

## Rules of Play

### Chapter 1: GCFYSL RULES OF PLAY

adopted March 1, 2005

#### **PART I. General**

1. General Guidelines for league play are provided by FIFA laws of the game with adjustments based on the current issue of the United States Soccer Federation Book for Youth Soccer and the league approved modifications herein.
2. Games must be played and completed in accordance with the officially published schedule.

#### **PART II. Fields and Equipment**

1. Clubs may utilize reduced size fields for younger players. If the field size is reduced, the markings and goal size shall be reduced proportionally.
2. The designated home team will be responsible for the condition of the grounds, proper field marking in accordance with published schedule, and for providing the game ball.
3. The home team is responsible for providing the game ball, but it is the responsibility of both teams to have an appropriate game ball. The referee is responsible for the selection of the game ball.
4. All teams are responsible for keeping their spectator as well as their team areas clean and neat.
5. Goal nets are mandatory! No game shall be started without nets. Lack of goal nets will be cause to award forfeiture to the visiting team by the league.
6. Corner flags are required, no cones, no bicycle flags.
7. The referee assigned to that particular game is the sole judge as to the playability of the field.
8. There shall be no alcoholic beverages dispersed or consumed on or near the playing field during any league game.
9. Length of game:

**U19, U18, and U17** 2 - 45 Min Halves

**U16 and U15** 2 - 40 Min Halves

**U14 and U13** 2 - 35 Min Halves

**U12 and U11** 2 - 30 Min Halves

**U10 and U9** 2 – 25 Min Halves

**Half-time** will be at least 5 minutes and not longer than 10 minutes for all age groups.

**Mercy Rule** - Game over. When there is an eight (8) goal differential at any point from halftime to throughout the second half, the referee shall call the match and the game is over. (examples of scores: 8-0, 9-1, 10-2, 11-3, etc.)

10. Ball Size:

**U13 to U19** - Size 5

**U9 to U12** - Size 4

### **PART III. Substitution**

1. The number of Substitutions shall be unlimited.
2. Substitutions, including goalkeepers, may be made at the following times by either team and at the referee's discretion:
  - Prior to a throw. May be made **ONLY** by team in possession.
  - Prior to a goal kick.
  - After a goal.
  - After an injury, when the referee has stopped play.
  - Between halves.
3. A substitute may not enter the field of play until so instructed by the referee, and then shall enter at the mid-field area.
4. Players arriving after the start of play may be substituted at any proper substitution time subject to equipment and player pass check by the referee, prior to the restart of play.

### **PART IV. Uniforms and Player Equipment**

1. Where colors of competing teams are identical or similar, the **designated home team** must effect a change to colors distinctive from their opponent, unless otherwise approved and stipulated by the league.
2. The uniform or jersey of the goalkeepers must be distinctly different in color from the basic colors of both competing teams.
3. Player's uniform numbers (approximately. 6" in height) are to be affixed to the back of the

uniform shirt. No two players from the same team may have an identical uniform number while both are on the field.

4. Players wearing an orthopedic cast or metal brace shall not be eligible to participate in any game.

5. All players will be required to wear protective shin guards while participating in a game. They shall be worn beneath the game socks and in a manner to protect the player's lower leg (shinbone).

6. Shoes shall be of the type specifically designed for soccer (tennis shoes may be worn by younger age groups).

7. No jewelry shall be worn in any league game.(includes watches, rings, bracelets, necklaces, earrings, etc.)

### **PART V. Registration & Player Passes**

1. All players are required to be properly registered before they can participate in league activities. Only players with a valid player pass will be allowed to participate in league games . **(NO PASS, NO PLAY)** .

2. The player passes and two copies of the roster must be presented to the referee before the start of each game. All passes will be returned to the coach at the end of the game, with the exception of ejected players, which will be forwarded to the disciplinary committee along with a report from the referee.

3. If a player participates on the field without proper registration, his/her team will automatically forfeit the game. In addition, the club, coach, and/or player may be subject to additional disciplinary action as the league may deem appropriate.

