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SMYS LEAGUE

LAW I – THE PITCH

Carver Elementary School

Dimensions

The playing court must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: 74 FT

Width: 50FT

Playing Court Markings

1. The playing court is marked with red lines. These lines belong to the areas of which they are boundaries.
2. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.
3. All lines are 2-4 inches wide.
4. The Playing Court is divided into two halves by the halfway line.
5. The center spot is indicated at the midpoint of the halfway line. The center circle is the basketball center circle.

The Penalty Area

A penalty area is defined at each end of the playing court by the basketball 3-point boundary from the goal line to the intersection with the basket ball foul line extended

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Penalty Spot

The primary penalty spot is drawn at the top of the basketball **key**.

Second Penalty Spot

A second penalty spot is at the near edge of the basketball center circle nearest the goal.

Substitution Zone

The substitution zone is situated on the same side of the playing court as the teams' benches beginning 10ft from the halfway line. This is where the players enter and leave the playing court for substitutions.

Goals

Goals must be placed on the centre of each goal line.

The distance (inside measurement) between the posts is 10 to12 ft and the distance from the lower edge of the crossbar to the ground is appx 6 ft 6 in.

Safety

The goals are portable, so they must be anchored securely to the court during play.

The Playing Court Surface

The surface is smooth and flat and non-abrasive. The use of wood or artificial material is recommended. Concrete or tarmac should be avoided.

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[Carver dimension are based on the basketball court, not the diagram above]

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LAW II – THE BALL

The ball

Is spherical

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a game:

1. The game is stopped
2. The game is restarted by dropping the replacement ball at the place where the first ball became defective
3. The game is restarted according to the Laws
4. The ball may not be changed during the game without the permission of the referee.
5. In all other games the ball used must fulfil the requirements of Law II.

LAW III – THE NUMBER OF PLAYERS'

Players

A game is played by two teams: each consisting of no more than **five** players, one of whom is the goalkeeper. If, in the event of players being sent off, fewer than three players (including the goalkeeper) are left in either of the teams, the game must be abandoned.

Substitution Procedure

Substitutes may be used in any game played under the rules of an official competition at SMYS or national association level.

The maximum number of substitutes permitted is **seven**.

The number of substitutions made during a game is unlimited. A player who has been replaced may return to the playing court as a substitute for another player.

A substitution is made when the ball is in or out of play and for which the following conditions are observed:

1. The player leaving the playing court must do so at his own substitution zone
2. The player entering the playing court must also do so at his own substitution zone but not until the player leaving the playing court has passed completely over the touchline
3. A substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
4. The substitution is completed when the substitute enters the playing court, from which moment he becomes a player and the player whom he is replacing ceases to be a player
5. A goalkeeper may change places with any other player (goalkeeper also can be a field player, but....the four second rule always applies to him in his half of the court).

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Infringements / Sanctions

If, while a substitution, is being made, a substitute enters the playing court before the player being replaced has completely left the court:

1. Play is stopped
2. The player being replaced is instructed to leave the playing court
3. The substitute is cautioned and shown the yellow card
4. Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

If, while a substitution, is being made, a substitute enters the playing court or a player being replaced leaves it from a place other than the substitution zone:

1. Play is stopped
2. The offending player is cautioned and shown the yellow card
3. Play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

LAW IV – THE PLAYERS' EQUIPMENT

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player, including any kind of jewellery .

Basic Equipment

1. Jersey or shirt
2. Shorts – If thermal under shorts are worn, they are of the same main color as the shorts
3. Socks
4. Shin-guards
5. Footwear - the only types of footwear permitted are canvas or soft -leather training or gymnastic shoes with soles of rubber or a similar material. The use of footwear is compulsory
6. Numbers on jersey will be shown in a contrasting color

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Decisions

1. Shin-guards are covered entirely by the socks
2. Shin-guards are made of a suitable material (rubber, plastic or similar substances)
3. Shin-guards provide a reasonable degree of protection for player age and size

Goalkeepers

1. The goalkeeper is permitted to wear long pants with no pockets or dangerous material
2. Each goalkeeper must wear colors which easily distinguish him from the other players and the referees

Infringements/Sanctions

The player at fault will be instructed by the referee to leave the playing court to correct his equipment or to obtain any missing item of equipment. The player may not return to the playing court without first reporting to the referee, who then checks that the player's equipment is now correct. The player is only allowed to re-enter the game when the game is stopped.

