



District VIII Soccer Rules

1 Objectives:

1. Every player must be given the opportunity to make frequent contact with the ball
2. Each Player will play a minimum of 50% of each half.
3. Encourage decision making in the players
4. Make SOCCER FUN FOR EVERYONE!
5. Unless a change is stated, FIFA rules apply

2 Soccer Rules and Regulations:

2.1 Home Town Rules

To make the game fair for all participants no home town rules shall apply to the game. Individual leagues may make rules regarding matters not related to the game.

2.2 Length of the Game

The game consists of two equal minute halves, with a three to five minute break between the halves. The game time for each age group is shown under Age Group Rules below.

2.3 Required Documentation for Players

All registered players should have a pass, medical release, and be listed on the official "Golden Rod". The referee shall verify the identity of the player with the pass prior to starting the game. If a player is missing the required documentation then the player shall not be allowed to play in the game. The CYSA pass can be used for the medical release if the parent has signed the back of the card under the medical release statement, otherwise a properly completed and signed 1601 needs to be present.

For District Cup, U10s do not require player passes, but do require a medical release.

2.4 Required Documentation for Adults

All adults who are coaching the team in any capacity need to be cleared by CYSA. A cleared coach should have a valid pass and be listed on the official golden rod for the team. The referee shall verify the identity of the coaching staff with the pass prior to starting the game. If an adult is missing the required documentation then the adult shall not be allowed to participate in the game as a coach.

2.5 Competitive Players

Teams that are found to contain competitive players, from any affiliation, will be immediately excluded from all games with no refund of entrance fees or player fees. The recorded score of the game will be a win to the opponents with a score of 3-0

2.6 Specific Age Group Rules

Age Group	Ball Size	# On Field	Minimum # of Players	# On Roster	Game Length Per Half
U10	4	7	5	12	20
U12	4	9	6	16	25
U14	5	11	7	18	30

2.7 Team Formation

For District Cup, teams may bring whatever number of players their current roster has registered. If their current roster is less than the number on the field plus three then they may add players from other teams who played in the Fall league so as to the field size plus three. A team may not add players currently registered to a team also attending District Cup. A team may not drop players of the same gender as the age group that they are entering.

2.8 Co-Ed Teams

For District Cup, if a Fall registered team has a co-ed roster and wants to register as a Girls team they may drop all male players. If a Fall registered team has a co-ed roster and wants to register as a Boys team they may drop female players with written permission from a parent/guardian of the female player.

2.9 Reduced Playing Time

If a game starts late, the referee will have the final say on playing reduced time per half. Each half should still be of an equal length.

2.10 No Retakes for Bad Throw-ins

A player does not have a retake for a bad throw-in.

2.11 Direct and Indirect Free Kicks

Direct free kicks, and therefore penalties, are permitted. The referee is encouraged to explain all infractions to the offending player(s).

2.12 Offside Offense

A player is allowed to be in an off-side position anytime during the game. A player commits an off side offense if after being in an off side position the player becomes directly involved in play or causes a defender to be influenced by the player's position on the field.

A player does not commit an offside offense from a throw in, a goal kick, or a corner kick. A player also cannot be called offside on their own side of the field.

Off side offenses are called by the referee or assistant referee not a "Club-Line."

2.13 Build Out Line (U10 Only)

U10 fields must be marked with a "Build out Line." When the goalkeeper has the ball in his or her hands or for a goal kick, the opposition must retreat behind the build out line. The opposition may not cross the build out line until the ball is put into play, ie when the ball is released (thrown or kicked). The goalkeeper may choose to play the ball prior to the opposition

being behind the build out line, but must then accept the consequences as the opposing players may then go for the ball. The goalkeeper may not punt or drop kick the ball; instead the goalkeeper may throw, pass, or roll the ball back into play. After releasing the ball the keeper may continue to play the ball.

2.14 Build Out Line Offenses (U10 Only)

If a goalkeeper punts or drop kicks the ball there will be an indirect free kick awarded to the opposition on the spot of the offense. If the offense occurs inside the goal area, then the free kick will be taken on the goal area line nearest to the point where the infringement occurred.

2.15 Build Out Line – Offside Adjustment (U10 Only)

The build out line becomes the line at which an offside offense occurs. So between the half way line and the build out line, there is no offside offence.