### **PART VI. Referees**

1. The referee shall hold a brief but mandatory opening ceremony for the purpose of checking eligibility, including:

Game rosters

Player passes

Coaches passes

Player equipment

Exchange of game rosters

Coaches' challenge of player credentials, field conditions, etc.

2. The player passes will be collected and held by the referee and will be returned at completion of play, minus the pass of any ejected player.
3. The referee should report any unusual game action such as cautions, ejections, game stoppage, "no-shows", etc. to the League for review. **The Referee does not award a forfeit!** Forfeits are awarded by the league after review of the referee report.
4. The referee shall not start any game if a team has fewer than seven (7) eligible players, (except U-8 through U-12 playing under the Mod. Rules).

## **PART VII. Coaching**

1. Coaching from the sidelines is permitted for the purpose of encouragement of the players. No derogatory remarks to players, other coaches, referees, or officials will be tolerated!

Coaches and players must remain in the immediate area of the team's bench while the game is in progress (from midfield to 15 yards down field from the halfway line and at least one yard from touchline).

Coaches and players bench area shall be on the opposite side of the field from the spectator's side. No spectators are allowed in the bench area. The bench area is limited to the Coach, two assistants, and players.

Coaches may not use mechanical devices such as voice amplifiers, or horns, etc.

2. No tobacco products shall be used by coaches, assistants, or players on the field of play, before, during or after the game.
3. Coaches should remember to retrieve their player passes from the referee or assistant referee after the game.

## **PART VIII. Schedules & Postponements**

1. Game time is forfeit time, there is no grace period.
2. Games must be played in accordance with the officially published schedules.
3. In the event the start of the game is delayed due to weather, injury, etc. the referee shall have the option of shortening the length of the following games by shortening each half equally to maintain the field schedule. The team captains should be notified prior to the start of the game.
4. Games stopped due to weather or injury: - in the first half are subject to reschedule at the

option of the league. - in the second half, the game will be deemed complete.

5. The Referee shall remain the arbiter of any decision regarding inclement weather that arises during the conduct of a match (i.e. lightning, unsafe field conditions in the event of a massive downpour, etc.)

6. That a Club President, or his/her designee, after notifying and receiving approval from the League President, or his/her designee, be provided with the authority to cancel games prior to their start under the following conditions:

The game field has been subjected to rainfall equal to or greater than two inches (2" accumulated) during the twenty-four (24) hour period preceding game time.

**OR**

There exists on the field an area of standing water equal to or greater than twenty (20) square yards and measuring two (2") deep or more at the deepest point of standing water;

**OR**

The majority of the active playing area will not allow a ball to travel via rolling or bouncing in a manner conducive to safe play. (i.e. the ball skids wildly or stops unexpectedly in areas most traveled by the players.)

7. Any weather related game cancellations prior to their start shall be rescheduled at the earliest possible time.

8. Referees, assigned to a field for the purpose of calling consecutively scheduled games, will be paid for the first game canceled whenever approval has been granted by the League President for cancellation of the remaining games scheduled for a given field on a given date.

9. Game postponements

Games will be postponed only for religious holidays, school functions that leave the team below 7 players, FYSA cup competition or a GCFYSL sponsored activity.

Coaches or teams requiring game postponement must contact their club president, who will in turn, coordinate the rescheduled game with the opponent and the proper referee and field assignors.

Requests for postponements must be to the club president and opponent, **no later than ten days prior** to the game. Requests made within ten days of the originally scheduled game may not be accepted.

Games are rescheduled with the field and referee assignor of individual clubs - **through the club president or his/her designee!**

10. Forfeit games shall be scored as a 3-0 result for the winning team. Forfeiting teams Club President or his/her designee must notify the referee assignor and the opposing club/team of any

forfeits. All forfeits will result in:

- 1st offense:

\$50.00 fine and full referee fee.

- 2nd offense:

\$100.00 fine and full referee fee.

A warning from the league

Team will be placed in bad standing and not allowed to participate in post season play.

- 3rd offense:

\$150.00 fine and full referee fee.