LAW V – THE REFEREE

The Authority of the Referee

Each game is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the game to which he has been appointed, from the moment he enters the locality where the playing court is situated until he leaves.

Powers and Duties

1. Enforces the Laws of the Game
2. Allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage is not realized
3. Keeps a record of the game and provides the appropriate authorities with a game report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occur before, during or after the game
4. Acts as timekeeper
5. Stops, suspends or terminates the game for any infringement of the Laws or due to any kind of outside interference
6. Takes disciplinary action against players guilty of cautionable or unsporting behaviour and sending-off offences
7. Ensures that no unauthorized persons enter the playing court
8. Stops the game if, in his opinion, a player is seriously injured and ensures that he is removed from the playing court
9. Ensures that any ball used meets the requirements of Law II

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Decisions of the Referee

The decisions of the referee regarding facts connected with play are final .

1. Ensures that the duration of the game complies with the provisions of Law VIII by starting his clock at kick-off
2. Stopping the clock at the end of each half. Time out periods will be part of the running clock time
3. Restarting at the beginning of the second half
4. Controls the two-minute punishment period when a player has been cautioned and controls the five-minute punishment when a player has been sent off.
5. Indicates the end of the first half, the end of the game, the end of the periods of extra time and the end of time-outs with a whistle
6. Keeps a record of all time-outs left to each team, keeps the teams accordingly informed and indicates permission for time-out when requested by the coach of either team (Law VIII)
7. Keeps a record of the first five fouls registered by each team in each half of the game and signals when the fifth foul is committed by either team

LAW VI – THE SECOND REFEREE

LAW VII - THE TIMEKEEPER and the THIRD REFEREE

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LAW VIII – THE DURATION OF THE GAME

Periods of Play

- 1. The game lasts two equal periods of 25 minutes.**
- 2. The half-time interval must not exceed 5 minutes.**

The duration of either half may be prolonged to enable a penalty kick to be taken.

The clock does not stop for injuries , time outs or other stoppages of the game

A single one-minute time out per team per half is permitted by the referee upon a request by the coach at a stoppage in play with the coach's team in possession.

LAW IX – THE START AND RESTART OF PLAY

Preliminaries:

1. The home team sits on the seats further from the stage and uses that end of the field during the first half.
3. The home team takes the kick-off to start the game.
4. The away team takes the kick-off to start the second half of the game.
5. In the second half of the game the teams change ends and attack the opposite goals.

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Kick-off

A kick-off is a way of starting or restarting play:

1. At the start of the game
2. After a goal has been scored
3. At the start of the second half of the game
4. At the start of each period of extra time, where applicable

A goal may NOT be scored directly from the kick-off.

Kick-off Procedure

1. All players are in their own half of the field
 2. The opponents of the team taking the kick-off are at least 3 yards from the ball until it is in play
 3. The ball is stationary on the center mark
 4. The referee gives a signal
 5. The ball is in play when it is touched or kicked and moves forward.
 6. The kicker may not touch the ball a second time until it has touched another player
- After a team scores a goal, the kick-off is taken by the other team.

Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

1. An indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.
2. For any other infringement of the kick-off procedure, the kick-off is retaken.

Dropped Ball

A dropped ball is a way of restarting the game after a temporary stoppage which becomes necessary, while the ball is in play and provided that immediately preceding the stoppage it has not passed over the touchline or goal line, for any reason not mentioned elsewhere in the Laws of the Game.

