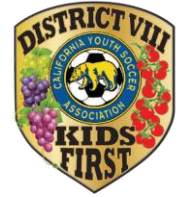




District VIII Playing Rules

BML Spring Rec. League and
End of the BML Spring Rec. League Tournament
District Cup



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 by the players
4. Make SOCCER FUN FOR EVERYONE
5. Unless a change is stated, USYS & 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, U8s & 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

BML League Play

Age Group	# of Players	Game Length	Ball Size	Roster Size	Field Size
U8	7v7	(2) 20 min. halves	3	12 players	55/65 L 35/45 W
U10	7v7	(2) 25 min. halves	4	12 players	55/65 L 35/45 W
U12	9v9	(2) 30 min. halves	4	14 players	70/80L 45/55 W
U14	11v11	(2) 35 min. halves	5	16-18 players	100/120L 50/80 W

BML and District Cup Tournament

Age Group	# of Players	Preliminary Game Length	Championship	Overtime	Ball Size	Roster Size	Field Size
U8	7v7	(2) 15 min. halves	(2) 20 min. halves	(2) 5 min halves	3	12 players	55/65 L 35/45 W
U10	7v7	(2) 20 min. halves	(2) 25 min. halves	2) 5 min halves	4	12 players	55/65 L 35/45 W
U12	9v9	(2) 25 min. halves	(2) 30 min. halves	2) 5 min halves	4	14 players	70/80L 45/55 W
U14	11v11	(2) 30 min. halves	(2) 35 min. halves	2) 5 min halves	5	16-18 players	100/120L 50/80 W
U16 (District Cup)	11v11	(2) 30 min. halves	(2) 35 min. halves	2) 5 min halves	5	16-18 players	100/120L 50/80 W
U19 (District Cup)	11v11	(2) 30 min. halves	(2) 35 min. halves	2) 5 min halves	5	16-18 players	100/120L 50/80 W

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. 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. Likewise, if a Fall registered team has a co-ed roster and wants to register as a Boys team, they may drop all female players. Written permission from a parent/guardian of the male/female players are required to make these changes.

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

U8- Indirect free kicks only

U10-U19- 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

U8- No offside calls. All kicks will be indirect kicks.

U10-U19- A player is allowed to be in an off-side position anytime during the game. A player commits an offside offense if after being in an offside 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. Offside offenses are called by the referee or assistant referees.

2.13 Build Out Line

U8-U10 fields will 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 also choose to play the ball prior to the opposition retreating behind the build out line.

2.14 Build Out Line Offenses

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

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

2.16 Build Out Line – Six Second Rule

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 U14 and Younger

No deliberate heading of the ball is allowed by any player. **NOTE:** It is the referee's decision as to whether the header was deliberate or not.

2.19 Sportsmanship Policy

At the end of the game - Goal Differential should not be greater than Eight (8).

NOTE: Referees are responsible for recording and reporting the final score, it is not the responsibility of the referee to admonish a team, coach, or a 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 or 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. The game will be stopped until pets have been removed from the fields. This does not apply to service animals with appropriate identification.

2.24 No 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.

2.29 Send Offs – Adult

An adult who is sent off must leave facilities. 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 referee coordinators within 24 hours. If the team does not have another carded coach, the game ends.

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:

(BML Rec. Spring EOS and Dist. Cup Tournaments)

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 max points to the forfeiting team. The forfeiting team will also be reported to the District Board for possible further action.

3.2 Determining Ranking in Tournament 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 Point for a loss**
- 3.2.2 Points Awarded for Goals Scored** - A team will earn 1 point for every goal scored, up to a max. 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 both teams will get 1 point for the tie and 1 point for the shut out, making a total of 2 points for 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** – 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 team that caused the game to be abandoned/terminated will be assessed the loss and the opposing team will be declared the winner and the game score will be recorded as a 3-0 for the team declared as the winner plus 1 point for all goals up to 4, scored by the team at the time the game was abandoned/terminated.
- 3.2.8 Game Forfeited** - A team that delays the start of the game by more than 15 mins. 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 7-0 to the non-forfeiting team.
- 3.2.9 Group Stage Tie Breakers** - When ranking the teams in the group stage multiple teams may end up with the same number of points. To differentiate these teams the following Tie Breakers shall be applied (in order):
 - (1) Head-to-Head Competition. If the teams played each other, the winner of that game will have the higher ranking.
 - (2) Goals Against - The team that had the least goals scored on them during the group stage has the higher ranking.
 - (3) Goals For - The team that scored the most goals during the group stage has the higher ranking. (Up to 4 Goals Scored)
 - (4) If the Teams are still tied in Points, then the teams will go straight to Kicks from the Mark, to determine team's placements in the Consolation or Championship Matches. Penalty Kicks per FIFA Rules.

3.3 Determining a Winner: Tournament Championship/Consolation Games

If the two teams are still tied (Tournament Play) after the regulation time, the teams will go (2) 5 min. overtime periods. If they are still tied, they will go to Kicks from the Mark to determine the winner. Penalty Kicks per FIFA Rules.

3.4 FIFA Rules - Penalty Kicks to Determine Winner

For Tie Breakers at consolation or championship games, only the players on the field at the end of the second overtime play can participate. For tie-breaking to qualify for a consolation or 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 will be 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 the second set of five players have taken their turn, the team with the most goals from the penalty kicks will be 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 on the field have taken their first penalty kick. In a similar fashion, no player can take a third penalty kick until all teammates on the field have taken their second penalty kick, and so on until a winner can be declared.

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

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