

Pueblo Rangers Middle School League

Laws of the Game, Code of Conduct and Weather Policy:



The Pueblo Rangers Middle School Laws of the Game are a modified version of the established published FIFA set of rules.

The Field of Play:

The Games will be played on grass or artificial turf. The field must be rectangular in shape and distinctly marked by two short goal lines and two long-touch lines. The field is divided into halves, separated by the halfway line, which runs from the midpoints of each touchline. At the midpoint of the halfway line is a marked center point surrounded by a lined center circle with a radius of 10 yards. Opposing players are not allowed to enter this circle during the possessing team's kick-off. The length of the touch line must be greater than the length of the goal line. The size of the field for the Middle School League can range between 60yds-70yds wide and 105yds-120yds long.

At each end of the field is an eight yard wide goal, centered along the goal line.

Six yards from each goal post along the goal line and six yards out into the field (perpendicular to the goal line) is the goal box.

Extending 18 yards from each goal post along the goal line and 18 yards out into the field (perpendicular to the goal line) is the penalty box.

In each of the four corners of the field is a five-foot high corner flag.

Referees:

Each game shall have a center referee and 1-2 assistant referees. If assistant referees are unavailable, 1 person from each team shall signal with a flag when a ball goes out for the opposing team.

Coaches and spectators are not allowed to challenge ruling of calls by referees during game time. All enquires may be asked at half-time or at the end of the game. No matter how much you disagree with the call, do not challenge. You may ask the understanding of the call only. This is a game for fun and the referees are there to keep the game safe and to enforce the rules.

The referee is the authority on the field, and his/her word is law. If you question a referee's decision, you can be disciplined further simply for dissent.

Should there be a concern with a referee, please bring this to the attention of the Referee Assignor.

All referees report to the Referee Assignor.

Start and restart of play

Kick-off will be determined by a coin toss, whereby the winning team can either choose to start with the ball or choose which goal they would like to attack. The losing team is then afforded whatever choice the winner does not elect to take. Kick-off may be taken in any direction. Kick-off occurs at the start of each half, and after each goal scored and is taken at the center of the halfway line. If a team scores a goal, the opposing team is given the kick-off to restart the match.

The ball in and out of play

The ball is out of play when it FULLY crosses either the goal line or the touch line. It is also out of play if the referee stops play for any reason. If, for any reason, the ball strikes the frame of the goal or the referee and remains within the goal and touch lines, it is still in play.

The method of scoring

A goal is scored when the entire ball has crossed the goal line within the frame of the goal. At the end of the match, the team with the most goals is the winner, barring the circumstantial necessity for extra time.

Offside

When an attacking player receives the ball while on his opponents half, he/she must be level or behind the second to last defender (the last typically being the goalkeeper). However, this rule only applies if he/she is involved with the play.

Fouls and Misconduct

A direct free kick is awarded when a player:

- 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
- Pushes an opponent
- Tackles an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately

If any of these fouls are committed by a player in their team's penalty area, the opposing team is awarded a penalty kick. Indirect free kicks are awarded if a player:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his/her hands
- Commits another unmentioned offense

Yellow cards are awarded as a caution or warning to a player and can be issued for the following offenses:

- Unsporting behavior
- Dissent by word or action
- Persistent infringement of the Laws of the Game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, free kick, or throw-in
- Entering or re-entering the field of play without the referee's permission
- Deliberately leaving the field of play without the referee's permission

Red cards are used to send a player off the field, and can be issued for the following offenses:

- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (the goalkeeper being an exception)
- Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
- Using offensive or abusive language and/or gestures
- Receiving a second caution (yellow card) in the same match

Free Kicks

Free Kick is broken into two categories, direct and indirect. A direct kick can be shot directly into the opponent's goal without touching another player. An indirect free kick is indicated by the referee raising his hand during the kick. An indirect kick can only go into the goal if it has subsequently been touched by another player before it enters the goal. The ball must be stationary for both types of kicks.

The Penalty Kick

A penalty kick is awarded either when a defensive player fouls an attacking player or commits a handball in his/her team's penalty area. The penalty kick is placed at the penalty spot, and all players on both teams must remain outside the penalty box during the shot. They may enter the box immediately after the shot is taken. The goalkeeper may move horizontally along the goal line before the shot is taken, but he/she may not come off the line until the ball is struck.

The Throw-In

A throw-in is awarded when the possessing team plays the ball out of bounds over the touchline. While taking a throw-in, a player must release the ball with both hands simultaneously and keep both feet firmly planted on the ground. If these conditions are not met, play is stopped and the throw-in is given to the opposing team. Players are not allowed to score directly off a throw-in.

The Goal Kick

A goal kick is awarded when the offensive team plays the ball out of bounds over the defensive team's goal line. After the ball is out of play, the defender or goalkeeper may place the ball anywhere within the six-yard goal box and kick the ball back into play.

The Corner Kick

A corner kick is awarded to the offensive team when the defensive team plays the ball out of bounds over its goal line. The ball is placed within the corner area and is kicked back into play by the offensive team. Players can score directly off a corner kick.