The team will be placed in bad standing and disqualified from all award of trophies and all post season play.

11. Both forms of discipline apply for the seasonal year.

12. Offenses accumulate during the entire seasonal year.

## **PART IX. PROTESTS**

For games played under protest, a written report must be forwarded to the 3rd vice-president, within 48 hours of the game. The report must contain the essential facts of the case and the basis on which the protest is submitted. The protest must be accompanied by a fee of \$25.00, which shall be returned if the protest is sustained. In addition, the referee must be notified of the protest not later than the end of the game. Protests will be resolved by the league. The respective clubs shall be notified of the time the protest is to be considered, and have the option to attend.

## **Chapter 2: Modified Playing Rules For U9/U10 And U11/U12**

adopted March 1, 2005

### **Law I - The Field (Recommended Sizes)**

1. Dimensions:

- U9 & U10 - 60 yards x 45 yards

- U11 & U12 - 80 yards x 55 yards
2. Markings: Lines not more than five inches wide
  3. Halfway line marked across field
  4. Center circle with eight-yard radius
  5. Corner arcs of two-foot radius
  6. Goal area should be proportional to full size field goal area dimensions
  7. Goals:
    - U9 & U10: 6 feet high by 18 feet wide (6 feet high by 6 yards across).
    - U11 & U12: 7 feet high by 21 feet wide (7 feet high by 7 yards across).

## **Law II - The Ball**

U9 thru U12: Size 4

## **Law III - Number of Players**

1. U9 & U10:

Maximum of six players on the field at any one time, one of whom may be the goalkeeper.  
Maximum number on roster should not exceed ten.

2. U11 & U12:

Maximum of eight players on the field at any one time, one of whom may be the goalkeeper.  
Maximum number on roster should not exceed fourteen.

3. Substitutions, including goalkeepers, may be made at the following times by either team and at the referee's discretion:

- Prior to a throw. May be made **ONLY** by team in possession.
- Prior to a goal kick.
- After a goal.
- After an injury, when the referee has stopped play.
- Between halves.

4. Playing time:

Each player shall play a minimum of 50% of total playing time.

## **Law IV - Players Equipment**

Footwear to be soft-cleated soccer shoes or tennis shoes. Shinguards are mandatory.

## **Law V - Referee**

Registered referee, associate referee, or parent/coach referee. All rule infractions shall be briefly explained to the offending player.

## **Law VI - Linesmen**

Linesmen are not mandatory. Linesmen may be Club linesmen.

## **Law VII - Duration Of Game**

See Part II, Section 9 – Length of Game

**Mercy Rule** - Game over. When there is an eight (8) goal differential at any point from halftime to throughout the second half, the referee shall call the match and the game is over. (examples of scores: 8-0, 9-1, 10-2, 11-3, etc.)

## **Law VIII - Start Of Play**

Same as FIFA, except opponents must be eight yards away at start.

## **Law IX - Ball In And Out Of Play**

Same as FIFA.

## **Law X - Method Of Scoring**

Same as FIFA.

## **Law XI - Offsides**

- U9 & U10: Same as FIFA. There will be offsides.
- U11 & U12: Same as FIFA.

## **Law XII - Fouls And Misconduct**

Same as FIFA, except opponents must be eight yards away when free kick is taken. Referee must briefly explain foul to offending player.

## **Law XIII - Free Kicks**

- U9 & U10: Same as FIFA. All free kicks have opponents eight yards away.
- U11& U12: Same as FIFA. All free kicks have opponents eight yards away.

## **Law XIV - Penalty Kick**

Same as FIFA except kick from eight yards out from goal .

**Law XV - Throw-In**

Same as FIFA.

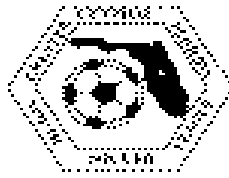
**Law XVI - Goal Kick**

Same as FIFA.

**Law XVII- Corner Kick**

Same as FIFA except opponents must be eight yards away from ball.

**Other:**



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