



GK League 1 Guidelines and Rules

GK League 1 will follow the NFHS rules for the 2025 Fall Season for reference for any rules not specifically outlined in this document.

I. Eligible Players:

A. Player Registration:

1. All Players need to be registered in PlayMetrics with Granville Keepers Soccer Club LLC to be eligible to play.
2. A birth certificate, passport, or valid form of identification is needed for age verification and needs to be submitted to Granville Keepers Soccer Club LLC for validation.
3. Granville Keepers Soccer Club LLC will provide certified team rosters to each team. These will include a name, birth date, team and club approved for, and a head shot of each player.

B. Pulling up or over players:

1. A team is eligible for Pull ups / pull over players if they do not have enough to meet the minimum # of players on the field plus 1 sub as defined in section
2. If a coach needs additional players, they may pull up a player from one of their teams at or below the current age group for all age groups U13 and above.
 - a) Example A: A team needs 1 player and the club organization the team belongs to has 2 teams in the same age bracket, The club may pull a player over to play with the other team limited to # allotted on the field for that age group plus 1 substitute.
 - b) Example B: A team needs 2 players and the club organization the team belongs to has a team in the age group below the one needing players, they may pull up 2 players to play with them
3. Coaches can not pull players from other teams that are not part of their organization for any age group U13 and above.
4. All players must meet the Eligible Player rules as listed in **Section I.A.**
5. If more players for the team show up after the start of the game, and this brings the team to the # of players needed for # allotted on the field plus 1 sub, it is the coaches responsibility to give preference playing time to those on the roster.
6. Exceptions for Fall 2025:
 - a) U10 (2015 and younger) may pull a child from another team within the same age group to play if they do not have enough players.
 - (1) Enough players to play is # allotted on the field, plus 1 substitute.
 - b) Any player pulled to play must meet Eligible Player requirements as listed in Section II.
 - c) Both coaches and the Officials need to agree on any “pull over” players at the start of the game.
 - d) Once a game starts, no players can be added that are not on the team roster
 - e) You can not pull over any players if you have the number required to play plus 1 sub.

II. Age Groups:

A. GK League 1 will utilize 3 age groups for the 2025 Fall Season



1. U10 : 2015 and Younger
2. U13: 2012 and Younger
3. U16: 2009 and Younger

B. Girls within 1 year of the oldest age in an age group may play down 1 age group

1. EX: 2014 girl can play 2015 league

III. The Field:

A. Suggested Field Dimensions (in yards)

1. U10: 30 x 50 to 45 x 70
2. U13: 30 x 50 to 45 x 70
3. U16: 50 x 70 to 70 x 110
4. Field dimensions are set by the field staff and may vary. GK League 1 will make recommendations, but can not guarantee exact field sizes.

B. Recommended Goal Sizes

1. U10: 7' x 20'
2. U13: 7' x 20'
3. U16: 8' x 24'

C. Team Area

1. U13 and U10 games:
 - a) Teams will be on opposite sides of the field from each other.
 - b) Benches will be set up 10 Yards from midfield on each side of the field on opposite halves of each other.
 - c) The Home team will be on the Left Side of the field from the parking lot.
 - d) The Away team will be on the Right side of the field from the parking lot.
2. U16 games:
 - a) Players will be on the far side of the field with each team on their half.
 - b) Benches will be set up between 10 yards and 20yards from midfield
 - c) The Home team will be on the Left Side of the field from the parking lot.
 - d) The Away team will be on the Right side of the field from the parking lot.

D. Spectators:

1. U13 and U10 Games
 - a) Spectators that wish to sit near the field will need to sit on the side of the field the bench is on for your team.
 - b) All Spectators are asked to respect a 6' from the bench spacing when setting up their seating.
 - c) All spectators must be at least 6' off the side line
2. U16 Games
 - a) All spectators will sit on the side of the field closest to the parking lot
 - b) Spectators are asked to sit on their teams half of the field
3. All Games:
 - a) No one may sit on the goal line behind the goal. Anyone behind the goal must be a minimum of 10 yards from the goal line. Seating will not be permitted within this area for the safety of the spectators and integrity of the game.
 - b) All Spectators are subject to the code of conduct.

IV. The Ball

A. Ball Size:



1. U10 : Size 4
 2. U13: Size 5
 3. U16: Size 5
- B. All balls used in play must be stamped with official size and weight on them and have the correct size for that age group stamped on the ball.**
- C. At the start of each game, there will be a game ball provided either by GK League 1 or the Home team for play. It is also recommended to have a ball at each Goal for quick restarts**

V. The Players and Substitutions

A. Max Rostered Players Per Team:

1. U10: 16
2. U13: 16
3. U16: 22
4. If a team wishes to have more players than the maximum roster limit, they will have to pay the additional cost for insurance per player at the current cost (inquiries of cost can be made with Granville Keepers Soccer Club LLC). It is advised not to exceed the total number of players per team.