Substitutions are unlimited and can be made at any stoppage in play with the referee's permission. Players must be at the halfway line before the substitution opportunity. Slide tackling is not permitted in this league.

Code of Conduct:

Coaches, players and spectators must adhere to the Pueblo Rangers Soccer Club Code of Conduct.

Players CODE OF CONDUCT:

All players are expected to show respect for their teammates, their coach, their opposition and the game officials at all times.

All players should make every effort to attend all planned training sessions, and arrive on time to start at the allotted start time.

All players should arrive on game days at the venue at the time set in advance by the team coach.

All players unable to attend for training or games should give the coach as much notice as possible.

All players with injuries should notify the coach as soon as possible with an assessment of the impact the injury may have on attending future coaching sessions or games.

All players are expected to bring the correct kit(s) to all coaching sessions and games.

All players are expected to be ready to train or play when the coach is ready. "Ready" means listening and quiet and fit to begin with good attitude.

All players are representatives of Pueblo Rangers Soccer Club and are expected to represent their club with pride, displaying high standards of effort and sportsmanship at all times.

All players who regularly fail to meet the standards in this charter must expect their coach to reduce their playing time or refer their case to the Pueblo Rangers Soccer Club Board.

Coaches CODE OF CONDUCT:

The coach is expected to treat all players fairly, showing no personal bias toward or against any player.

The coach should show respect for team players, the opposition and their coach and the game officials at all times.

The coach should set an example to the team players on regular attendance, and timely arrival at all games and training sessions.

The coach should plan all training sessions in advance, and make every effort to deliver coaching that is age and ability appropriate.

The coach should provide a safe environment for all training sessions, and ensure that all players have transport/parents on site before leaving them at the venue.

The coach is not expected to provide a child minding service.

The coach should ensure that appropriate first aid equipment/supplies are available at all training sessions and games.

The coach should ensure that all proper and relevant notifications are issued to players, officials and opponents regarding kick-off times, venue and cancellations or postponements of games or training sessions.

The coach is a senior representative of Pueblo Rangers Soccer Club and is therefore expected to represent the club with pride, displaying high standards of sportsmanship at all times.

The coach is expected to handle all players with empathy, helping them through difficult playing times and being prepared to discuss the players' progress or soccer playing issues with parents if requested.

The coach is expected to continue their own training as a coach.

Parent/Spectator CODE OF CONDUCT:

All parents should understand the contents of the players' charter, and try to ensure that their child meets the code.

Parents and spectators should always appreciate good play from all players in the game, respecting all players, coaches and supporters from both teams.

Parents should recognize the achievements of their child, especially identifying improvement and effort. Parents should recognize the work of the coach, and feel free to discuss with the coach the performance of the team and the performance of their child.

Parents should understand that the coach will make mistakes, and that it is better to discuss such matters in a constructive way rather than quietly resent such occurrences.

Parents will be required to participate in club and team events.

Parents are expected to model behavior that represents good sportsmanship at all times so that their children will learn how to behave from them.

Parents must understand that there is a financial commitment to playing soccer for the Pueblo Rangers and be prepared to meet this commitment.

Spectators may be asked to leave if any Code of Conduct is broken. This applies to coaches and managers as well.

Coaches are responsible for player and spectator conduct on the field.

Weather Policy:

Any cancellations or postponements will be posted on the Pueblo Rangers Website.

Cancellation of a game may be required if snow or ice makes reasonable transport to the location hazardous for our players/families. Cancellation may also be required if lightning is within 10 miles of the game location or if permission to use fields or facilities is revoked by the governing authority.

a) Inclement Weather During a Game:

If inclement weather prevents a game from being completed during the scheduled time, the score shall stand if at least one-half of the game has been completed.

b) Inclement Weather Before the game and the Game has not been cancelled:

In cases of severe weather conditions or impending severe weather conditions, the Director may reduce the length of the game by fifty percent.

c) Inclement weather before the game and the game is cancelled:

The Director can cancel or postpone the game. Every attempt will be made to reschedule the game. Any game that cannot be rescheduled will be considered a 3-3 tie.

Lightning:

Lightning in the immediate area of the field of play (game or practice) within a 10 mile radius will immediately cease activity and all players, coaches and spectators must seek shelter for 30 minutes of the last strike within the radius. Coaches must install a weather app that indicates the distance of lightning (WeatherBug is a good app).

Cold Weather:

a) Temperature/Wind Chill 32 degrees F and above - regular play

b) Temperature/Wind Chill 26 degrees F to 31 degrees F - The Club highly recommends use of cold weather gear/clothing (hats, gloves, long sleeve shirts and pants, worn under uniforms) The Club staff also recommends making sure your athletes are staying hydrated and refrain from sitting or lying on the ground to avoid heat loss.

c) Temperature/Wind Chill 16 degrees F to 25 degrees F ▪ Games may be shortened, up to half time

d) Temperature/Wind Chill 15 degrees or below - Games will be cancelled or postponed

The Directors will make the final decisions.

In the event of extreme inclement weather, spectators, players and coaches **MUST RETURN TO THEIR CARS!**