Procedure

The referee drops the ball at the place where it was located when play was stopped, except if it was in the penalty area, in which case he drops it on the penalty area line, at the place nearest to where the ball was located when the game was stopped.

1. Play restarts when the ball touches the ground.

Infringements / Sanctions

The ball is dropped again:

1. If it is touched by a player before it makes contact with the ground
2. If the ball leaves the playing court after it makes contact with the ground, without a player touching it

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LAW X – BALL IN AND OUT OF PLAY

Ball Out of Play

The ball is out of play when:

1. It has wholly crossed the goal line or touch line, whether on the ground or in the air
2. Play has been stopped by the referee
3. It hits the ceiling

Ball in Play

The ball is in play at all other times including when:

1. It rebounds from a goal post or the crossbar onto the playing court
2. It rebounds of the referee when they are on the playing field

When the ball hits the ceiling, the game is restarted by a kick-in, awarded to the opposing team which last touched the ball.

The kick-in is taken on the touch line from a point closest to where the ball touched the ceiling or any other obstructions, **except for the hitting the basketball goals over each end of the court. Here, the restart is either a goal clearance or corner kick.**

A team taking more than four seconds to put the ball into play will forfeit the ball to the opposing team for a kick -in at the same location.

LAW XI – THE METHOD OF SCORING

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Winning Team

The team scoring the greater number of goals during a game is the winner. If both teams score an equal number of goals or of no goals are scored, the game is a drawn.

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LAW XII – FOULS AND MISCONDUCT

Fouls and misconduct are penalized as follows:

Direct Free Kick

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

1. Kicks or attempts to kick an opponent
2. Trips or attempts to trip an
3. Jumps at an opponent
4. Charges an opponent, even with the shoulder
5. Strikes or attempts to strike an opponent
6. Pushes an opponent

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

1. Holds an opponent
 2. Spits at an opponent
 3. Slides --Any player that slides to obtain possession of the ball (except for the goal keeper in the penalty area)
 4. Handles the ball deliberately (except for the goalkeeper in his own penalty area)
- A direct free kick is taken from the place where the infringement occurred.

The above fouls are accumulated fouls.

Penalty Kick

A Penalty Kick is awarded if a player commits any of the aforementioned offenses inside his own penalty area, irrespective of the position of the ball but provided that it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offenses:

1. After releasing the ball from his possession, he receives it back from a team-mate, without it first having passed beyond the halfway line or without it having been played or touched by an opponent

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2. Touches or controls the ball with his hands after it has been deliberately kicked back to him by a team-mate
3. Touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
4. Touches or controls the ball with his hands or feet or combination of hands and feet , on

his defensive half of the playing court, for more than four seconds. The four second law does not apply when he touches or controls the ball on the opponent's half of the playing court

5. Releases the ball by kick or throw and the ball travels over the halfway line in the air without touching another player. An indirect kick is awarded to the opposing team at the halfway line.

An indirect free kick is also awarded to the opposing team to be taken from the place where the infringement occurred, if in the opinion of the referee, a player:

1. Plays in a dangerous manner
2. Deliberately impedes the progress of an opponent when the ball is not being played
3. Prevents the goalkeeper from releasing the ball from his hands
4. Commits any other offence, not previously mentioned in Law XII, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred. See exception in #5 above.

Disciplinary Sanctions

SMYS will review all send-offs. Unless otherwise notified by an SMYS official, the sent off player or coach must sit out the next scheduled game.

Cautionable Offenses

Each yellow card requires a two minute penalty by the offending player. Team plays short for the duration or until the other team scores. Only one player per goal is permitted to return to the game.

A player is cautioned and shown a yellow card if he commits any of the following offenses:

1. Is guilty of unsporting behavior
2. Shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick or free kick
6. Enters or re-enters the playing court without the referee's permission
7. Deliberately leaves the playing court without the referee's permission

For any of these offences not already punishable by a direct free kick, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offence was committed within the penalty area the indirect free kick is taken

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from the penalty area line at the place nearest to where the infringement occurred. A caution is also given provided that no graver infringement of the Laws has been committed.