B. Number of Players on the field:

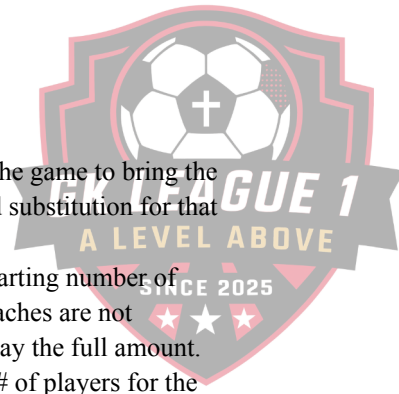
1. U10: 9v9
2. U13: 9v9
3. U16 11v11

C. Minimum # of players per age group on field per team:

1. U10: 6
2. U13: 6
3. U16: 8
4. Each team must maintain this minimum number of players to continue the game without forfeit. If at any time either team does not have enough players to meet this minimum number of players per team, the game will be forfeited by the team who does not have enough players. This applies at any point from the start of the game to the end of the game.

D. Teams Playing Down Rules

1. If a team does not have the Number of on field players required to meet the player requirements(Section IV.B.2) and to have one substitute on the bench, they can play down to the minimum # of players as outlined in section IV. B.3.
2. The opposing team is only required to play down 1 player but can play down more at their discretion.
 - a) Example A: A team has 9 players for a 9v9 game. They can choose to play 8 and have a substitute on the bench. The opposing team would be expected to play 8 on the field.
 - b) Example B: A team has 8 players for a 9v9 game. That team can choose to play 7 on the field and have a substitute but the opposing team only has to play down to 8 on the field unless the coach decides to play less.
3. If a coach has agreed to play down players below the outlined play down rules (Ex: 7V7 instead of 8V7), they may put an additional player on the field at any approved substitution to come up to the Playing Down Rules outlined in section IV.4.b.



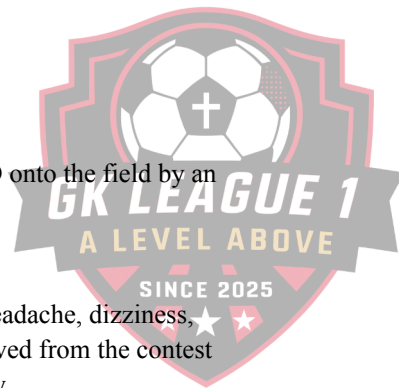
4. After the start of a game, players that show up late may be added to the game to bring the team up to the needed amount of players on the field at any approved substitution for that team.
5. After the start of a game, a coach is not required to drop below the starting number of players agreed upon. If a game starts with all players on the field, coaches are not required to drop a player if the other team no longer has enough to play the full amount. This is left to the discretion of the coach if they choose to match the # of players for the other team.

E. Captains and Coin Toss

1. Captains:
 - a) Each Team will designate up to 3 captains.
 - b) Captains will participate in the coin toss.
 - c) Captains are the only players on the field allowed to ask for clarification from the officials on any calls.
2. Coin Toss:
 - a) Away team will call heads or tails for the coin toss
 - b) Winning team will have choice of ball or side to defend
 - (1) If winning team chooses side to defend, opposing team will get ball to start the game
 - (2) If the winning team picks the ball, the opposing team will have a choice of side to defend.

F. Substitutions

1. Substitution Rules:
 - a) Either team may substitute as many players as they wish throughout the game at approved times and after halftime before the second half of the game starts. There is no limit to how many players can be substituted at the “approved times”.
 - (1) This may be limited by the official to only players standing at mid field at the time of the initial substitution request.
 - (2) It is at the officials discretion if the substitutions are happening to “kill time” or “run the clock out”.
 - b) All substitutions should report to the midfield line and wait for the official to call them on the field.
 - c) Approved times for substitutions:
 - (1) A goal is scored
 - (2) All goal kicks
 - (3) Team possession throw ins and corner kicks
 - (4) Injuries and bleeding situations
 - (5) A player is cautioned or disqualified (yellow card, red card, or official removes a player from the field)
 - d) The team NOT in possession of the ball may substitute an unlimited number of players at a throw-in or corner kick if the team in possession of the ball is also substituting.
2. Procedure for Substitution
 - a) A substitute may enter the field of play at the beginning of a period without being beckoned by the referee.

