

TCSL Playing Rules for the 2014 Season

The following are the Tri-County Soccer League (TCSL) rules for the 2014 season. All FIFA Laws of the Game will apply unless stated below or in the TCSL Constitution and By-Laws.

PLAYING RULES FOR ALL LEVELS:

- In the event of similar uniform colours, the HOME team must change.
- Duplicate shirt numbers are not allowed and must be corrected prior to the game. If not corrected, goals scored by these players will be disallowed.
- Only the referee may cancel a regularly scheduled game due to inclement weather.
- In the event of a game being cancelled by the referee, the coaches may by mutual agreement reschedule the game or accept a tie. The league statistician must be notified in either case.
- A game is forfeit if a team cannot field a minimum of 7 players in the U12 and older age groups or a minimum of 5 players for u-10 mini soccer and 4 players for u-6 and u-8 mini-soccer.
- A game is forfeit if a team is not on the field within 15 minutes of the scheduled kick-off.
- A forfeited game shall be recorded as a 1-0 win for the non-offending team.
- When one team is playing short, the other team may field an equal number plus 1. This does not include playing short due to discipline (i.e. a red card issued in that particular game).
- In the event of extreme heat or humidity, the referee, at his/her discretion, may stop play for extra water breaks.
- If a referee fails to show up for a game, the home coach or other registered team official will referee the first half and the visiting coach or other registered team official will referee the second half. One person may referee the entire game if everyone is in agreement. A 10-minute waiting period is required for a referee to be considered a "no show." **NB: The TCSL Head Referee must be notified of all "no shows."**

SUBSTITUTIONS

- Substitutions will be allowed on goals, goal kicks, throw-ins, half-time, and injury. There is no limit to the amount of substitutions made.
- Only the team with possession on a throw-in can initiate a substitution. The opposing team may follow.
- If the referee stops play for attention to an injured player, that player must be subbed off.

OFF-SIDE

- Off-side will be called for U10 and older age groups.

CALL-UPS

- Players may be called up from a younger age group to allow a maximum of 14 players for U12 and up and a maximum of 10 players for mini-soccer (U10 and under) or to fill out your team roster, whichever is less. A maximum of 3 call-ups may be used per game.
- A player may be called up a maximum of 3 times per season.
- Any called-up player must be designated with "CU" beside their name on the game sheet.

MERCY RULE

- U6, U8, and U10 are allowed 2 goals per player per game. U12-U18 are allowed 3 goals per player per game. If exceeded, the goal is disallowed and a goal kick is awarded to the non-offending team. Over-time and shoot-outs are the only exception.

SIZE OF BALL AND DURATION OF GAME

- U6 — Size 3 — 3 x 10-minute periods. U8 — Size 3 — 2 x 20 minute halves. U10 — Size 4 — 2 x 25-minute halves. U12 — Size 4 — 2 x 35-minute halves. U14 — Size 5 — 2 x 40-minute halves. U16 & U18 — Size 5 — 2 x 45-minute halves.
- U6 and U8 play 5 a side (4 plus 1 goalkeeper). U-10 play 7 a side (6 plus 1 goalkeeper) U12 to U18 play 11 a side (10 plus 1 goalkeeper).

MINI-SOCCER RULES

- In u-6 games only, the goalkeepers crease is an area 1 metre out from the goal line and 1 metre out from each goalpost where no opposing player may enter. Goals scored in the crease do not count and an indirect free kick shall be awarded to the defending team.
- There are no penalty kicks in mini-soccer for U6.
- The referee shall allow two chances at a throw-in and shall instruct the player on a proper throw.
- For U6 and U8, one coach for each team may be on the field of play.
- For U6 only, on **goal kicks**, all players from the opposing team must retreat or be in the process of retreating into their half of the field. The goalkeeper may play the ball if there are defending players in his/her half. The goalkeeper under a reasonable amount of time must pass the ball to one of his/her players outside the penalty area. The defending players may not interfere with play or the ball in the opposition's half until the attacking team (team with the ball) gets the ball over the half line. **NB: If defending team interferes, then an indirect free kick is taken and the rule starts from the beginning.** The attacking team has no longer than 30 (thirty) seconds to play the ball of the half line (which is determined by the referee and referee only) once it leaves the penalty area. The attacking team's players do not have to remain in their own half and can cross over as often as they wish. After 30 seconds has expired, the referee will verbally tell the defending team that they can go get the ball.
- For U6 only, on **goalkeeper possession** (when the goalkeeper has the ball in his/her hands), all players from the opposing team must retreat or be in the process of retreating into their half of the field. The goalkeeper may play the ball if there are defending players in his/her half. The goalkeeper has a time allotment of 6 (six) seconds to hold onto the ball (which is determined by the referee and referee only). The goalkeeper must play the ball to one of his/her players outside the penalty area. The defending players may not interfere with play or the ball in the opposition's half until the attacking team (team with the ball) gets the ball over the half line. **NB: If defending team interferes, then an indirect free kick is taken and the rule starts from the beginning.** The attacking team has no longer than 30 (thirty) seconds to play the ball of the half line (which is determined by the referee and referee only) once it leaves the penalty area. The attacking team's players do not have to remain in their own half and can cross over as often as they wish. After 30 seconds has expired, the referee will verbally tell the defending team that they can go get the ball.