Sending-off Offenses

A player is sent off and shown the red card if he commits any of the following offenses.

All red cards require a five minute major penalty. Team plays short for the duration of the penalty.

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. Uses offensive, insulting or abusive language
7. Receives a second caution in the same game

If play is stopped because a player is sent off the playing court for offence 3 (if not at an opponent) or 6, without having committed any additional infringement of the Laws, the

game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

A player who has been sent off may not re-enter the game, may not sit on the substitutes' bench, but must leave the court facility. A substitute player may enter the game after the complete five minute penalty for which a team mate has been sent off.

LAW XIII – FREE KICKS

Types of Free Kicks

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

The restart is made only with a referee whistle.

The Direct Free Kick

1. If a direct free kick is kicked directly into the opponent's goal, a goal is awarded

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The indirect Free Kick

1. A goal can be scored only if the ball subsequently touches another player before it enters the goal

Position of Free Kick

1. All opponents must be at least 3 m from the ball until it is in play
2. The ball is in play after it has been touched or kicked

Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken. **[Phrase on quick restart deleted]**

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player:

An indirect free kick is awarded to opposing team, taken from the place where the infringement occurred. However, if this offence is committed within the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred

If the team taking the free kick takes more than 4 seconds to do so:

An indirect kick is awarded to the opposing team

Indirect Free Kick: the referee signals an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Direct Free Kick: the referee signals with one arm horizontal pointing in the direction the kick has to be taken.

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LAW XIV – ACCUMULATED FOULS

Accumulated Fouls

1. Are those sanctioned by a direct free kick mentioned in Law XII. The first five accumulated fouls by each team during each half are recorded in the summary of the game

Position of Free Kick

For the first five accumulated fouls recorded for either team in each half:

1. The players of the opposing team may form a wall to defend a free kick
2. All opponents are at least 3 m from the ball until it is in play
3. A goal may be scored directly from this free kick

Beginning with the sixth accumulated foul recorded for either team in each half:

1. The players of the opposing team may not form a wall to defend a free kick
2. The player taking the kick has to be properly identified
3. The goalkeeper must remain in his penalty area and at least 3 m from the ball
4. All the other players on the playing court must remain behind an imaginary line that is parallel with the ball and parallel to the goal line, and outside the penalty area. They must be 3 m from the ball. No player may cross this imaginary line until the ball has been touched or played

Procedure (for the sixth and any further accumulated fouls)

1. The player taking the free kick has to kick the ball with the intention of scoring a goal and may not pass the ball to another player
2. Once the free kick has been taken, no player may touch the ball until it has been touched by the goalkeeper, or has rebounded from the goalpost or crossbar, or has left the playing court
3. (note: all accumulated foul kicks are direct)
4. If a player commits the sixth foul of his team in the opposing team's half or in his own half in front of an imaginary line parallel to the halfway line and passing through the second penalty mark, the free kick is taken from this second penalty mark. The second penalty mark is described in Law I. The free kick is to be taken in compliance with the provisions stipulated under "Position of free kick"
5. If a player commits the sixth foul of his team in his defensive half of the playing court between the second penalty mark and the goal line, the team awarded the free kick may choose whether to take it from the second penalty spot or from the place where the infringement occurred.
6. If the game goes into extra time, all the fouls that have accrued from the second half of the game continue to accumulate into extra time

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Infringements/Sanctions

If a player of the defending team commits an infringement to this Law:

The kick is retaken, only if a goal is not scored

If a player of the same team -as the player taking the kick infringes this Law:

The kick is retaken only if a goal is scored

If the player taking the kick infringes this Law after the ball is in play

An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred

LAW XV – THE PENALTY KICK

A penalty kick is awarded against a team which commits any of the offences for which a direct free kick is awarded and the offence is inside its own penalty area while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the Ball and the Players