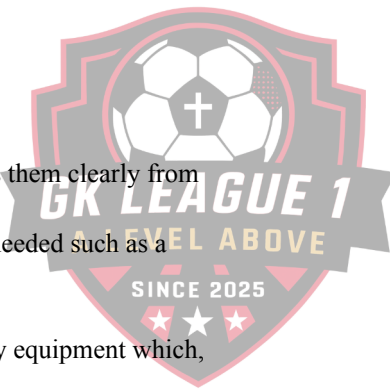


- b) All other substitutions require the player to be BECKONED onto the field by an official
 - c) Play will resume after the Official signals play to resume.
3. Required Substitutions
- a) Any player who exhibits signs, symptoms of concussion (headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and need to be evaluated before returning to the field of play.
 - b) Any player who is bleeding
 - c) A player receives a Yellow Card
 - d) Any injured player that the coach comes onto the field for.
 - (1) The only exception to this rule will be Goal Keepers
4. Goal Keeper Substitutions
- a) The goalkeeper may change places with a player on the field whenever a legal substitution window is in effect.
 - (1) It is the coaches responsibility to alert the Official the goal keeper is being swapped
 - b) Any substitute coming onto the field from the bench for the goalkeeper position is expected to be ready to play as soon as they are in the goal box.
 - (1) This excludes a substitution of the goalie for an injury
 - c) If the goalkeeper remains on the field, they are required to be in a uniform that identifies them as part of the team and
 - d) Any new goalkeeper is required to be in a shirt or penny different from the rest of the team for the purpose of identification.
5. Other substitution rules
- a) If the injured player is being replaced during a penalty kick situation, substitutes may not take the penalty kick.
 - b) Excessive Player Substitutions
 - (1) When a team repeatedly substitutes to consume time, a referee shall order the timer to stop the time clock during such substitutes and shall notify the coach of the offending team. The repetition may be consumed as unsporting conduct.
 - (2) This is at the discretion of the official

VI. Players Equipment

A. Required Equipment:

- 1. The required player equipment includes a jersey, socks, suitable shoes and shinguards.
- 2. All players are required to wear closed toe shoes, sneakers, or cleats.
 - a) Metal Spike Cleats are not allowed to be worn for games
- 3. All players are required to wear shin guards covered by socks, shin sleeves, or pants.
 - a) Shinguards must be made of a suitable material and be of an appropriate size to provide reasonable protection and be covered by the socks. Players are responsible for the size and suitability of their shinguards.
 - b) If the official deems the shinguards do not meet the minimum standards, the player must leave the field of play for a minimum of 1 play to correct the equipment issue.
 - c) The official will determine if the player has met the minimum requirements for equipment to reenter the game.



4. Goalkeepers must have a shirt, penny, or goalie shirt on that identifies them clearly from the rest of the players on the field.
 - a) It is at the discretion of the official if anything additional is needed such as a penny to identify the goalkeeper more clearly

B. Other Equipment:

1. Illegal equipment shall not be worn by any player. This applies to any equipment which, in the opinion of the referee, is dangerous.
2. Hard and unyielding items (guards, casts, braces, etc...) on the hand, wrist, forearm, elbow, upper arm or shoulder, unless covered, and must be padded with a closed-cell, slow recovery foam padding no less than 1/2-inch thick.
3. Knee braces which are altered from the manufacturer's original design/production are illegal. Knee braces that are unaltered are legal and do not require any additional padding.
4. Non-metal ankle braces that are unaltered are legal and may be worn outside a sock. Ankle braces of metal or unyielding material that are unaltered are legal if covered by a sock.
5. Players may wear soft, non-billed, and yielding caps. Goalkeepers may wear a soft-billed baseball type hat or soft-billed visor.
6. A protective face mask may be worn by a player with a facial injury. The mask may be made of hard material, but must be worn molded to the face.
7. Soft-padded headgear is permitted.
8. Hair control devices may be worn if made of soft material and not for adornment
 - a) Any braids or hard components in a player's hair must be secured to the individual by putting them in a pony tail or wearing something that keeps them close to the head. They can not be free to move and swing from the body. It is at the Officials discretion if they are secured well enough to the body.
9. All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, etc.) are forbidden and must be removed. Using tape to cover jewellery is not permitted.

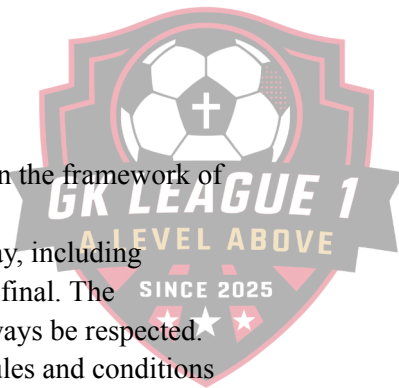
C. Penalties for Illegally equipped players

1. Each head coach shall be responsible for ensuring that each of his/her players is properly and legally equipped.
2. Consequences for illegally equipped players
 - a) Warning issued to both teams to double check players equipment.
 - b) Second issue will result in a yellow card issued to the head coach of the player with the equipment violation.
 - c) All other violations after that team's head coach is given a yellow card will result in a yellow card being issued to the player.

VII. The Officials

A. Officials

1. Each match is controlled by an official who has full authority to enforce the Rules of the Game and these Guidelines and Rules in connection with the match.
2. Decisions will be made to the best of the official's ability according to the Rules of the Game and the 'spirit of the game' and will be based on the opinion of the



referee, who has the discretion to take appropriate action within the framework of the Laws of the Game.

3. The decisions of the official regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The decisions of the official, and all other match officials, must always be respected.
4. Officials have the authority to terminate a game when stated rules and conditions warrant. They also have the authority to suspend play or terminate the game whenever the elements, spectators, or other causes require.
5. Officials have the power to make decisions on any point not specifically covered in the rules.
6. All games will run with a single official.
 - a) Each team will pay the officials \$30 per team at the completion of the game.
 - b) If a team forfeits a game due to no show or not enough players, they are responsible to pay the officials the full \$60.
 - c) If it is deemed more officials are needed per game during the season, all clubs will need to agree to any price changes mid season for more officials per game.
7. Games can be canceled up to 3 hours in advance without penalty or forfeit by clubs, but must be communicated to Granville Keepers Soccer Club Officials or the Ref Assigner for the League.
8. If a game is canceled due to weather by Granville Keepers Soccer club or the facility we are using, the 3 hour time limit will not apply.

