicked to the goalkeeper by a teammate
 - o Receiving it directly from a throw-in taken by a teammate

An Indirect Free kick is also Awarded if a Player:

- Plays in a dangerous manner (e.g. kicks at the ball while laying on the ground)
- Impedes the progress of an opponent without any contact being made
- Is guilty of dissent, using offensive, insulting or abusive language, and/or gestures or other verbal offenses
- Prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- Initiates a deliberate pass (including from a free kick or goal kick) to the goalkeeper without being a trick pass using head, chest, knee, thigh and the goalkeeper touches the ball with the hands; the goalkeeper is penalized
- Commits any other offense, not mentioned in the guidelines, for which play is stopped to caution or send off a player

When one of these nine offenses happens, an indirect free kick is taken from the place where the offense occurred except as stated in the **Free Kick Procedure** below.

Ball Enters the Goal

- If a direct free kick is kicked directly into the opponent's goal, a goal is awarded
- If an indirect free kick is kicked directly into the opponent's goal, a goal kick is awarded
- If a direct or indirect free kick is kicked directly into the team's own goal, a corner kick is awarded
- An indirect free kick must be retaken if the Referee fails to signal that the kick is indirect

and the ball is kicked directly into the goal.

Free Kick Procedure

All free kicks are taken from the place where the offense occurred, except:

- Indirect free kicks to the attacking team for an offense inside the opponents' goal area are taken from the nearest point on the goal area line which runs parallel to the **touch line**
- Free kicks to the defending team in their goal area may be placed anywhere in that area

The Ball:

- Must be stationary
- The kicker must not touch the ball again until it has touched another player
- Is in play when it is kicked and clearly moves

Until the ball is in play, all opponents must remain:

- At least 10 yds from the ball, unless they are on their own goal line between the goalposts
- Outside the penalty area for free kicks inside the opponents' penalty area

Where three or more defending team players form a "wall", all attacking team players must remain at least 1 yard from the "wall" until the ball is in play.

Penalty Kick

A penalty kick is awarded to the offended team when a defending player commits a direct free kick offense within their own penalty area.

Awarding a Penalty Kick

Penalty kicks are given in 3rd -12th Grade games. A penalty kick is awarded when a direct free kick offense has been committed by a team within its own penalty area.

Penalty Kick Procedure

- The ball must be stationary on the penalty mark (12 yards/36 feet) and the goalposts, crossbar and goal net must not be moving.
- One Referee positions at the intersection of the goal line and the penalty area to judge whether the ball completely crosses over the goal line and whether the goalkeeper comes off the goal line before the kick is taken.
- The player taking the penalty kick must be clearly identified.
- The defending goalkeeper must have at least part of one foot touching, in line with or behind the goal line, facing the kicker, between the goalposts, without touching the goalposts, crossbar or goal net, until the ball has been kicked.
- All players other than the kicker and the goalkeeper must be at least 9.15m (10yds) from the penalty mark, behind the penalty mark, inside the field of play, and outside the penalty area until

the ball is played.

- The Referee whistles for the penalty kick to be taken.
- The kicker must kick the ball forward; back heeling is permitted provided the ball moves forward.
- The ball is in play when it is kicked and clearly moves
- The kicker may not touch the ball a second time until it is touched by another player.
- The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any offense

Throw-In

When the ball completely crosses the touchline, it shall be thrown back into the field of play by a player of the team opposite to that of the player who last touched it.

Throw-In Procedure

A throw-in is awarded when the ball completely passes out of play over a touchline.

- The throw-in is taken by an opponent of the team that last touched the ball before it went out of play.
- The throw-in is taken from the approximate point on the touchline where the ball left the field of play.
- The player taking the throw-in is allowed to move up to 2 yards in either direction.
- The opponents must be at least two yards from the point of the throw-in and must not unfairly distract or impede the thrower.
- At the moment of delivering the ball, the player must face the field of play; have part of each foot touching the ground either on or behind the touchline; and use both hands to deliver the ball from behind and over the head.



- The ball is in play when it is released and any portion of it is on or over the touchline.
- The thrower must not touch the ball again until it has touched another player.
- A goal may not be directly scored from a throw-in.

Heading the Ball

Heading shall not be taught for 3rd/4th Grade and below. Allow play to continue if occasional unintentional heading occurs in these age groups. However, if heading continues and appears to be intentional, this is considered a dangerous play and an indirect kick is awarded to the opposing team.

For 5th/6th Grade, coaches should minimize drills involving heading. Heading during games is allowed.

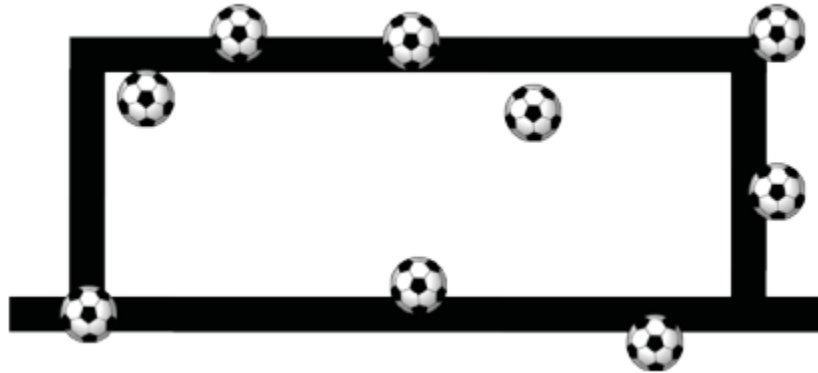
The Goal Kick

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal may be scored directly from a goal kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Goal Kick Procedure