The ball: is placed on the penalty mark

The player taking the penalty kick: is properly identified

The defending goalkeeper: remains on his goal line, facing the kicker, between the goalposts, until the ball has been kicked

The players other than the kicker must be located: inside the playing court, outside the

penalty area behind or parallel to the penalty mark at least 3 m from the penalty mark
Procedure

1. The player taking the penalty kicks the ball forward
2. He may not play the ball a second time until it has touched another player
3. The ball is in play when it is kicked and moves forward

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Infringements/Sanctions

If any of the following situations occur:

A player of the defending team infringes this Law:

1. The kick is retaken, only if a goal is not scored

A team-mate of the player taking the kick infringes this Law of the Game:

1. The kick is retaken only if a goal is scored

The player taking the kick infringes this Law of the Game after the ball is in play:

An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty line at the place closest to where the infringement occurred.

LAW XVI – THE KICK-IN

A kick-in is a method of restarting play.

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

A kick-in is awarded:

1. When the whole of the ball passes over a touch line, either on the ground or in the air, or hits the ceiling
2. At the place where it crossed the touch line.
3. To the opponents of the player who last touched the ball

Position of the Ball and the Players

The ball:

1. Has to be stationary on the touch line. The ball may be made stationary with hands only.
2. Is kicked into play in any direction

The player taking the kick-in: has one foot either on the touch line or on the ground outside the touch line at the moment of kicking the ball

The players of the defending team: Are at least 3 m from the place where the kick-in is taken

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Procedure

1. The player taking the kick-in must do so within 4 seconds of taking possession of the ball
2. The player taking the kick-in may not play the ball a second time until it has touched another player
3. The ball is in play immediately after it is kicked or touched

Infringements/Sanctions

An indirect free kick is awarded to the opposing team if:

The player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

The kick-in is retaken by a player of the opposing team if:

1. The kick-in is taken incorrectly
2. The kick-in is taken from a position other than the place where the ball passed over the touch line

3. The kick-in is not carried out within 4 seconds of the player taking it being in possession of the ball
4. Any other infringement of the Law occurs

LAW XVII – THE GOAL CLEARANCE

A goal clearance is a method of restarting play.

A goal may not be scored directly from a goal clearance.

A goal clearance is awarded when:

1. The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law XI.

Procedure

1. The ball is thrown from any point within the penalty area by the goalkeeper of the defending team
2. Opponents remain outside the penalty area until the ball is in play
3. The goalkeeper does not play the ball a second time until it has touched another player
4. The ball is in play when it is thrown directly beyond the penalty area
5. The ball must either be touched by another player prior of crossing halfway line (every time the goalkeeper touches the ball with his hands) or the ball must touch the goalkeeper's half of the court on the fly

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Infringements /Sanctions

If the ball is not thrown directly beyond the penalty area:

1. The goal clearance is retaken

If, after the ball is in play, the goalkeeper touches the ball a second time, before it has touched another player:

1. An indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line from the place nearest to where the infringement occurred

If, after the ball is in play, the goalkeeper receives it back from a team-mate:

1. An indirect free kick is awarded to the opposing team to be taken from the penalty area line from the place nearest to where the infringement occurred

If, after the ball is in play, the ball travels in the air over the halfway line without touching a player or touching the goalkeeper's court:

1. An indirect free kick is awarded to the opposing team from the place on the halfway line where the ball crossed.

LAW XVIII – THE CORNER KICK

A corner kick is a method of restarting play.

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

A corner kick is awarded when:

The whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law XI.

Procedure

1. The ball is placed precisely inside the corner arc at the nearest corner
2. Opponents remain at least 3 m from the ball until it is in play
3. The ball is kicked by a player of the attacking team
4. The ball is in play when it is kicked or touched

4. The kicker does not play the ball a second time until it has touched another player

Infringements/Sanctions

An indirect free kick is taken by the opposing team if:

1. The player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred
 2. The corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball. The indirect free kick is taken from the corner arc.
- For any other infringement: The corner kick is retaken