VIII. Duration of the Game:

A. All Age groups:

1. 2 x 25 minute halves and a 5 minute half time

B. Game clock will start at the scheduled game time even if the teams are not ready to play.

1. The exception to this rule is if the Official is not ready or the field is not ready at the designated start time.
2. If there is a delay in start time, Half time will be reduced to 2-3 minutes to try and make up time.

C. All games are considered complete if they reach half time in case of rain or bad weather.

D. If less than one-half of the game has been played, the game may be re-scheduled and will start at the official time left in the game and with the same score.

E. A water break of up to 60 seconds per half may be given by the official if it is deemed necessary due to the temperature.

1. The clock will continue to run during any in game water breaks.

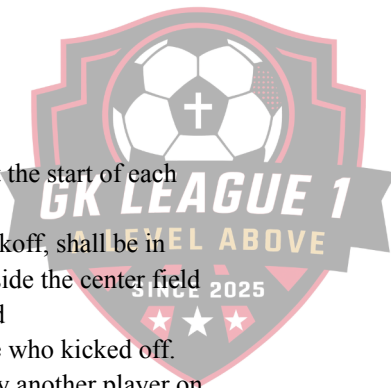
F. Play shall be extended beyond the expiration of a period to permit a penalty kick to be completed. If time has expired, the period will end at the completion of the penalty kick.

G. Play is over when the official blows their whistle.

H. There is no overtime play in regular season games. All games can finish in a tie.

IX. Start of Play

A. Kickoff



1. When the referee signals with a whistle, a kickoff shall initiate play at the start of each period.
2. At the moment of kickoff, all players, except the player taking the kickoff, shall be in their team's half of the field. Players opposing the kicker shall be outside the center field circle or 10 yards away from the kicker if there is no circle at midfield
3. After the kickoff, the ball may be played by any player except the one who kicked off. The kicker may not play the ball until it has been played or touched by another player on either team.
 - a) If the player touches the ball a second time on kick off before the above requirements are met there will be an indirect free kick awarded to the other team at the spot of the foul.
4. Kick off is a direct free kick and can be scored on in all age groups.

X. Ball In and Out of Play

A. Ball In and Out of Play

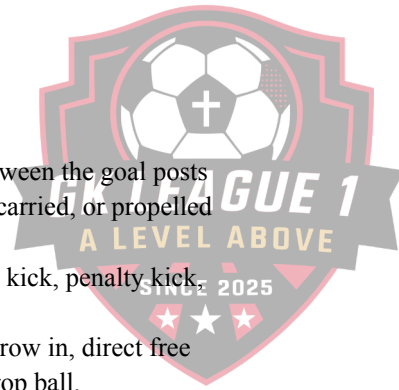
1. The ball is out of play when it has completely crossed a goal line or touchline, whether on the ground or in the air.
2. The ball is in play at all other times including: when it rebounds a goal post, crossbar, or corner flag posts, or when a drop ball touches the ground
3. If the ball hits an Official, a drop ball will be issued at the spot to the team that kicked it.
4. A second whistle is required to restart play for the taking of a penalty kick, after a substitution is made, after a caution, red card, injury and AFTER setting a wall prior to a free kick.
 - a) The offense team is the only one that can request a wall. This happens when a player on the offensive team requests 10 yards or space from the defense for a free kick; play shall be restarted by a second whistle.

B. Drop Ball

1. The game is restarted with a drop ball: when the ball is caused to go out-of-bounds by two opponents simultaneously, when the ball becomes deflated, following a temporary suspension of play for an injury or unusual situation and a goalkeeper is not in possession of the ball, when simultaneously fouls of the same degree occur by opponents.
2. The ball is dropped by an official from waist level to the ground. Any number of players may contest a dropped ball (including the goalkeeper);
 - a) If play was stopped and the goalie had the ball in hand or there was clear evidence that a team had possession, the official can decide to drop the ball for that team and ask the other team to give space. This is at the discretion of the official.
3. The ball shall touch the ground before it is played. If the ball is played before it touches the ground, play will be stopped, and an official shall drop the ball again.
4. If a dropped ball enters the goal without touching at least two players, play is restarted with a goal kick if it enters the opponent's goal or a corner kick if it enters the team's own goal.

XI. Scoring

A. Goals:



1. A goal is scored when the entire ball passes beyond the goal line, between the goal posts and under the crossbar provided it has not been deliberately thrown, carried, or propelled by the hand or arm of a player of the attacking team.
2. A goal MAY be scored directly from a: kickoff, direct free kick, goal kick, penalty kick, corner kick, drop ball, goalkeeper's throw, punt or drop-kick.
3. A goal MAY NOT be scored directly from a/an: indirect free kick, throw in, direct free kick into a team's own goal, goal kick into a team's own goal, or a drop ball.
 - a) All of these situations require a second touch on the ball for the goal to count.

B. Mercy Rule:

1. If at the end of the first half, a team is up by 9 goals, the mercy rule will be put into affect and the game will be deemed complete at half time.
2. If a game makes it to the second half, there is no mercy rule.