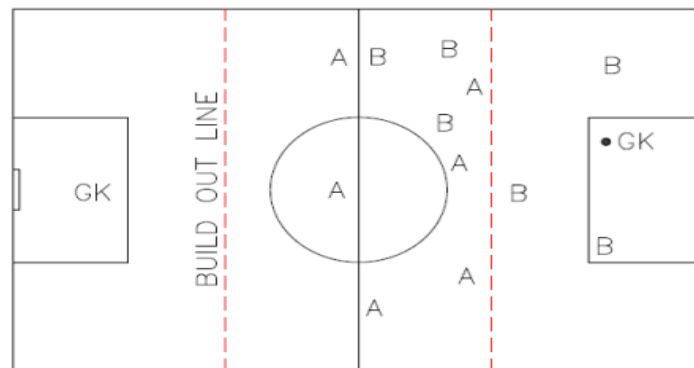
- The ball must be stationary and is kicked from anywhere in the goal area.
- The ball is in play when it is kicked and clearly moves.
- Opponents must be outside the penalty area until the ball is in play.
- The kicker cannot touch the ball a second time before it is touched by any other player.



All of these balls are correctly placed within the goal area for the taking of a goal kick

Build Out Line (1st and 2nd Grade Only)

The build out line promotes playing the ball out of the back with control and in a less pressured setting, rather than teaching players to send the ball a long distance down the field and chase after it.



- The dotted line/build out line is marked midway between the penalty area line and the halfway line.
- The opposing team (Team A) must move and remain behind the build out line until the ball is put in play
- Ball is put in play (live) when the ball is kick or passed to teammate (Team B)
- If Team A passes the line before the ball is put in place the goal kick is redone

Corner Kick

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

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Corner Kick Procedure

- The ball must be stationary and placed anywhere within the corner area nearest to the point where the ball passed over the goal line.
- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area.
- The corner flagpost must not be moved
- Opponents must remain at least 10 yards from the corner area until the ball is in play
- The kicker must not touch the ball again until it has touched another player



All of these balls are correctly placed within the corner area for the taking of a corner kick

Foul for Misconduct

Players or team officials that fail to play in a sporting, fair, or safe manner will be penalized.

Player behavior that is in serious conflict with the Guidelines of the Game and bad sportsmanship becomes a misconduct offense. Misconduct is rare in younger players' games (1st-6th grade) but if it occurs, the referee should speak with the player and explain the misconduct to the player's Coaches.

In the **7th - 12th grade** game, the display of a card is discouraged and handling it through the Coach is preferable, but in rare cases the display of the card may be appropriate.

Yellow Card

****A player receiving a Yellow Card will be asked to sit out the rest of the quarter; 5 minutes min; Substitution will be allowed****

Cautionable Offenses:

A player is cautioned and shown the yellow card if they are guilty of:

- Persistent dissent by word or action

- Failing to respect the required distance when play is restarted with a dropped ball, corner kick, free kick or throw-in
- Persistent offenses (no specific number or pattern of offenses constitutes “persistent”)
- Unsporting behavior

Red Card

A player receiving a Red Card will be ask to leave the field and The Grove premises

A player, substitute or substituted player is sent off and shown the red card if they commit any of the following offenses:

- Denying the opposing team a goal or an obvious goal-scoring opportunity by a handball offense (except a goalkeeper within their penalty area)
- Denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is towards the offender’s goal by an offense punishable by a free kick
- Serious foul play
- Biting or spitting at someone

Team Officials and Spectators

The following offenses should usually result in a warning; repeated or blatant offenses should result in a caution or sending off:

- Entering the field of play in a non-respectful/confrontational manner
- Failing to cooperate with any of the Referees
- Minor/low-level disagreement (by word or action) with a decision

Cautionable offenses for coaches & possible spectator include (but are not limited to):

- Clearly/persistently not respecting the confines of the coach, spectator area, and on the playing field
- Delaying the restart of play by their team
- Deliberately entering the technical area of the opposing team (non-confrontational)
- Dissent by word or action including:
 - o Throwing/kicking drink bottles or other objects
 - o Action(s) which show a clear lack of respect for match official(s) e.g., sarcastic clapping
- Acting in a provocative or inflammatory manner
- Persistent unacceptable behavior (including repeated warning offenses)
- Showing a lack of respect for the game

Sending-off offenses for team officials Coaches, Spectators include (but are not limited to):

- Delaying the restart of play by the opposing team (e.g., holding onto the ball, kicking the ball away,(obstructing the movement of a player)
- Deliberately leaving the technical area to:
 - o Show dissent towards or remonstrate with the Referee or Assistant Referee
 - o Act in a provocative or inflammatory manner
- Enter the opposing technical area in an aggressive or confrontational manner
- Deliberately throwing/kicking an object onto the field of play
- Entering the field of play to:
 - o Confront the Referee or Assistant Referee (including at half-time and full-time)
 - o Interfere with play, an opposing player, or match official
- Physical or aggressive behavior towards anyone
- Receiving a second caution in the same match
- Using offensive, insulting, or abusive language, and/or action(s)
- Violent conduct

When an offense is committed and the offender cannot be identified, the head coach present in the technical area will receive the sanction. Coaches are responsible for keeping spectators and themselves accountable for having a fun and safe place for the safety of the kids and referee.