2.16 Build Out Line – Six Second Rule (U10 Only)

The counting of the six second rule regarding the goalkeeper holding the ball only starts after all opposing players have moved behind the build out line.

2.17 No Deliberate Heading for Age Groups U12 and Younger

No deliberate heading of the ball is allowed by any player on a team registered as U12 or younger. A U12 or under player who is playing on a U14 team is not permitted to deliberately head the ball. As such U12 players must be identified in such a manner that the referee may easily note them during a game – recommendation is to use head bands or wrist bands. An infraction of this rule will result in the referee restarting the game with an indirect free kick to the opposition. NOTE: It is the referee’s decision as to whether the header was deliberate or not.

2.18 Injuries

In the game players are likely to get injured. Be aware that not all injuries are attained through deliberate actions. No player who suffered a head injury will be allowed to continue in the game. In addition, an injured player should not be removed from the field of play unless it is determined safe to do so, this is especially important when the injury is a suspected head, neck, or spinal injury.

2.19 Sportsmanship Policy

At the end of the game the goal differential should not be greater than eight. NOTE: the referee is responsible for recording and reporting the final score, it is not the responsibility of the referee to admonish a team, coach or player for violating this rule. For the first offense the coach shall be suspended for one game, for the second offense the coach will be suspended for two games, and so on.

2.20 Substitutions

The number of substitutes shall be unlimited. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee and should do so at the halfway line. Substitutions can be performed at any stoppage of play (goal kick, corner, any throw-in, free kick, etc). The substitutes that are coming on to the field should be present at the halfway line ready to enter once the center referee allows them to enter the field. The

referee may refuse entry if the substitutes are not ready or if in the opinion of the referee the coach is using substitutes to slow down the game / waste time.

2.21 Referees

Official referees are used during a game. Referees are encouraged to explain infractions to the offending player. The decision of the referee on points of fact connected with the game shall be final. If there are no Assistant Referees a “club-line” may be used.

2.22 Uniform Colors

At the discretion of the referee, if the two team uniforms are too close in color to differentiate then the home team must make a change so as to be distinct from the opposition. Note, the amount of light can make a change on how contrasting two colors may be.

2.23 No Pets

CYSA does not allow pets at events. A game will be stopped until pets have been removed from the fields. This does not apply to service animals with appropriate identification.

2.24 Noise Makers

The use of noise makers is prohibited at all CYSA games.

2.25 Spectator Area

Home team gets the north or east side. The visitor gets the south or west side. Spectators are to be on the same side of the field as their coach. No spectators may watch the game from behind the goals.

When fields are close together, the host league can decide that the coach / player area will be the space between the two fields and the spectator area would be on the other side of the field to the coach / player area.

2.26 Spectator “Cheering”

Spectators are encouraged to cheer on their team; however, care must be taken to ensure that your cheering is not viewed as jeering by opposing team members and spectators. Spectators are not allowed to make comments to players from the opposing team.

2.27 Spectator “Coaching”

Players spend practices understanding and performing an action plan for the team. By telling players to perform actions that are perhaps different to that of the action plan becomes confusing for the player and can undermine the position of the coach. Leave coaching to the coach.

2.28 Send Offs – Player

A player who is sent off may remain with the team on the team side of the field providing behavior is appropriate while there.

2.29 Send offs – Adult

An adult who is sent off may not remain at the field. Due to many adults having related players needing a ride home, an adult may be permitted to stay inside their motor vehicle

away from the field providing behavior is appropriate. The adult may not provide any comments (positive or negative) to the team using voice or any communication devices.

2.30 Return of Ejected Player/Coach Passes

When a player or coach has been ejected from a game, the referee must complete a send-off report recording pertinent data from the pass. After completing the report, the pass is returned to the head coach and the report is submitted to District.

2.31 Coaching Restrictions

Coaching from the sidelines, giving direction to one's own team on points of strategy and position, is permitted provided:

- 2.31.1** No mechanical devices are used.
- 2.31.2** The tone of voice is informative and not a harangue.
- 2.31.3** No coach, substitute, player, or spectator is to be anywhere but at his/her bench area during the game. A team's bench area shall be that area one (1) Yard from the touchline and extending to ten (10) yards both sides of the half-line.
- 2.31.4** No person is to make derogatory remarks or gestures to the referees, coaches, players, substitutes, or spectators.
- 2.31.5** No coach, substitute, or player is to use profanity.
- 2.31.6** No coach, substitute, player, or spectator is to incite, in any manner, disruptive behavior of any kind.
- 2.31.7** During and immediately after games coaches are not to make comments to players on the opposing team.