C. Forfeits:

1. The score of a forfeited game shall be 3-0 if the game is not started, the score is tied or the offended team is ahead at that time. If the offending team is behind at the time of forfeit, the score at that time is the final score.

XII. Offsides

A. Offsides

1. A player is in offside position when nearer to his/her opponents' goal line than the ball, unless: the player is in his/her own half of the field of play or the player is not nearer to the opponent's goal line than at least two opponents. NOTE: The position of any part of the player's head, body or feet will be the deciding factor, not the player's arms.
2. A player shall not be penalized for being in an offside position if the ball is received directly from a goal kick, a corner kick, or a throw-in.
3. It is not an offense in itself to be in an offside position.
4. Player is offside and penalized if, at the time the ball touches or is played by a teammate, the player in an offside position becomes involved in active play by: interfering with play or with an opponent or seeking to gain an advantage by being in that position.
5. PENALTY FOR OFFSIDES: indirect free kick at the spot of infraction.

XIII. Fouls and Misconduct

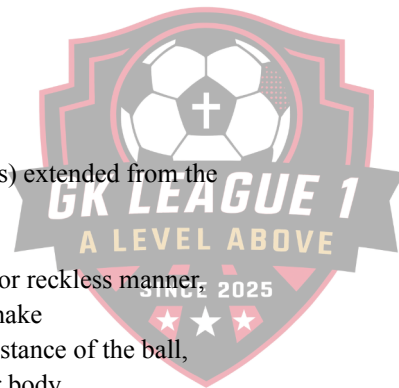
A. Spitting, Kicking, Striking, Tripping, and Jumping:

1. A player shall not kick, attempt to kick, strike, attempt to strike, spit at, or jump at an opponent.
2. A player shall not trip, or attempt to trip an opponent.
3. A goalkeeper shall not strike or attempt to strike an opponent by throwing or kicking the ball at an opponent or by pushing an opponent with the ball while holding it.
4. PENALTY: Direct free kick.

B. Handling:

1. A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with hand/ arm. Exception: GK when ball is within his/her own penalty area.
PENALTY: Direct free kick.
2. Protecting the head, face, groin or chest from a hard shot or pass using the hands or arms as a reflex is not considered deliberate and therefore not handling.

C. Holding, Pushing:



1. A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body. PENALTY: Direct free kick.

D. Charging:

1. A player shall be penalized for charging an opponent in a dangerous or reckless manner, or using excessive force. An allowable fair charge is where players make shoulder-to-shoulder contact in an upright position, within playing distance of the ball, have at least one foot on the ground and their arms held close to their body.
2. A player shall not, in any manner, charge the goalkeeper in the penalty area unless the goalkeeper is obstructing the player or dribbling the ball with their feet.
3. An official shall caution any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball includes any time the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.
4. Outside the penalty area, the goalkeeper has no more privileges than any other player. PENALTY: Direct free kick.
5. The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball or tossing the ball in the air to re-catch. When goalkeepers put the ball on the ground, they relinquish their privileges as goalkeepers. They can not pick the ball back up at that point. PENALTY: Indirect free kick.
6. A player shall not charge into an opponent when neither player is within playing distance of the ball. PENALTY: Indirect free kick.

E. Obstruction

1. Obstruction is the deliberate act of a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or moving the body to become an obstacle to an opponent. PENALTY: Indirect free kick.

F. Dangerous Play

1. A player shall not participate in dangerous play, which is an act an official considers likely to cause injury to any player. This includes playing in such a manner which could cause injury to self or another player (opponent or teammate.) PENALTY: Indirect free kick.

G. Restrictions on the Goalkeeper

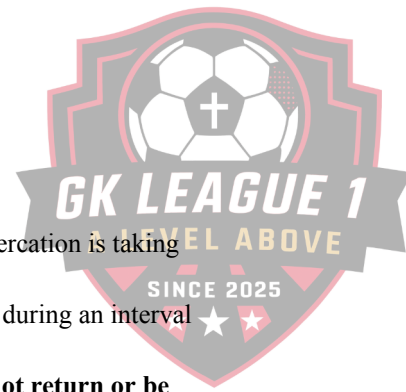
1. The goalkeeper has six seconds to release the ball into play once he/she takes control of the ball with their hands. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played or touched by another player.
2. A goalkeeper shall not deliberately parry the ball and then touch it again with his/her hands.
3. On any occasion when a player **deliberately** kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.
4. A goalkeeper shall not touch the ball with his/her hands when receiving it directly from a throw-in by a teammate.
5. **NOTE:** Players may not use trickery to circumvent the previous rules. Example: Players may not flick the ball with their feet to their own head, chest, or knee and then pass it to their own goalkeeper who touches it with their hands. PENALTY: Indirect free kick awarded to the opponent at the spot of the violation, unless in the goal area.

H. Misconduct

1. A player, coach, or bench personnel shall be cautioned (yellow card) for:



- a) Entering or leaving the field of play (except through the normal course of play) without the permission of an official.
 - b) Persistent infringement of any rules of the game.
 - c) Objecting by word of mouth or action to any decision given by an official (dissent)
 - d) Any incidental use of vulgar or profane language. Note: this may be a disqualification (red card).
 - e) Any use of electronic communication devices with the on-field players during play. Examples: amplifying devices, wireless communication devices such as cell phones, headphones, personal digital assistant, etc... Note: a coach may engage in verbal communication with his or her own team during play.
 - f) Unsporting conduct, including, but not limited to: coaching outside the team area, unnecessary delay (kicking, throwing the ball away on a free kick, etc...), holding a shirt, short, etc..., deliberate verbal tactics, encroachment, a deliberate handball to stop an attack, a deliberate tactical foul, faking an injury, simulating a foul, a player who displays reckless play, an illegally equipped player.
 - g) Unsporting conduct, including, but not limited to: any delayed (excessive or prolonged acts by which a player attempts to focus attention upon himself/herself and/or prohibits a timely restart of the game; a player (other than a goalkeeper within his/her own penalty area) who deliberately handles the ball, attempting to prevent a goal, and the goal is scored; a player who commits a foul, attempting to deny an obvious goal-scoring opportunity, and the goal is scored; a player who commits an offense against an opponent within his/her team penalty area in an attempt to play the ball that denies the opponent an obvious goal-scoring opportunity and the referee awards a penalty kick.
 - h) Use of any tobacco products or electronic cigarettes at the game site during the period of the jurisdiction of the officials.
 - i) An obvious attempt to deceive an opponent. Ex: Mine, "Mia."
2. **PENALTY: A cautioned player shall leave the field and may be replaced. Should the team with the cautioned player elect to play shorthanded, the cautioned player may not re-enter nor be replaced until the next legal substitution opportunity.** (pg. 62)
3. A player, coach, or bench personnel shall be disqualified (red card) for:
- a) Exhibiting violent conduct.
 - b) Taunting – use of word or act to incite or degrade an opposing player, coach, referee or other individual. Note: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race, religion, gender, or national origin.
 - c) Subsequent caution.
 - d) Committing serious foul play: any play in which the player commits one of the offenses punishable with a direct free kick and uses disproportionate and unnecessary force against an opponent while playing for the ball or a player (other than goalkeeper in own penalty area) deliberately handles the ball, attempting to prevent a goal and the goal is not scored.
 - e) Committing serious foul play: a player commits a foul outside the penalty area when attempting to deny an obvious goal-scoring opportunity and the goal is not scored or a player commits a foul inside the penalty area, while not attempting to play the ball, and the goal is not scored.



- f) Spitting at an opponent, teammate or game official.
 - g) Using insulting, offensive or abusive language or gesture.
 - h) Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official.
 - i) A team does not play short for a team member disqualified during an interval between periods.
4. **PENALTY: A disqualified player must leave the field and may not return or be substituted for, and the player's team must play short. A disqualified team-members (some one carded that was on the bench) may not enter the game. Disqualified players or team-members are restricted to the team area. If the need arises they can also be released to their parents or guardian. Disqualified adult team area personnel must leave the playing area. (This is defined as the area with Grass and surrounding sidewalk at the Butner Athletic Park)**
5. Coach responsibility:
- a) The head coach shall be responsible for ensuring that each of his/her player(s) is properly and legally equipped. The head coach shall receive the first caution issued for an illegally equipped player.
 - b) The coach may be cautioned or disqualified either for team misconduct or for bench misconduct that cannot be attributed to a specific individual.
 - c) A coach who is disqualified shall leave the vicinity of the playing area immediately and is prohibited from any contact, direct or indirect, with the team during the remainder of the game. Failure to comply shall result in termination of the game. (This is defined as the area with Grass and surrounding sidewalk at the Butner Athletic Park)
 - d) A disqualified coach may return after the game is complete as long as the reason for being carded is not for fighting, Unsportsmanlike conduct on the coach themselves, or dissent. The official will make the coach aware of the reason for the red card and ejection as well as the League Administration.

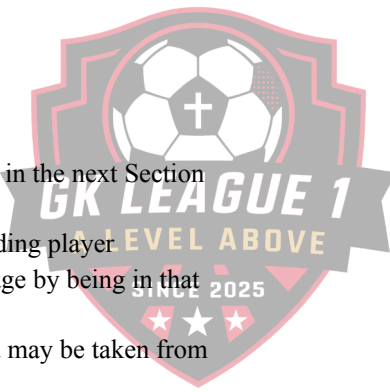
I. GK League 1 In Game Card Policy

- 1. Two yellow cards in a single game = red card → suspension for the remainder of the game + 1 additional game.
- 2. Red card for dangerous play = current game + 1 additional game suspension.
- 3. Red card for unsportsmanlike conduct = current game + 2 additional games.
- 4. Second red card for unsportsmanlike conduct = suspension for the remainder of the season.
- 5. **Fighting:** Any involvement in a fight (on or off the field, during or after a game) = suspension for the remainder of the season.
- 6. **Appeals:** See **Complaints & Appeals** in **Section VI of the GK League 1 Code of Conduct** for the appeal process.