3 Additional Tournament Rules

3.1 Forfeit Rule

A team that forfeits a game often causes an upset to their opposition. In addition, to having the opposition play less soccer there is also the problems it creates for the tournament as a whole. As such, for the tournament the forfeited game shall be recorded as a 0-3 loss to the forfeiting team. The forfeiting team will also be reported to the District board for possible further action.

3.2 Determining Ranking in Group Play

During group play teams shall be ranked according to points earned. A team can earn a maximum of 8 points from a game.

- 3.2.1** Points Awarded for Game Result
Points will be awarded at the end of the game using the following:
 - 3 Points for a win
 - 1 Point for a draw
 - 0 Points for a loss
- 3.2.2** Points Awarded for Goals Scored
A team will earn 1 point for every goal scored up to a maximum of 4 goals. The team gets points for goals even if they lose the game.
- 3.2.3** Shut Out Point
A team who does not have a goal scored against them in a game will earn 1 point. The point shall be given to each team in the event of a 0-0 draw – in this case a team will get 1 point for the tie and 1 point for the shut out, making a total of 2 points to each team.

- 3.2.4 Removing Points – Red Carded Player**
For each player that is red carded by a referee the team shall be deducted 1 point
- 3.2.5 Removing Points – Coach Evicted**
For each member of the coaching staff that is evicted by a referee, the team shall be deducted 2 points.
- 3.2.6 Removing Points – Over Scoring**
In addition to the coach being suspended as per the Sportsmanship Policy, the team will also have 1 point deducted for each goal over the differential allowed. A team may petition not to have points removed if an excessive result is reached by the losing team scoring own goal(s).
- 3.2.7 Game Abandoned or Terminated**
If a game is abandoned or terminated then the non-offending team will be awarded the points for a 3-0 win (7 points) unless the game is terminated when their team is winning by a score greater than this. In the case of a terminated game the points will go to the team which, in the opinion of the referee and coordinators, did not cause the termination.
- 3.2.8 Game Forfeited**
A team that delays the start of the game by more than 15 minutes without the approval of the tournament authority shall be deemed to have forfeited the game. In a forfeited game the score will be recorded as 3-0 to the non-forfeiting team.
- 3.2.9 Group Play Tie Breakers**
When ranking the teams in the group stage multiple teams may be awarded the same number of points. To differentiate these teams the following tie breakers shall be applied (in order):
- (1) If the teams played each other, the winner of that game will have the higher ranking
 - (2) The team with the highest goal differential over all group stage games has the higher ranking.
 - (3) The team that had the least goals scored on them during the group stage has the higher ranking.
 - (4) The team that scored the most goals during the group stage has the higher ranking.
 - (5) If still a tie, then the teams will be called together and penalty kicks taken as per FIFA rules.

3.3 Determining a Winner in the Final Games

If at the end of normal time the two teams are still tied then the teams shall play two 5 minute periods of extra time. If after the two periods of extra time the teams are still tied then the teams will take penalty kicks as for FIFA rules to determine the winner.

3.4 FIFA Rules – Penalty Kicks to Determine Winner

For Tie-breaking on championship games, only the players on the field at the end of the second overtime can participate. For tie-breaking to qualify for a championship game, any player present from the team can participate.

Each team shall select 5 players to take penalty kicks, the goalkeeper can be a member of the penalty taking players if desired. Oscillating between the two teams, each player gets one kick at goal. Each of the five players must take their turn. Once all five players have taken their turn, the team with the most goals from the penalty kicks is declared the winner.

If the teams are still tied, then a second set of 5 players is selected from each team, no players from the first five may shoot again until every player (including the goalkeeper) has had a turn shooting. Once all of the second set of five players has taken their turn, the team with the most goals from the penalty kicks is declared the winner.

If the teams are still tied, then penalty kicks will be taken using one player from each team at a time until there is a winner.

No player can take a second penalty kick until all teammates at the field have taken their first penalty kick. In a similar fashion, no player can take a third penalty kick until all teammates at the field have taken their first second kick, and so on until a winner can be declared.

If the goalkeeper blocks the shot there is no follow up kick allowed by any player. Play stops when the ball stops moving.

Any questions should be directed to:

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Rules and Revisions
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District VIII