XIV. Free Kick

A. Description of a Free Kick

- 1. Free kicks shall be classified “direct” from which a goal may be scored against the offending team or “indirect” from which a goal may not be scored unless the ball is touched or played by another player of either team.
- 2. All free kicks, with the exception of penalty kicks, may be taken in any direction.



3. Free kicks are taken from the spot of the foul except for restarts listed in the next Section XIII.B.
4. Indirect free kicks for offside are taken from the spot where the offending player interfered with play, interfered with an opponent or gained an advantage by being in that position.
5. Any free kick awarded to the defending team within its own goal area may be taken from any point within the goal area.
6. Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal-area line which runs parallel to the goal line at the point nearest to where the offense was committed.

B. When are Free Kicks Awarded:

1. Direct Free Kicks are awarded and taken from the point of infraction (except Penalty Kicks and any free kick awarded to the defending team within its own goal area).
 - a) If a player spits at, kicks, strikes, attempts to kick or strike, or jumps at an opponent.
 - b) If a player trips or attempts to trip an opponent.
 - c) If a goalkeeper attempts to strike, strikes or pushes an opponent with the ball.
 - d) If a player, other than the goalkeeper in his/her own penalty area, deliberately handles the ball.
 - e) If a player pushes an opponent with the hand(s) or arm(s) extended from the body.
 - f) If a player holds an opponent.
 - g) If a player charges an opponent in a dangerous or reckless manner, or using excessive force.
 - h) If a player charges an opponent while the opponent, in the act of playing the ball, has both feet off the ground.
 - i) If a player charges the goalkeeper.
 - j) If a player, coach or bench personnel enters or leaves the field of play without permission of an official and interferes with play or an official.
2. INDIRECT FREE KICKS are awarded and taken from the point of infraction (except Penalty Kicks and any free kick awarded to the defending team within its own goal area).
 - a) If the ball is played next by the kicker following a kickoff, a free kick, a penalty kick, a goal kick, a corner kick, or by the thrower following a throw-in.
 - b) If a player is penalized for being offside.
 - c) If a player fairly charges into an opponent when neither is within playing distance of the ball.
 - d) If a player who is not in possession of the ball obstructs an opponent who is attempting to play the ball.
 - e) If a player kicks or attempts to kick the ball while it is in the possession of the goalkeeper.
 - f) For dangerous play.
 - g) If the goalkeeper takes more than six seconds before releasing the ball for play.
 - h) If the goalkeeper illegally handles the ball while in his/her own penalty area after once relinquishing possession of the ball.
 - i) If the goalkeeper touches the ball again with his/her hands before it has been touched or played by another player.
 - j) If the goalkeeper touches the ball again with his/her hands after it is deliberately kicked by a player to his/her own goalkeeper.



- k) If the goalkeeper touches the ball again with his/her hands when receiving it directly from a throw-in by a teammate.
- l) If the game is stopped for misconduct of a player, and no other restart takes precedence
- m) Spitting at a teammate or game official.
- n) Indirect free kicks are taken from where the ball was when the referee stopped play:
 - (1) if player, coach, or bench personnel enters or leaves the field of play without permission of an official and does not interfere with play or an official
 - (2) for temporary suspension of play for an injury unusual situation and the goalkeeper has possession of the ball
 - (3) if the game is stopped because of misconduct by a person in the team and coaching area.
- o) If a direct or indirect free kick taken from outside a team's penalty area goes untouched into a team's own goal, a corner kick shall be awarded to the opposing team.

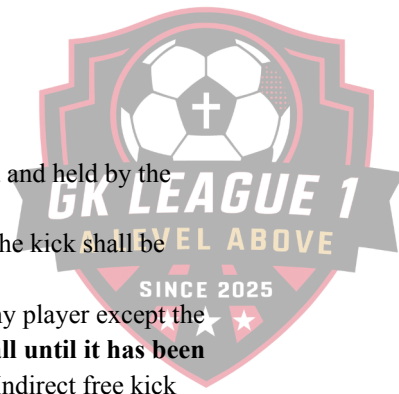
C. How Taken:

- 1. Players opposing the kicker shall be at least 10 yards from the ball until it is kicked, unless they are standing on their own goal line between the goal posts.
- 2. PENALTY: an official shall caution a player who fails to move the required distance away from the ball or engages in time-wasting tactics such as kicking or carrying the ball away after a free kick has been awarded to the opponent's team.
- 3. If the free kick is awarded to the defending team in its penalty area, the ball is not in play until it is beyond the penalty area and into the field of play. Failure to kick the ball as specified shall result in a rekick.
- 4. The kicker may not play the ball until it has been touched or played by another player; if this happens, an indirect free kick will be awarded to the opponent from the spot of the foul.

XV. Penalty Kick

A. Penalty Kick:

- 1. A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's penalty area.
- 2. All players except the kicker and goalkeeper shall be outside the penalty area and at least 10 yards from and behind the penalty mark until the ball is kicked.
- 3. The opposing goalkeeper shall stand on the goal line, facing the kicker, between the goal posts, until the ball is kicked. Lateral movement is allowed.
- 4. To be in play, the ball shall be moved forward.
- 5. The player taking the penalty kick is permitted to use a stutter-step.
- 6. PENALTIES: Infringement by the defending team is not penalized if the goal is scored. If a goal is not scored on the penalty kick, it is re-taken.
- 7. PENALTIES: Encroachment by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no re-kick.
- 8. If there is an infringement by the attacking team and the ball rebounds into play or is deflected out of bounds by the goalkeeper, the game shall be stopped and restarted with an indirect free kick for the defending team at the location of the encroachment.



9. If there is an infringement by the attacking team and the ball is saved and held by the goalkeeper, play shall continue.
10. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.
11. After the penalty kick is properly taken, the ball may be played by any player except the one who executed the penalty kick. **The kicker may not play the ball until it has been touched or played by another player on either team.** PENALTY: Indirect free kick awarded to the opponents from the spot of the foul.
12. When a penalty kick is taken, the ball is in play until its momentum is spent, it goes out of bounds, or is retouched by the kicker.

XVI. Throw-in

A. Throw-In from the touchline

1. A throw-in shall be awarded to a team when the entire ball passes the touchline either in the air or ground.
2. A goal may not be scored directly from a throw-in.
3. Player must face the field of play and must have both feet on the ground on or behind the touchline.
4. Thrower shall deliver the ball from behind and over the head in one continuous movement.
5. PENALTY FOR BAD THROW-IN: throw-in awarded to the opponent from the spot of the foul.
6. An opponent shall neither interfere with nor in any way impede the actions of the thrower, and shall stand at least two yards from the point at which the throw-in is being taken. PENALTY: referee shall administer a caution for unsporting conduct.
7. The thrower may not play the ball until it has been touched or played by another player. PENALTY: Indirect Free Kick awarded to the opponent from the spot of the infraction.
8. If, on the throw-in, the ball fails to enter the field of play before it touches the ground, the ball is awarded to the opponent at the spot of the infraction.

XVII. Goal Kick:

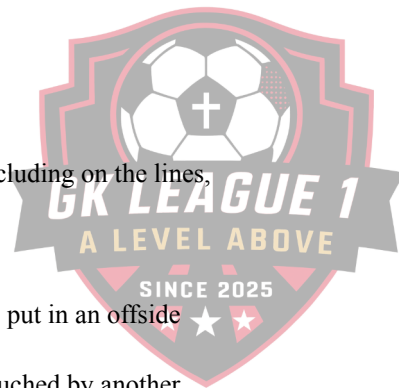
A. Goal Kick

1. A goal may be scored directly from a goal kick, but only against the opposing team.
2. Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area. Or has been played to a player inside the penalty area.
3. Once spotted, the ball shall be kicked from the ground from any point within the goalie box area by a player of the defending team; once the ball is placed, the ball cannot be moved from one spot to another.
4. If the ball is not kicked beyond the goalie box area, the goal kick shall be repeated.
5. On a goal kick, the kicker may not play the ball until it has been touched by another player. PENALTY: Indirect Free Kick awarded to the opponents from the spot of the foul.

XVIII. Corner Kick

A. Corner Kick:

1. A goal may be scored directly from a corner kick, but only against the opposing team.
NOTE: A corner kick shall be awarded to the opposing team when a free kick taken from outside the penalty area goes untouched into a team's own goal.
2. Players of the defending team shall be at least 10 yards from the ball until it has been kicked.



3. The ball shall be kicked from the ground within the quarter circle, including on the lines, nearest where the ball left the field of play.
4. The ball is in play when it is kicked and moves.
5. Failure to kick the ball as specified, shall result in a re-kick.
6. An offensive player who is not offside during the corner kick may be put in an offside position during a subsequent play.
7. On a corner kick, the kicker may not play the ball until it has been touched by another player. PENALTY: Indirect Free Kick awarded to the opponent from the spot of the foul.

XIX. General Rules

A. Headers

1. Headers are permitted for age groups U13 and U16
2. No headers are permitted in U10
 - a) Any deliberate use of the head in the U10 age group will result in an indirect free kick

B. Slide Tackling

1. Slide Tackling is permitted for age groups U13 and U16
 - a) We ask players to use caution when performing slide tackles to try and not hurt other players.
2. Slide tackling is NOT are permitted in U10
 - a) Any deliberate slide tackling in the U10 age group will result in a direct free kick.
 - b) Players can slide to save the ball as long as they make no contact with other players. If contact occurs, it will be considered a foul.

C. League Scoring and Tie Breakers

1. Scoring
 - a) GK League 1 will use the points system for standings.
 - (1) Win = 3 points
 - (2) Tie = 1 point
 - (3) Loss = 0 points
 - b) Goal Differential is capped at 5 goals per game
 - (1) Ex: if the winning team scores 6 and the losing team scores 0, Goal Differential is 5.
 - (2) Ex:: is winning team scores 8 and losing team scores 5, Goal Differential is 3.
2. Tie Breakers
 - a) The following order will be used to determine tie breakers for standings:
 - (1) Points System
 - (2) Goal Differential
 - (3) Goals For
 - (4) Goals Against
 - b) There is no cap on Goals For or Goals Against like there is for Goal Differential

If you have any questions, concerns, or comments about this document, please reach out to info@granvillekeepers.org or submit feedback at granvillekeepers.org/feedback.